

Beat sheet

Title: _____

Length: _____ pages

Fifteen beats from Blake Snyder's *Save the Cat!* (2005), with his page in a 110-page script. To place a beat in your own script, multiply its page by your length and divide by 110, or use the calculator at scriptopus.com/beat-sheet.

Beat	Page at 110	Your page	What happens in your story
1. Opening Image Your hero and their world before anything changes. The last image will answer this one.	1		
2. Theme Stated Someone says what the story is about, often in passing, to a hero not ready to hear it.	5		
3. Set-Up The ordinary life, the people in it, and what is missing. Plant what you will need later.	1 to 10		
4. Catalyst The event that knocks that life off course.	12		
5. Debate The hero hesitates. The last chance to stay where they are.	12 to 25		
6. Break into Two The hero chooses to act and steps into the new world of the story.	25		
7. B Story A second storyline begins, often a relationship, carrying the theme.	30		
8. Fun and Games The promise of the premise: the scenes the trailer is cut from.	30 to 55		

Beat	Page at 110	Your page	What happens in your story
9. Midpoint A false victory or a false defeat. The stakes rise; no going back.	55		
10. Bad Guys Close In Pressure from outside, doubt and old faults from within.	55 to 75		
11. All Is Lost The lowest point. Something dies, literally or not.	75		
12. Dark Night of the Soul The hero sits with the loss, until the start of an answer.	75 to 85		
13. Break into Three The answer arrives, often where the A and B stories meet.	85		
14. Finale The hero puts what they have learned to work.	85 to 110		
15. Final Image The opposite of the opening image: proof that someone changed.	110		