

BEAT SHEET

15 story beats, from the opening image to the final image.

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TITLE	WRITER	SCRIPT LENGTH
Dead Air	Your Name	13 pages

LOGLINE one sentence: hero, goal, obstacle

A late-night radio host who hides from daylight takes a call from a stranger who knows her childhood song, her front door and where she's going next.

THE 15 BEATS positions for a 110-page script. For other lengths, multiply by your page count and divide by 110.

ACT ONE				ACT TWO						ACT THREE				
1	2	4	5	6	7	8	9	10	11	12	13	14	15	
3														
1. Opening Image			p. 1		6. Break into Two			p. 25		11. All Is Lost			p. 75	
2. Theme Stated			p. 5		7. B Story			p. 30		12. Dark Night of the Soul			pp. 75 to 85	
3. Set-Up			pp. 1 to 10		8. Fun and Games			pp. 30 to 55		13. Break into Three			p. 85	
4. Catalyst			p. 12		9. Midpoint			p. 55		14. Finale			pp. 85 to 110	

ACT ONE: THESIS

1 OPENING IMAGE PAGE 1
a snapshot of the hero's world before (p. 1 of 110)
Blackout curtains. A clock reads 4:02 PM. Nora hasn't seen a sunrise in years.

2 THEME STATED PAGE 1
someone hints at what the story is about (p. 5 of 110)
On air, Nora says: "If you're awake, you're family." Who is her family now?

3 SET-UP PAGE 1 to 2
the hero, their world and what's missing (pp. 1 to 10 of 110)
Eddie's text: "Don't be late. Again." Walt holds the door. Nora owns the booth.

4 CATALYST PAGE 2
the event that changes everything (p. 12 of 110)
A caller asks for "Blue Porch Light," the song her mom used to play.

5 DEBATE PAGE 2 to 3
the hero hesitates. Should I go? (pp. 12 to 25 of 110)
Eddie says cut him off. Nora's hand hovers over the fader.

6 BREAK INTO TWO PAGE 3
the hero chooses to act (p. 25 of 110)
Nora keeps the caller on the air and asks him who he is.

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Act two is the longest. Act three proves the hero changed.

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ACT TWO: ANTITHESIS

7 B STORY

a new relationship that carries the theme (p. 30 of 110)

PAGE 4

Eddie, her producer, is the only person who checks on her. Can she trust him?

8 FUN AND GAMES

the promise of the premise (pp. 30 to 55 of 110)

PAGE 4 to 7

A live game of clues. The caller describes her front door at Elm Court.

9 MIDPOINT

a false victory or a false defeat (p. 55 of 110)

PAGE 7

Eddie kills the line. Silence. Then the phone rings again.

10 BAD GUYS CLOSE IN

pressure from outside and inside (pp. 55 to 75 of 110)

PAGE 7 to 9

Nora finds the station's back door propped open. Walt's chair is empty.

11 ALL IS LOST

the worst moment. Something dies (p. 75 of 110)

PAGE 9

Nora runs to her car in the rain. The show goes to dead air.

12 DARK NIGHT OF THE SOUL

the hero hits bottom (pp. 75 to 85 of 110)

PAGE 9 to 10

The caller's voice comes through the car radio. There's nowhere to hide.

ACT THREE: SYNTHESIS

13 BREAK INTO THREE

the answer, often from the B Story (p. 85 of 110)

PAGE 10

She stops running and drives home to face him.

14 FINALE

the hero proves they've changed (pp. 85 to 110 of 110)

PAGE 10 to 13

Eddie is waiting on her couch. The truth about the calls comes out.

15 FINAL IMAGE

the opposite of the opening image (p. 110 of 110)

PAGE 13

Dawn. Nora walks out into the sunrise and doesn't look back.