ACTIONS POSSIBLE

PLANNING ACTION ENGAGMENT (several engagements = sequence)

**FIGHT**

1) Man to Man

2) Gangup – uneven opponents

3) Brawl - everyone

 Stunts

* Flurries of punches kicks, slaps, or melee weapons
* Throw opponent against, onto, or through parts of set
* Wrestle, grapple.
* Use parts of set as improvised weaponry
* Falling

**CHASE** – one character tries to escape second character; weapons limited b/c must stop to use them. Plan route.

1) On foot

 Stunts

* Run, jump, fall or climb through set
* Crash through solid or apparently solid set pieces, e.g. wall, door
* Knock set pieces in way of pursuer
* Fire ranged weapons
* Avoid dangerous parts of set

2) Vehicles – Adds thrill of speed. Includes horses and such.

WHO is Driving?

* IF Driver: Must pay attention to driving.
* IF Passenger: Not distracted, but no direct control of speed, orientation, or direction.

Weapons?

* Mounted or loose.
* Vehicle itself is weapon

Stunts

* Collisions, ramming
* Jumping
* Firing weapons & taking fire
* Character transfers from vehicle to vehicle
* Avoid set pieces:
	+ Mobile – pedestrians, other vehicles, etc.
	+ Stationary – fruit stands, towers, bridge abutments, etc.

**SHOOTOUT** – arrows (past), bullets (present), lasers (future)

Cover: sight lines, protection, static v. mobile (including holding other person)

Ammunition: limited or unlimited. Reloading a possible character moment.

Wounds: pain, limited movement, character moment

Stunts

* Shoot weapon at opponent
* Move from fire between cover to get closer or further away
* Use setting to advantage, e.g. take cover, move to higher ground, shoot set piece elements

**BATTLE** – Huge groups

Need Timeline of major plot points

Show panorama

Put POV Character in one unit with one mission

Off-stage events will impact POV Ch.

Use other actions above as needed.

Conflict:

Resolution:

 Protagonist goal:

 Antagonist goal:

**Who is present?**

**Setting**

Physical terrain

Bystanders

Important items

Stunts

1)

2)

3)

4)

5)

6)

7)

8)

9)

10)

Reference: Healy, Ian Thomas. Action! Writing Better Action Using Cinematic Techniques, c. 2011.