

THE COMPLEAT SCREENPLAY FORMAT GUIDE

Screenplay formatting isn't rocket surgery. If you follow some simple rules, which are laid out here. Final Draft and Celtx do a lot of this automatically, but it should still look like this:

1. Typeface: Use COURIER NEW 12. Why? The 1-page = 1 minute formula is based on this typeface and margin settings. **NO BOLDING** or *ITALICS EVER!* Use underlining for emphasis.
2. Margins: Left = 1.5 in. (to make room for hole punches for when it's bound)
Right = 0.75 in.
Top = 0.5 in. with a header of one line and formatted page number in top right;
Bottom = 0.75 in.
3. Spacing: Single spacing, ALWAYS. Some elements, such as location slugs, paragraphs (aka ¶s), etc. are followed by an extra line-space.
4. Location slugs: ALL CAPS, full margins, flush left. [For our purposes, we won't use scene numbers; don't worry about them.]

Example:

```
{1.5" Margin} EXT. AMBERSON MANSION - DAY
{line-space}
    An imposing Victorian mansion with a mansard roof, surrounded
    by well tended grounds.
{line-space}
    A carriage drawn by two horses pulls into the porte-cochere
    and stops.
```

5. Screen directions (abbreviated as "S.D."): Full margins (1.5" left/0.75 right), normal capitalization.
6. Character name before dialogue: ALL CAPS at Left margin + 2.5 in. (equivalent to 5 default tabs to right, basically the middle of the margin)—CENTERING IS WRONG AND HAZARDOUS TO YOUR GRADE!

Example:

```
{1.5" Margin} He faces the fireplace and looks into the dying embers.
{line-space}
                MAJOR AMBERSON
                It must be ... the sun. The sun was
                here before everything and we came
                after the sun...
{line-space}
    George looks at his grandfather from the entryway [...]
```

7. For Offscreen Dialogue Or Voiceover Cues add (O.S.) or (V.O.)to the name.

Example:

{1.5" Margin} Major Amberson faces the fireplace and looks deeply into the dying embers.

{line-space}

NARRATOR (V.O.)
As he recognized that he was finally, truly an old man, the fire went out of the Major's manner.

8. Parenthetical before dialogue [e.g. (sarcastically) or (to Cinderella)]: Lower case except for first letter of proper nouns at Left margin + 1.5 in. and should not pass Right dialogue margin. If so, break out as an S.D.

Example 1:

{1.5" L Mar} Major Amberson faces the fireplace and looks deeply into the dying embers.

{line-space}

MAJOR AMBERSON
(to no one in particular)
It must be ... the sun. The sun was here before everything and we came after the sun...

Example 2:

{1.5" Margin} Major Amberson faces the fireplace and looks deeply into the dying embers.

{line-space}

MAJOR AMBERSON
(as if speaking to someone)
It must be ... the sun. The sun was here before everything ... isn't that so?

{line-space}

He looks to the painting of his father for a reply.

{line-space}

MAJOR AMBERSON (CONTINUED)
And we came after the sun...

9. Dialogue: Increase margins on both sides by + 1.0 in. (aka a L/R indent) See examples above.

10. CAPITALIZATION:

ALL CAPS is used to indicate anything that needs to be called out for the producer/designer/actor, etc. including:

- a. FIRST APPEARANCE BY A CHARACTER (this is usually accompanied by a short description) or of a group of EXTRAS.

Example 1:

{1.5" Margin} EXT. AMBERSON MANSION - DAY
 {line-space}
 An imposing Victorian mansion with a mansard roof, surrounded by well tended grounds.
 {line-space}
 GEORGE AMBERSON MINAFER (a young 21, athletic and handsome), dressed in the height of 1892 male fashion, paces the entryway nervously.

Example 2:

{1.5" Margin} EXT. AMBERSON MANSION - DAY
 {line-space}
 An imposing Victorian mansion with a mansard roof, surrounded by well tended grounds.
 {line-space}
 A CREW OF GARDENERS attends to the lawn and hedges as we are just able to make out ISOBEL AMBERSON (40s, still-glamorous heiress) in a dressing down looking out of a second floor window.

- b. SOUND EFX (SFX, i.e., sound cues that will have to be recorded separately from the sync sound).

Example:

{1.5" Margin} EXT. AMBERSON MANSION - DAY
 {line-space}
 An imposing Victorian mansion with a mansard roof, surrounded by well tended grounds. The SHARP CRACK OF A PISTOL SHOT is heard, followed by a WOMAN'S SCREAM.

- c. UNUSUAL PROPS OR DECOR, i.e., not something that you'll find in any prop shop or interior design outlet that the production designer will have to fabricate or research.

Example:

{1.5" Margin} EXT. AMBERSON MANSION - DAY
 {line-space}
 An imposing Victorian mansion with a mansard roof, surrounded by well tended grounds. Rising from the lower roof between the two cupolas is a LARGER THAN USUAL WEATHERVANE IN THE SHAPE OF A RECLINING NUDE.

[CONTINUED]

Example 1:

```
{1.5" Margin} EXT. MONTAGUE VILLA, FLORENCE - DAY
{line-space}
An imposing white stucco mansion with with a terracotta roof,
surrounded by lush palmy grounds.
{line-space}
LONG DISSOLVE TO: {or INTERCUT WITH:, etc.}
{line-space}
EXT. CAPULET PALAZZO, VENICE - DAY
{line-space}
A grand marble palace on the Grand Canal; a GONDOLA is moored
by the ornate entryway.
```

Example 2:

```
{1.5" Margin} EXT. MONTAGUE VILLA, FLORENCE - DAY
{line-space}
An imposing white stucco mansion with with a terracotta roof,
surrounded by lush palmy grounds. A HORSE-DRAWN COACH waits
outside.
{line-space}
SPLIT SCREEN TO INCLUDE:
{line-space}
EXT. CAPULET PALAZZO, VENICE - DAY
{line-space}
A grand marble palace on the Grand Canal; a GONDOLA is moored
by the ornate entryway.
{line-space}
At both residences, SERVANTS are loading the conveyances with
wicker hampers and cases [...]
```

11. Montages

A montage can be a useful way to use brief shots/scenes to compress time/reveal backstory/use in a way only you have thought of.

The simplest way to do this is to label the sequence as a montage and add a numbered list of the actions/shots/scenes.

The best way is to to label the sequence as a montage and make a numbered list using regular format location slugs with brief descriptions of the actions a single space beneath. In reverse order:

Example 1:

```
{1.5" Margin} MONTAGE:
{line-space}
{1.5" Margin} 1) INT. STABLE -- DAY
{1.5" Margin} The Mule kicks Superman in the butt. Superman doesn't notice.
{line-space}
```

{1.5" Margin} 2) EXT. SMALLVILLE H.S. FOOTBALL FIELD -- DAY
 {1.5" Margin} A WIDE RECEIVER crashes into Clark, knocking off his glasses.
 Clark Clark barely registers it.
 {line-space}
 {1.5" Margin} 3) INT. KENT HOUSE -- CLARK'S BEDROOM -- NIGHT
 A MOSQUITO lands on Clark's forehead. Clark slaps it, hard,
 and knocks himself out.
 {line-space}
 {1.5" Margin} END MONTAGE

Example 2:

{1.5" Margin} MONTAGE:
 {line-space}
 {1.5" Margin} 1) AT THE STABLE: The Mule kicks Superman in the butt.
 Superman doesn't notice.
 {line-space}
 2) SMALLVILLE H.S. FOOTBALL FIELD: A WIDE RECEIVER crashes
 into Clark, knocking off his glasses. Clark barely registers
 it.
 {line-space}
 3) CLARK'S BEDROOM: A MOSQUITO lands on Clark's forehead.
 Clark slaps it, hard, and knocks himself out.
 {line-space}
 END MONTAGE

12. Title Page: There should always be a title page (even one that says "UNTITLED") and it should contain the following fields:

TITLE in ALL CAPS;
 {double space}
 by {lowercase}
 {double space}
 Author's Name in Initial Caps

all centered and starting about 2.5 in. from the top margin.

If the work is an adaptation, start higher and add:

based on a/the {type of work: novel, short story, original story, video game, etc.}
 {double space}
 by {lowercase}
 {double space}
 That Author's Name in Initial Caps

also all centered.

- a. Draft number, date, and registration number (if any), single space, flush left, beginning about 9.5 inches from the top of the page;
- b. on the opposite side, the last entry on the same line as the lowest line on the left: CONTACT: Contact's name, address, phone and e-mail, single space.

CHINATOWN

by

Robert Towne

{the following is not true; just an example of the format}
Based on an original story

by

Roman Polanski

and

Robert Towne

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Third Draft
January 19, 1971

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