The Manuscript Shredder's NaNoWriMo Calendar

based on Larry Brooks Story Structure (from storyfix.com and Story Engineering) and Jami Gold's plot point spreadsheet

A sample calendar for NaNoWriMo with word counts and scene goals for every day in November. This calendar is only a suggestion. Your scenes may be longer or shorter, or you may choose to combine elements into a single scene.

There is no wrong way to write.

Use my scene building sheets (or one you find helpful) for your outline or as a way to brainstorm before you sit down to write (if you prefer pantsing). These sheets will help you break down the details for building your individual scenes: POV, character goals, stakes, actions, and results, which will keep your story focused and prevent you from writing unnecessary, useless scenes.

Date	W.C.	Part	Plot Points
			Introduce protagonist and establish likability, hook the reader, and setup First Plot Point. World building, establishing normal, introduce theme (if any)
1	1667	Part 1: The set up	Opening scene or sequence of story; protagonist must be introduced within first 1-3 scenes. (*page 1, unless you have a *really* good reason.)
2	3333		*Establish normal, build world, build character, introduce theme (if any)
3	5000		Hook: Create a question, build an emotional attachment, or present a situation the reader needs to answer. May or may not be part of the main conflict.
4	6667		*Introduce stakes. What will happen if MC continues in the same path?
5	8333		Inciting incident: (Optional) Game-changing event occurring during Part 1, often leading to a decision at the First Plot Point.
6	10000		First plot point: Antagonistic forces fully comes into play, defining the goal, stakes, and obstacles for protagonist; first time the meaning and implications of antagonistic events are seen.

Scene descriptions with an "" are my own additions. All other descriptions are based on Larry Brooks Story Structure from storyfix.com and Story Engineering and Jami Gold's plot point spread sheet (jamigold.com) with a hat tip to Elizabeth Davis's Blake Snyder/Save the Cat Beat Sheet (www.lizwritesbooks.com)

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7	11667		*Protagonist's character flaw solidifies (should mirror the antagonistic forces)
			The protagonist reacts to the new goal/stakes/obstacles revealed by the First Plot Point, but cannot overcome the antagonistic forces because of his character flaw or missing knowledge.
8	13333		*Characters deals with consequences of decision in inciting incident
9	15000	Part 2: The Response	*Character regroups and fails because of character lie/flaw
10	16667		*Character deals with consequences of failure
11	18333		First pinch *Character's lie is challenged, or recognizes missing knowledge
12	20000		*Character learns new information that causes him/her to change views/abilities
13	21667		*Character becomes aware of the difference between his view and his reality, but doesn't understand why or character falsely believes he is ready
14	23333		*Character sees how his mistaken view is effecting those around him
			Midpoint information/awareness causes the protagonist to change course in how to approach the obstacles; the hero is now empowered with information on how to proceed, not merely reacting anymore; protagonist also ramps up battle with inner demons.
15	25000	Part 3: The	*Character begins to try new belief
16	26667		*false start. Main character makes a new plan
17	28333		*New plan of action is put into place
18	30000		*New plan seems to be working until…

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19	31667	**Attack**	Second pinch point: Reminder of the story's antagonistic forces, as the antagonist ups the game against the protagonist's attacks.
20	33333		*main character's new beliefs are tested and character reverts to old habits-usually leading to "all hope is lost"
21	35000		(Optional) A slower paced, all-hope-is-lost lull before the Second Plot Point.
22	36667		Second Plot point: The final injection of new information into the story (doesn't need to be fully understood by the protagonist yet); protagonist's quest is accelerated.
23	38333		*Character transformation is complete. Now the final battle can begin

> The protagonist summons the courage and growth to come up with solution, overcome inner obstacles, and conquer the antagonistic force; all new information must have been referenced, foreshadowed, or already in play (otherwise, deus ex machina).

24	40000	**Part 4: The resolution**	*Main character makes plan for final battle
25	41667		*the approach
26	43333		*the first encounter, ends in false victory
27	45000		*antagonist pushes back, but this time cannot undo the character's transformation
28	46667		*the climax
29	48333		*the final push
30	50000		*the wrap-up. all questions must be answered

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