

## Blocking Shorthand

Use the following symbols when blocking your scenes.

**U** = upstage

**C** = center stage

**R** = stage right

**D** = downstage

**L** = stage left

**(A)** = Character (circle the first letter of the character's name)

**L** = look

**O** = around

**L↔L** = look at each other

**@** = at

**~** = path of the cross

**bf** = before

**...** = pause

**by** = business

**pu** = pick up

**X** = cross

**P→** = push

**coX** = counter cross

**↑** = rise

**ent** = enter

**↓** = sit

**ex** = exit

**<** = speak

**fr** = from

**↑** = stand

**G→** = give

**⊥** = stop

**K** = kneel

**T** = take

**//** = lean

**2** = to

**L** = lie down

**∞** = turn

**w/** = with

**▭** = bed

**∧** = door

**st** = step

**☐** = window

**h** = chair

**M** = sofa

**⊥** = table