

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

TITLEWRITERSCRIPT LENGTH

LOGLINE one sentence: hero, goal, obstacle

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

a snapshot of the hero's world before (p. 1 of 110)

PAGE

2 THEME STATED

someone hints at what the story is about (p. 5 of 110)

PAGE

3 SET-UP

the hero, their world and what's missing (pp. 1 to 10 of 110)

PAGE

4 CATALYST

the event that changes everything (p. 12 of 110)

PAGE

5 DEBATE

the hero hesitates. Should I go? (pp. 12 to 25 of 110)

PAGE

6 BREAK INTO TWO

the hero chooses to act (p. 25 of 110)

PAGE

BEAT SHEET

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 _____

8 FUN AND GAMES

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

PAGE _____

9 MIDPOINT

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

PAGE _____

10 BAD GUYS CLOSE IN

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

PAGE _____

11 ALL IS LOST

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

PAGE _____

12 DARK NIGHT OF THE SOUL

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

PAGE _____

ACT THREE: SYNTHESIS

13 BREAK INTO THREE

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

PAGE _____

14 FINALE

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

PAGE _____

15 FINAL IMAGE

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

PAGE _____