STAGE PLAY FORMAT (US)

by

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Your name
Your address
Your phone number
Your email address

Your agent's address and phone number

<u>CHARACTERS</u>

KB                    Ex-teacher-turned-genius-Cocoa-
                      programmer. Suave and sophisticated, with
                      a penchant for Kronenberg Blanc. Overcome
                      with despair since Kronenberg Blanc was
                      discontinued in the UK, KB's sole mission
                      now is to destroy the evil villains that
                      took the amber nectar away from him.

DJ                    KB's loyal, if somewhat combative,
                      sidekick. After DJ's larynx was destroyed
                      in a disastrous early attempt to retrieve
                      vats of Blanc from an underground lair,
                      he now has an electronic voice-box that
                      makes him sound like a Dalek - which
                      causes problems in his day job as a
                      voiceover artist.

IP                    The tech genius in charge of hacking. A
                      perfectionist to the extent that by the
                      time he has picked holes in the teams'
                      plans and suggested seven hundred better
                      courses of action, the bad guys have
                      usually got away and everyone is left
                      scratching their heads and wanting a
                      Kronenberg Blanc - which they can't have,
                      obviously.

JP                    The peacemaker of the team who spends
                      most of her time suggesting alternative
                      beers and rolling her eyes.

LP                    The insider. To the outside world, LP
                      appears to be part of the evil Kronenberg
                      Blanc-hating corporation the team are
                      trying to expose, but LP is secretly
                      bringing the team's plans to fruition
                      from within.

SETTING

An untidy spare room in a house in Cornwall. Books and
notepads are strewn everywhere, and dust collects on the
singular (empty) bottle of Kronenberg Blanc mounted on the
wall.

TIME

The morning on which this silly example file was written.

ACT I

Scene 1          The spare room.              Now.

Scene 2          A trampoline.                Earlier.

ACT II

Scene 1          A public house.              Evening.

Scene 2          The villain's lair.          Night.

ACT I

SCENE 1

(This sample script is based on the one created by Matt Carless for the BBC Script Smart website. Act numbers are given in Roman numerals and scene numbers are given in Arabic. Set description is indented and appears directly beneath the scene heading. Set description deals only with the set and what is happening on stage. It should be enclosed in parentheses.)

CHARACTER #1

Character names appear in capital letters indented to be aligned with the scene heading and set description. You can add character names to the project auto-complete list so that you don't need to type them out every time.

CHARACTER #2

Dialogue appears directly below the character name in normal upper- and lowercase text.

CHARACTER #1
(Beat)
Parenthetical instructions appear in upper- and lowercase text enclosed in parentheses on a separate line.
(Pause)
Scrivener will place the directions in brackets automatically.

CHARACTER #2

One-word stage directions may appear directly after the character name in brackets - Scrivener will automatically put anything placed in brackets after a character name into lowercase.

                         CHARACTER #1 (like this)
Stage directions should not be typed on the same line
as dialogue.

                    (Stage directions that fall between the
                    speeches of different characters should
                    be offset by double spacing. In
                    Scrivener, select the Scene Action
                    element.)

                         CHARACTER #1 (Continued)
If the character's dialogue was interrupted, start a
new character cue when continuing the dialogue with
"Continued" in brackets after it.

                    (Indicate the end of a scene or act in
                    brackets the same as scene action.)

ACT I

SCENE 2

(Begin each act or scene on a new page. Pages should be numbered beginning at act one/scene one, not the title page.)

CHARACTER #1

It is customary to finish off an act and script like this:

(Blackout.)