	Title:	e:				
Save the Cat! Board	Genre		Date:			
1: Opening Image	2: Ther	ne Stated	3: Set-	Up		
A brief "who" of the hero						
4: Catalyst	5: Deba	ate	6: Brea	ak Into Two		
The thing that sets the story in motion			The ess	sence of the story and poster		

	Title:	e:				
Save the Cat! Board	Genre		Date:			
			·			
7: B Story	8: Fun	and Games	9: Mid	point		
			The cor	nplication that challenges the hero		
10: Bad Guys Close In	11: All	Is Lost	12: Dai	rk Night Into the Soul		
	How the	e hero loses everything				

	Title:	Title:		
Save the Cat! Board	Genre		Date:	
13: Break Into Act Three	14: Finale		15: Final Image	
The solution to the hero's dilemma			How the hero is transformed by this stor	V

#1,4,6,9,11,13 and 15 are the 7 Key Points for writing the Short Pitch Outline:

	Title:	e:			
Save the Cat! Board	Genre		Date:		

Elevator Pitch

Logline

A good logline contains type of hero (person with adjective that describes him), antagonist (ditto) and the hero's compelling primal goal with irony and creates a vivid image of possibilities.

Example: A bullheaded cop comes to L.A. to visit her estranged wife and her office is taken over by terrorists. (Die Hard)

	Title:		
Save the Cat! Board	Genre	Date:	

Enhanced Logline

On the verge of a Stasis=Death moment, a flawed Protagonist has a Catalyst and Breaks Into Act Two with the B Story; but when the Midpoint happens, he/she/it Must learn the Theme Stated, before All is Lost to defeat (or stop) the flawed Antagonist (from getting his/her/its goal or plan).

Example: On the verge of a divorce, a bullheaded street-smart cop is trapped in his wife's office building by terrorists and teams up with a "desk cop" patrolman to thwart them; but when he taunts the terrorists, and risks exposing his hostage wife's identity, he must learn to adapt to change to outsmart the leader and stop what are really thieves from getting away with a billion-dollar heist. (Die Hard)

	Title:		
Save the Cat! Board	Genre	Date:	

Save the Cat! Greenlight Checklist

Title

- Is this the best title to tell us what this story is visually and emotionally? Does it "say what it is"?
- Pitch Logline
- Can you pitch this in a minute?
- Is what you pitch being delivered in the scripts?
- Does it grab the audience and keep them wanting more?
- Mini-story Logline
- Can you easily tell your story through its key beats?

Act 1

Opening Image

- Does the **tone** tell us what kind of story this is without giving away too much?
- Does the Opening Image put us in the right **mood** for the **type** of movie it is?
- Do we get a clear picture that this Opening Image is the "before" shot?

Theme Stated

- Is there a **thematic premise** being raised?
- Do we know what this story will be about **on the inside**?
- Is it **primal** for all audiences?

Set-Up

• Do we know who the **hero** of the story is?

	Title:		
Save the Cat! Board	Genre	Date:	

- Is this hero as far back as possible when we first meet him/her/it?
- Is the hero and his/her/it world rife with **problems**? What are they and are they clear?

Catalyst

- Is something **done** to our hero?
- Does it force our hero into action?
- Is it believable?

Debate

- Is there a valid **argument** for the hero?
- Is it the hero who has the **debate**?
- Does it give us insight into the hero's **emotions**?

Act II

Break Into Two

- Is it a clear act break that tells us our hero is moving into a **new world**?
- Did the hero make a **proactive** choice to move into Act Two?
- Does the hero have a **clear goal** as he/she/it enters Act Two?

B Story

- Who or what is the B Story?
- Does the B Story have a spiritual lesson to teach the hero?
- Does it provide a needed breakaway from the A Story?

	Title:		
Save the Cat! Board	Genre	Date:	

Fun & Games

- Does it show the **promise of the premise**?
- Do we have enough **set pieces**?
- Is there a **touchstone scene** that defines what this movie/novel is all?

Midpoint

- Is there a clear false victory or false defeat?
- Are the **stakes raised**? Is there a **time clock**?
- Is there a **public outing** or a **party** that exposes our hero and forces him/her/it to declare his/her/its new way of being?

Bad Guys Close In

- Does the quest become **harder** for the hero?
- Are there enough external and internal forces attacking the hero? What is the awful truth the hero cannot admin?
- Do we see the hero being **stripped of** his/her/its **comfort zone** one piece at a time?

All Is Lost

- Is there a whiff of death, physically or emotionally?
- Does it feel like the hero's **lowest point**?
- Is the All Is Lost as **devastating** a blow to the hero as we can make it? And what is his **"shard of glass"** (a blind-spot or flaw that the hero is unaware of)?

Dark Night of the Soul

- Does the hero **confess** his/her/its flaw, secret, or ugly truth and have a **moment of clarity**?
- Does the B Story **prompt** our hero into Act 3?
- Is the Themed Stated re-enunciated at this point?

	Title:		
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Act III

Breaking Into Three

- Is it a **clear** act break?
- Does the hero **move** the story through the act break?
- Does our hero have a **new goal**?

Finale

- Is there a **storming of the castle** which our hero leads?
- Is the Act 3 world the **synthesis** of Act 1 and Act 2 worlds?
- Is the **B Story** clearly resolved?

Final Image

- Is it the **opposite** of the Opening Image?
- Do we get a real sense of **transformation** for our hero?
- Is this the **right way** to end the story?

Raising the Bar:

- Does every scene move the plot forward through conflict and emotional shifts?
- Does all the minor characters play a key role in our hero's growth, and do they change and learn a lesson as well?
- Is there any line, scene, or character that is cliché, and is there any place where we can push what is expected?
- What is new about this movie/book and, given its genre, does it move the art forward?
- Who is this movie/book for and does the script do anything that veers from that target audience?