

# THE SPARK

A FREE SAMPLE FROM THE FORGE PACK

DISTRICT DRAFT

*Everyone has ideas.  
Few decide which deserve years of their life.*

Five pages from the method. Enough to test your next idea today — and to see what the full protocol does. The fire is in the Pack.

00

# THE PRINCIPLE

---

Creators are taught to develop projects. Almost no one teaches them to select. So they pour years into ideas that never had the depth, the tension, or the necessity to justify the cost.

This toolkit inverts the usual question. It does not ask whether an idea is good — it assumes most are not. Its job is to kill: quickly, deliberately, on purpose, so that the few survivors receive everything you have.

Your scarcest resource is not talent. It is not even time. It is attention — and attention is comparative. Every idea you keep alive taxes the one that deserved to win. The goal is not more ideas. The goal is one idea you would not regret.

*Remove the abundance, and  
commitment has to say everything.*

## MOVEMENT 02

# THE FIVE TESTS

Each idea that survives excavation is put under load. Five tests; each returns a score from 1 to 5 and a binary gate. Scores rank. Gates kill. An idea can score well and still fail a gate — a fatal weakness is never outvoted by strengths.

## 01 CORE

*What is it really about?*

## 02 ENGINE

*What collides?*

## 03 EXPANSION

*Does it survive scale?*

## 04 NECESSITY

*Why must it exist?*

## 05 COMMITMENT

*What will you lose for it?*

## SCORING LEGEND

1 ABSENT · 2 WEAK · 3 PRESENT · 4 STRONG · 5 UNDENIABLE

ONE PAGE · KEEP IT ON YOUR DESK

# THE FORGE MEMO

*The method, on a single page.*

- 
- |    |                   |  |
|----|-------------------|--|
| 01 | <b>CORE</b>       | <i>What is it really about?</i>        |
| 02 | <b>ENGINE</b>     | <i>What collides?</i>                  |
| 03 | <b>EXPANSION</b>  | <i>Can it survive scale?</i>           |
| 04 | <b>NECESSITY</b>  | <i>Why must it exist?</i>              |
| 05 | <b>COMMITMENT</b> | <i>What am I willing to sacrifice?</i> |
- 

VERDICT

**GREENLIGHT**     **REFINE**     **ARCHIVE**

THIRTY-SECOND TRIAGE · BEFORE THE PROTOCOL

# RED FLAGS

Run this first. Two or more checked, and you do not even start the protocol — the idea is not ready, or not yours.

KILL IMMEDIATELY IF —

- The idea is only a twist.
- The idea depends on a passing fashion.
- The idea has no conflict.
- The idea only works as a pitch — never as a scene.
- The idea excites me less after one week.
- I cannot explain why it matters.

*Red flags are not failures.*

*They are early mercy.*

A5 · PRINT · CUT · CARRY

# THE DECISION CARD

RECTO

**DO NOT  
DEVELOP YET**

*— until it survives the five.*

VERSO

**THE FIVE**

CORE — the question underneath

ENGINE — what collides

EXPANSION — survives scale

NECESSITY — why it must exist

COMMITMENT — the sacrifice

GREENLIGHT / REFINE / ARCHIVE

It looks naive — that is the point. A card you can hold makes the discipline impossible to forget. Pin the recto where new ideas arrive.

YOU'VE SEEN THE SPARK

# GET THE FIRE

This sample gives you the why and a tool you can use today. The full Forge Pack gives you the decision — the complete protocol that takes a vague idea to a verdict you won't regret.

INSIDE THE FORGE PACK

- **THE KILL TEST** — The full five-test protocol, with kill gates and scorecard
- **THE TOURNAMENT** — Make your survivors compete — selection is comparative
- **THE VERDICT & CONTRACT** — Commit to one, in writing
- **THE CEMETERY** — Bury ideas with a trigger to bring them back
- **WORKED DISSECTIONS** — The method run on real films, series — and one kill
- **SEVEN PRINTABLE COMPANIONS** — Memo, card, brief, 100 scenes, red flags, graveyard, the wall

## GET THE FULL PACK

districtdraft.com · the pack, in dark, print & editable

*Free sample — share it freely.*