

Instructions for Potential 'Beware' Authors

Contribute One Chapter in the new book "Beware: They Do Shoot the Messenger"

Do you have a story that is your own personal experience of a time when you delivered a message and dealt with the consequences?

Why would you want to contribute to this book? It is an opportunity to tell your story and share it. You could make some money from royalties (see Step 7 below). You could use the book in your marketing strategy. You could help the readers by sharing your experience.

Step 1: Send me an outline or first draft of your story. Based on the outline/draft I can let you know if your story matches what I'm looking for in this book.

Send outline, draft and/or questions to Bonnie Best, bonnie@bbest.com

Step 2: I will review your outline or draft and determine if it is the kind of story I want in the book. If it is, we can start the process of editing.

Step 3: I will edit your story and make suggestions on changes that I think would improve it. I'll send the suggestions to you. You can edit and send me a revised version if you choose.

Step 4: If I select your story, and revisions if there are any, I will add your chapter to the book.

Step 5: When I have enough chapters to consider the book complete, I will self-publish the book in my CreateSpace account.

Step 6: We can all promote the book. You can order your own copies, or send people to the online links in Amazon, CreateSpace, Barnes and Nobles, etc. I will also create a Kindle version of the book.

Step 7: Royalties will be sent to me, since the book will be in my CreateSpace account. I will distribute 60% of the royalties equally among all the authors in the book. It is difficult at this time to calculate the actual amount each author will receive. It will depend on how many authors in the book, and how many books are sold.

Optional: It will be possible to purchase printed books at a special rate, so that you can sell them for a profit. Books purchased this way do not pay royalties to any of the authors.