

BEAT SHEET

Save the Cat beats, page targets for a 110 page script. One or two sentences per beat.

Title		Writer	
Logline			

THE 15 BEATS

Beat	Pages	What happens in your story
1. Opening Image A snapshot of the hero before anything changes.	1	
2. Theme Stated Someone says what the story is really about.	5	
3. Set-Up The hero's world, flaws and stakes.	1 to 10	
4. Catalyst The event that knocks life off course.	12	
5. Debate Should I go? The hero hesitates.	12 to 25	
6. Break into Two The hero chooses and enters a new world.	25	
7. B Story A new relationship that carries the theme.	30	
8. Fun and Games The promise of the premise.	30 to 55	
9. Midpoint A false win or false loss. Stakes go up.	55	
10. Bad Guys Close In Pressure from outside and inside.	55 to 75	
11. All Is Lost The lowest point. Something dies.	75	
12. Dark Night of the Soul The hero sits with the loss.	75 to 85	
13. Break into Three The answer, often from the B story.	85	
14. Finale The hero applies the lesson and wins or loses.	85 to 110	
15. Final Image The mirror of the opening image.	110	

NOTES: THEME, OPEN QUESTIONS, WHAT CHANGES

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