U.S. RADIO DRAMA FORMAT

Written by

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Every script should have a title page with one contact address only in the bottom left hand corner. Always include a phone number and an e-mail address if you have one.

If you have an agent the address and number can go here. A draft number or date is not required on a spec script.

Scene One: Int. Location #1 - Day

1. <u>MUSIC:</u> <u>ALL CUES ARE NUMBERED.</u> <u>SOUND AND MUSIC</u>

1. CHARA #1 (CONT'D): Begin the following page with a new cue. The only means of establishing a character's presence is to have them speak or be referred to by name. If there are too many characters in a scene, the listener will lose track.

2. <u>MUSI C:</u> BRI DGE.

Scene Two: Int. Location #2 - Night

- 3. <u>SOUND:</u> <u>SCENE HEADINGS ARE NOT NECESSARY BUT CAN</u> <u>BE USED.</u>
- 4. CHARACTER #1: (BEAT) Parenthetical instructions appear in capitals enclosed within round brackets in the body of the dialogue. (PAUSE) It is recommended that these are used sparingly!
- 5. <u>SOUND:</u> THERE ARE A NUMBER OF COMMON TERMS USED FOR TELESCOPING DIALOGUE.
- 6. CHARACTER #2: (OFF MIKE) Indicates that the actor should speak away from the microphone. The audio equivalent of "off-screen".
- 7. CHARACTER #1: (VOICEOVER) Indicates a character who is narrating over sound, music or dialogue.