Courier

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
0123456789 ,.!?-_`;
Do not number scenes – this is traditional for shooting scripts, not specs

(FLASHBACK/INTERCUT) If a scene is a flashback, dream, fantasy etc this needs to be indicated like this so the reader does not get lost. I put mine above the slugline, though it is acceptable beneath too. Same goes for dreams, fantasy realms, etc. IMPORTANT: Montages have a slightly different layout, see www.bang2write.com for more details on this.

INT/EXT. LOCATION - DAY/NIGHT

SUPER: EIGHTEEN MONTHS AGO/1981/SUMMER etc This is a caption to tell an audience there has been a passage of time, else they won’t know ‘cos it can’t be seen: remember, in film “what you see is what you get”

- 1 space between slugline and first scene description –

Use the Courier font. Try writing in the present simple tense – the /s/ formation, ie. Lucy read/s/, eat/s, kill/s/. Avoid the present continuous – “is/are” & /ing/.

Avoid capitalising SOUNDS – this is traditional for shooting scripts, not specs. Avoid overuse of bold, underlining, italics or adverbs (the “ly” words).

- 1 space between s/d and dialogue and so on –

CHARACTER
(parenthetical)

Dialogue goes here. As you can see, dialogue is not centred like the character’s name. Use parentheses ONLY when the line of dialogue is ambiguous.

CHARACTER NAMES should be capitalised only the first time we see them. Scene description should not run for more than four lines before it is broken up by a blank space.

CHARACTER 2

More dialogue. Dialogue should not be in CAPITALS or italics.

Avoid referencing the camera/production process – even *hidden* camera shots like “focus/angle on”. Avoid as well the term “We see/hear…” Lots of readers hate it.

CHARACTER 3

Dialogue.

Finally give us a sense of ARENA or STORYWORLD – location, time, period, feelings – but don’t overdo it. Sum it up.

(END OF INTERCUT/FLASHBACK/DREAM/etc) – tell us when when it ends!