

# Outline your Idea

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You have an idea . Maybe you already have improvised the idea – already had a few players walk and talk it through. Try outlining the sketch in the following manner. Remember things can change. We can add details.

[\(CLICK HERE for a blank outline you can print and fill out for your sketch\)](#)

**SKETCH TITLE** *Working title/subject is fine*

**SETTING** *Where is the sketch taking place?*

**CHARACTERS** *List the characters, with details. Write down the casting (if known)*

**BEGINNING** *Single line or sequence of actions that establishes.* [HOW TO START A SKETCH](#)

**MIDDLE** [HOW TO BUILD YOUR ACTION](#)

**Part 1** *Establish conflict*

**Part 2** *Build the Action*

**Part 3** *The Climax*

**END:** *Last line, beat etc* [HOW TO END A SKETCH](#)

*No two waffles are ever the same*

Not every sketch will fit into this mold. Often writers will break the rules on purpose. However, if your sketch is not easily fitting into this format, make sure the reasons are good. You might need to shorten up the opening moments. You may need a better closing. You may need to cut something out or beef up the middle.

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