

# Save The Cat! Beat Sheet Cheat Sheet

## Multi-Scene Beats

## Single Scene Beats

*Note: prologues are outside of this structure.*

ACT I

### Set-Up (1-11%)

*Introduce the A Story and most of the characters.  
Establish the "ordinary" or "thesis" world.  
Show the flaws and what is missing.*

*Stasis = Death*

### Debate / Come to Terms (11-23%)

*Convince the audience of the dangers.  
Challenge the protagonist's beliefs and understandings.  
What is at risk?  
Make the audience root for the protagonist.  
State the "tangible goal".*

ACT II

*Enter the upside-down new world.*

### Fun And Games (26-50%)

*"Deliver on the promise of the premise."  
Positive trajectory.  
Explore the upside-down world.  
"Trailer moments."  
Prepare for what is believed to be the final battle.*

### Bad Guys Close In (50-68%)

*Reverse the trajectory.  
Downhill spiral.  
Internal and external conflicts progress.  
Losing hope.  
Questions are raised about the goal(s).  
Internalize conflict.*

### Dark Night of the Soul / Dark Decision (68-77%)

*Reflect on the losses and explore the consequences.  
The protagonist learns the theme that was stated.  
Set the stage for the Act 3 ultimate challenge.*

ACT III

### Finale / Confrontation / Aftermath (77-97%)

*Beats in The Five-Point Finale are flexible in length.*

**Gather the Team / Make the Plan**  
*Make a plan and gather what and who is needed.*

**Executing the Plan**  
*Everything goes pretty much to plan...*

**The High Tower Surprise**  
*A twist that challenges the protagonist directly. The original plan will no longer work. The "almost" defeated.*

**Dig Deep Down**  
*Protagonist faces a test of faith. Find the strength to overcome the challenge.*

**Execution of the New Plan**  
*Resolve action and complete the character arc. Victory or "purposeful failure".*

### Opening Image

*First impression of the protagonist.*

### Theme Stated (5%)

*Something is said, probably not by the protagonist, that hints at what the protagonist will learn before the end of the story.*

### Catalyst / Inciting Incident (11%)

*Something happens that disrupts the "ordinary world".  
The call to adventure.  
Something happens TO the protagonist.*

### Break Into Act II (23%)

*The protagonist takes action that is in response to the Catalyst.*

### B Story (27%)

*B Story can be the place to have characters discuss the theme and typically resolves near the end of Act 2 or in the Finale.*

*The protagonist's "internal" or "spiritual" story.*

*Possibly introduce a character who helps transform the protagonist and who may be an anti-thesis to Act 1 characters.*

*Love interest, buddy plot, family dynamics, personal growth, fish out of water, professional rivalries, reconciliation, etc.*

### Midpoint (50%)

*The stakes are raised. Something big.*

- A kiss or major romantic development
- Add a ticking clock
- The threat becomes personal
- The threat is revealed to be bigger

*The story pivots. Change trajectory from positive to negative or negative to positive.*

*The B-Story can negatively interact with the A-Story*

### All Is Lost (68%)

*The protagonist's lowest point.  
A literal or metaphorical death of someone/something.  
"The whiff of death."*

### Break Into Act III (77%)

*Protagonist learns/realizes something new, likely from the B Story, that changes everything or makes a bold decision.*

### Final Image (99%)

*A reflection of the Opening Image. Show what has changed.*