

SCENE NUMBER	CAST & FUNCTION	SIZE	(OPTIONAL) COVERAGE & VERSIONS	TAKE NUMBER	SPECIAL VERSION & NOTES
1 2	D	L	B	2 3	P U
A - MASTER B - SINGLE: LEAD (#1) C - SINGLE: #2 D - SINGLE: #3 E - SINGLE: #4 F - SINGLE: #5 G - SINGLE: #6 H - SINGLE: #7 J - SINGLE: #8 K - SINGLE: #9 L - SINGLE: #10 M - SINGLE: #11 N - SINGLE: #12 P - SINGLE: #13 R - SINGLE: #? S - EXTRA(S) T - ESTABLISHER W - CLOSING SHOT / SCENE TRANSITION X - INSERT Y - CUT AWAY Z - OTHER		A - LS B - MS C - CU D - ELS E - MCU F - CS (AMERICAN) G - MLS H - BCU J - ECU K - UNDEFINED L - OTS M - POV N - TWO SHOT P - THREE SHOT Q - GROUP SHOT R - LOW ANGLE S - HIGH ANGLE T - BIRDSEYE W - DUTCH ANGLE X - SPECIAL ANGLE Y - Z - OTHER	ONLY USED TO DIFFERENTIATE PARTIAL/OPTIONAL COVERAGE. LEAVE OUT IN FULL COVERAGE: 12DL23PU	PU - PICK UP RH - REHEARSAL PH - STILL PHOTO REF - REFERENCE VFX - CLEAN PLATE / PLATE C - COLOR CHART DCRT - DISTORTION CHART FCRT - FOCUS CHART TST - TEST	
OTHER POSSIBLE SLATES 12DL1RH (START TAKES FROM 1 AGAIN AFTER REHEARSAL) 12PH1 (NUMBERED IF MULTIPLE ANGLES ARE CAPTURED) 12DL1VFX (PLATE FOR SPECIFIC SHOT) 12VFX (PLATE FOR SCENE) 12C (COLOR CHART WALK THROUGH) DCRT1 (NUMBERED DISTORTION CHART AT PREP) 12TST1 (NUMBERED TEST SHOTS SPECIFIC TO SCENE) TST1 (NUMBERED TEST SHOTS)					