

# MY STORY CAN BEAT UP YOUR STORY!

Teen Sitcom Pilot Template (Cold Open/2 Acts/Tag)

SERIES TITLE: SAM AND CAT

EPISODE TITLE: #newgoat

S:01, E:04

A/B/C Story

## ***STORIES:***

‘A’ STORY – Dilben arrives, claim to be the son of the building owner. He is going to have Sam and Cat kicked out of the apartment because...

‘B’ STORY – ...they are babysitting a goat they got from Dice who is now managing...

‘C’ STORY -- ...a MMA fighter named Goomer who is very unintelligent.

	<b>ORPHAN</b>	<b>COLD OPEN</b>
1	<i>Comedy Open</i>	Sam makes prank phone calls with kids she is babysitting. Cat walks in while the kids and Sam scream into the phone and Cat faints because she is scared.
		<b>END ON A STRONG BUTTON</b>

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	ORPHAN (cont)	ACT ONE
2	<i>B Story setup. C Story setup.</i>	<p>Girls have breakfast from a blender that Sam made. Dice enters with a small goat.</p> <p>FLASHBACK to him getting the goat by accident from a guy in a dark alley (he thought the guy was offering to sell him a coat). Dice want them to babysit the goat. Sam reluctantly agrees.</p> <p>Large guy, Goomer, comes in. He's an MMA fighter that Dice is going to manage. He's super stupid but Sam agrees to see him fight later. Cat, Dice, and Goomer leave.</p>
3	<i>A Story Setup.</i>	A young boy, Dilben, comes in and tells Sam she needs to get rid of the goat, it is against building codes and Sam kicks Dilben out of the house.
	WANDERER	
4	<i>C Story interlude. A Story complication</i>	<p>Sam and Cat take the goat to the gym to watch Goomer fight. Cat tries to stop Goomer from fighting (misunderstanding.)</p> <p>Cat tells Sam that Dilben is related to the owner of the building and can kick them out of the building.</p>

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5	<i>B Story complication</i>	Cat tries to give the goat away, but has called someone with the last name 'Farmer' thinking he was actually a farmer.
6	<i>A Story complication.</i>	Dilben comes back and tells Sam and Cat that he has reason to kick them out of the building because Cat's grandmother is no longer living there.
		<b>END ON A STRONG BUTTON</b>

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	WARRIOR	ACT TWO
7	<i>A Story Plan</i>	Sam and Cat go to Cat's grandmother's retirement home and ask if she could fix the situation and she agrees to help them. Only...
8	<i>A Story Plan fails</i>	... a repairman falls through the ceiling onto the grandmother who now has to go to the doctor, so she cant help Cat and Sam.
	MARTYR	
9	<i>A/B/C Story riskiest plan</i>  <i>BIG YES – Riskiest plan is devised</i>	Sam and Cat come up with a plan to hide the goat and have Goomer act as their Uncle so they wont get kicked out of the apartment.

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10	<i>A/B/C Story big complication</i>  <i>NO – Problem with plan/plan fails/lowest point</i>	<p>Goomer is too thick to understand the plan. Meanwhile, they have trouble keeping the goat hidden.</p> <p>Dilben brings his dad, the building owner, to Sam and Cat's apartment. They pretend that the goat is gone and that Goomer is their Uncle.</p>
11	<i>A/B/C Story disaster</i>  <i>BIG NO</i>	<p>Dilben's dad see's the goat and realizes Goomer doesn't actually live there. Dilben is going to kick them out.</p>
12	<i>A/B/C Stories resolve</i>  <i>FINAL YES – Ultimate success/back to normal</i>	<p>Dilben's actual father comes in the apartment and reveals that he doesn't own the building. Dilben made up the story because he's embarrassed by his dad's real job; selling wide shoes. Sam kicks them both out.</p>
		<b>END ON A STRONG BUTTON</b>

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		<b>TAG</b>
13	<i>Comic twist on 'back to normal'</i>	Sam enters the kitchen with Cat's pink, musical toothbrush (for no apparent reason)
		<b>END ON A STRONG BUTTON THAT RESETS THE SERIES</b>