**THREE-ACT SCREENPLAY STRUCTURE**

ELEVATOR PITCH:

ACT 1

STAGE 1: Set-up

a) Draw reader into story.

b) Reveal everyday life of hero.

c) Establish identity of hero (Is he funny, likable, powerful, etc.?)

PLAN:

TURNING POINT 1: Opportunity – page 10.

a) Hero is presented with an opportunity or new desire.

b) This starts hero on journey.

c) It is not the specific goal that defines the entire movie.

PLAN:

STAGE 2: New Situation – pages 10–25.

a) Hero reacts to new situation that resulted from opportunity.

b) Hero gets acclimated to new surroundings; formulates specific plan.

c) Hero usually enters this stage willingly with excitement and anticipation.

PLAN:

TURNING POINT 2 [ACT 1 BREAK]: Change of Plans – page 25.

a) Hero transforms original desire into a specific goal with clear end point.

b) Hero’s motivation is revealed.

PLAN:

ACT 2

STAGE 3: Progress – pages 25–50.

a) Hero’s plan seems to be working as he takes action to achieve goal.

b) Whatever obstacles hero faces, he is able to avoid or overcome them.

PLAN:

TURNING POINT 3: Point of No Return – page 50.

a) Hero must fully commit to goal; no turning back.

b) Hero may have burned bridges, is taking much bigger risks.

PLAN:

STAGE 4: Complications and Higher Stakes – pages 50–75.

a) Achieving visible goal becomes far more difficult.

b) Hero has much more to lose if he fails.

c) Conflicts build.

PLAN:

TURNING POINT 4 [ACT 2 BREAK]: Major Setback – page 75.

a) Seems that all is lost for hero.

b) Only option is to make one last all-or-nothing effort.

PLAN:

ACT 3

STAGE 5: Final Push – pages 75–90.

a) Conflict is overwhelming; pace accelerated.

b) Everything is working against hero.

PLAN:

TURNING POINT 5: Climax – page 90, could come near end of movie.

a) Hero faces biggest obstacle of entire story.

b) Hero must determine his own fate.

PLAN:

STAGE 6: Aftermath – pages 90–100, could be shorter.

a) Resolution of hero’s objective.

b) Reveal new life of hero now that he’s completed journey.

PLAN: