GRANARY DIGITAL

Shooting schedule and stripboard

One row for each scene. Day totals are below the list.

Scene	Day	Int / Ext	Location	Description	Cast	Props	Wardrobe	Scene minutes	Notes
Example: 4	*1*	*Int*	*Kitchen*	*Interview, mug and notebook*	*Presenter*	*Mug, notebook*	*No change*	*45*	*Shots 4A-4C*

Day totals

Day	Scenes	Scene minutes	Buffer minutes	Total minutes	Day length (minutes)	Spare minutes

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Scene	Day	Int / Ext	Location	Description	Cast	Props	Wardrobe	Scene minutes	Notes
1	1	45		45					
2	0	0		0					
3	0	0		0					
4	0	0		0					
5	0	0		0					
All	**1**	**45**	**0**	**45**					

Buffer minutes are the time you hold back at the end of each day. Enter them as minutes, for example 30 for half an hour.

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Scenes grouped by place and people, so the day runs with fewer moves

How to use this template

1. Break the script into scenes and number them. Enter each scene on its own row, with its location and cast.
2. Set the day for each scene. Group by location first, then check the cast, so each place and each actor is covered in as few blocks as possible.
3. Check the props and wardrobe for each day. A scene that needs something the day does not have should move.
4. Mark any cast member with limited days in the Notes column, so the booking can be checked against it.
5. Enter the scene minutes. The day totals add them up, with a buffer, and show the spare time left in each day.
6. Enter the day length for each day. A negative figure in Spare minutes means that day is overloaded, so move a scene.
7. Copy each day's scenes onto the call sheet, and rebuild the board whenever the script or availability changes.

The row marked Example shows how to fill a line in. Overwrite it before you use the day totals, because they count every row from row 7 down.

Scene minutes are the planned time for the scene, not the time it actually took.

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