U.S. RADIO DRAMA FORMAT

Written by

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Scene One: Int. Location #1 - Day

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

Scene Two: Int. Location #2 - Night

3.   SOUND: SCENE HEADINGS ARE NOT NECESSARY BUT CAN
                            BE USED.

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.   SOUND: 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.