**Required For Submission:**

* A “pitch package” which gives a show overview. No more than half a page. Should sell people on the idea that this show needs to be made because of all the coolness. Packaging is vital. Make a show logo. Create a look for it all,
* A sample script of the “teaser” to any episode but not pilot, premiere or finale episodes. This is the little part which grabs audience’s attention, introduces the problem that will be facing the main characters this episode (example below),
* A sample script page of a key scene, taken from any episode.
* These planning sheets, excluding this page,

***House MD - s7ep20: Changes***
Written by: Eli Attie
Story by: Seth Hoffman & Eli Attie

A bright morning in a quiet suburb. A man wearing a suit carrying a flower bouquet checks an address, then walks to a door, clearly nervous. At the ring, a blonde woman opens.

CYRUS : Jennifer Williams?
WOMAN : And you are?
CYRUS : Cyrus. Cyrus Harry? You used to call me Cy if it's — if it's really you. [The woman tries to close the door.] I–I'm trying to find the Jennifer Williams I knew 23 years ago. We spent a long weekend at the Jersey Shore? She was visiting a friend… [She closes the door. Cyrus looks distressed and walks back to his car. He gets a paper out of his pocket and crosses a name on it. Several names are already crossed. The car is a long, white limousine waiting with PHIL, a chauffeur; also a guitar player and flower bouquets are ready on the lawn.]
PHIL : That lasted longer than usual.
CYRUS : That's it for Lansdale. Pack it up. Let's move on to Philly. [Phil groans and start to remove the bouquets.] Seriously, you gonna complain? How many limo drivers are making six figures?
PHIL : Cy, you're my little cousin, and I love you, and you've been more than generous. I'm upset because you are wasting your time over some faded memory when there is a world of pleasure out there. The kind of cash you got buys a lot of it. [Phil goes to the back of the car, Cyrus does not move ; he looks sick.] Come on… be like that. I've just been driving around all day. I'm a little cranky. [Cyrus stumbles and falls.] Hey!

CYRUS : My leg won't move. [The blonde woman comes out of her house. Phil shouts to her.]
PHIL : Are you gonna stare, or are you gonna call 911?

ROLL CREDITS

[Cut to PPTH diagnostics department. The team is sitting and House hands them files.]
HOUSE : Partial paralysis. Head CT and LP showed nothing. Spinal MRIs and EMG were clean. Brain symptom, yet nothing seems to be wrong with his brain. [He makes coffee.]
CHASE : Refrigerator mechanic, no family, in and out of work.
TAUB : He just won $42 million in the state lottery. I think I read about this lucky bastard in the paper.

Season One Main Character Planning Sheet

|  |  |  |
| --- | --- | --- |
| Character: | Plusses | Minuses |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |

Season One Inter-character Dynamics Planning Sheet

|  |
| --- |
| **Problems and sources of tension** between each main character and a main character s/he wants/needs to get along with: |
| **Odd sympathies or connections** between each main character and a main character s/he doesn’t want to/shouldn’t get along with: |

Pilot Episode Planning Sheet

|  |
| --- |
| How Each Main Character is Introduced To The Audience, Acting True To Personality and Role: |
| The MacGuffin: |

Season One Episode Planning Sheet

|  |  |  |  |
| --- | --- | --- | --- |
| Episode Title: | Specific Problem For This Episode | Chasing the McGuffin | A Character’s Personal Problems |
| S1ep00 Pilot: |  |  |  |
| s1ep01: |  |  |  |
| s1ep02: |  |  |  |
| s1ep03: |  |  |  |
| s1ep04: |  |  |  |
| s1ep05: |  |  |  |
| s1ep06: |  |  |  |
| s1ep07: |  |  |  |
| s1ep08: |  |  |  |
| s1ep09: |  |  |  |
| S1ep10 Season Finale: |  |  |  |

**Season-One-Ending, To-Be-Continued Cliffhanger** **Episode** Planning

All the things that are going to go wrong by the end of this season, and be left in a mess with a “To Be Continued” sign, really leaving the audience hanging until Season Two’s Season Premiere episode puts most of it back the way it was:

**Season Two Season Premiere** Episode Planning

* How you’re going to fix or undo these things in your Season Two Season Premiere episode,
* which character problems are going to *stay* problems in Season Two and be added to the *Season Two Main Character Planning Sheet* and *Season Two Inter-character Dynamics Planning Sheet*
* New characters and problems (to replace ended ones. New ones must be better/worse)

Season Two Main Character Planning Sheet (there should be changes)

|  |  |  |
| --- | --- | --- |
| Character: | Plusses | Minuses |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |

Season Two Inter-character Dynamics Planning Sheet

|  |
| --- |
| **Problems** and **sources of tension** between each main character and a main character s/he wants/needs to get along with: |
| **Odd sympathies** or **connections** between each main character and a main character s/he doesn’t want to/shouldn’t get along with: |

Season Two Episode Planning Sheet

|  |  |  |  |
| --- | --- | --- | --- |
| Episode Title: | Specific Problem For This Episode | Chasing the MacGuffin | A Character’s Personal Problems |
| s2ep01 Season Premiere: |  |  |  |
| s2ep02: |  |  |  |
| s2ep03: |  |  |  |
| s2ep04: |  |  |  |
| s2ep05: |  |  |  |
| s2ep06: |  |  |  |
| s2ep07: |  |  |  |
| s2ep08: |  |  |  |
| s2ep09: |  |  |  |
| S2ep10: |  |  |  |
| S2ep11: |  |  |  |
| S2ep12 Season Finale: |  |  |  |

**Season-Two-Ending, To-Be-Continued Cliff-hanger** **Episode** Planning

All the things that are going to go wrong by the end of this season, and be left in a mess with a “To Be Continued” sign, really leaving the audience hanging until Season Three’s Season Premiere episode puts most of it back the way it was:

**Season Three Season Premiere** Episode Planning

* How you’re going to fix or undo these things in your Season Three Season Premiere episode,
* Which character problems are going to *stay* problems in Season Three and be added to the *Season Three Main Character Planning Sheet* and *Season Three Inter-character Dynamics Planning Sheet*
* New characters and problems (to replace ended ones. New ones must be better/worse)

Season Three Main Character Planning Sheet (there should be changes)

|  |  |  |
| --- | --- | --- |
| Character: | Plusses | Minuses |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |
| Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Description: | Unique Skills: | Problems/Secrets: |

Season Three Inter-character Dynamics Planning Sheet

|  |
| --- |
| **Problems** and **sources of tension** between each main character and a main character s/he wants/needs to get along with: |
| **Odd sympathies** or **connections** between each main character and a main character s/he doesn’t want to/shouldn’t get along with: |

Season Three Episode Planning Sheet

|  |  |  |  |
| --- | --- | --- | --- |
| Episode Title: | Specific Problem For This Episode | Chasing the MacGuffin | A Character’s Personal Problems |
| s3ep01 Season Premiere: |  |  |  |
| s3ep02: |  |  |  |
| s3ep03: |  |  |  |
| s3ep04: |  |  |  |
| s3ep05: |  |  |  |
| s3ep06: |  |  |  |
| s3ep07: |  |  |  |
| s3ep08: |  |  |  |
| s3ep09: |  |  |  |
| S3ep10: |  |  |  |
| S3ep11: |  |  |  |
| S3ep12 Series Finale: |  |  |  |