

ROCKETJUMP FILM SCHOOL'S LOCATION SCOUT CHECKLIST

wnat 1	ou should bring with you:
	shotlist and/or storyboards
	digital camera for reference stills
	compass or sun path app
	weather app
	long tape measure
	notepad and pencils
Who Y	ou Should Bring With You (ideally):
•	Director, Cinematographer, Locations Manager
•	Assistant Director, Producer
•	Production Designer, Gaffer, Key Grip, Sound
CREAT	VE CHECKLIST
	Does this fit the script's and scene's needs?
	Does it work for the film's aesthetic and look?
	Does it have the right look, layout, features, and space needed for the scene to take place?
	Will this work for actors/blocking?
INFOR/	MATION/REFERENCE CHECKLIST
	Photos of the location
	Names and contact information of the location managers or owners
	Layouts, floorplans or maps of the location, set, stages, or shooting area
	Measurements taken of the different spaces you'd need to use
	Notes taken during the visit

Remember, this is just a general guide to assist you in the different considerations you might need to start thinking about when looking for a filming location. Not all of these items will apply to your production or even your first few scouts... and some necessary items may even be missing, depending on the specific needs and size of your project!

PRODUCTION CHECKLIST

□ LOCATION SIZE / MEASUREMENTS	Measure the space w/ tape measure; acquire or sketch a layout or floorplan
☐ BATHROOM ACCESS & AVAILABILITY	Does cast/crew have access to enough bathrooms
□ PARKING AVAILABILITY, SIZE, SECURITY, FEES	Is parking available and safe? How many spaces? What does it cost? Does it close after a certain time?
☐ AVG. TIME & DISTANCE TO LOCATION	How far will crew & talent have to drive? How far is the nearest hospital?
☐ DISTANCE FROM PARKING TO SET	Is parking very far, and ils a shuttle needed to/from set?
□ EQUIPMENT LOADING AND ACCESS	Will it be difficult to transport and unload all the equipment into the space? Stairs/small doors, etc
□ ACCESSIBILITY, SECURITY, LOCKS	What hours are you allowed to shoot during? After hours access? Do you need special keys, cards, identification, or locks? Is the area safe to store equipment in? Will the location owner need to be present?
□ EQUIPMENT STAGING	Is there enough room to build/store all your equipment safely and out of sight?
☐ ACTOR HOLDING	Is there a space for actors to relax/wait in?
☐ WARDROBE STAGING / DRESSING ROOMS	Is there a space for actors to change costume?
□ MEALS/CRAFTY/TRASH	Is there a place to stage tables & chairs for everyone to sit during meals? Space to store snacks, water and trash? Are there trash bins or dumpsters on site?
☐ INTERNET ACCESS, CELL RECEPTION	Is internet available? Do cell phones work?
□ COMFORT & SAFETY	Temperature conditions, allergies, cleanliness, structural integrity, shelter from elements
□ CLIMATE, WEATHER	Weather forecast and possible complications during shoot dates?
□ SPECIAL CONSIDERATIONS	Do crew need to wear protective clothing or footwear? Wildlife concerns for outdoor or remote locations? Dangerous or off limit areas?
☐ FIRE & SAFETY REGULATIONS	Fire lanes and exits that must remain clear, etc.
□ RESTRICTIONS, LIMITATIONS & RULES	Are you allowed to alter the location in any way? Includes: cleaning, dirtying, rearranging or removing furniture and props; removing or hanging things on walls; painting, taping, nails, etc. Are any special effects, stunts, or equipment that are discouraged or not allowed? Limit on crew size?
□ POWER ACCESS & REQUIREMENTS	Are you allowed to use location's electricity?
☐ PERMITS, RELEASES & PERMISSION	What permits & signatures are required?
□ COSTS OR FEES	What is the cost per day to shoot at this location?
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CAMERA, GRIP & ELECTRIC CHECKLIST

□ SUN PATH AND MOVEMENT	Where & when does the sun rise/set? Where will it be during your shoot day?
☐ TIME OF DAY	Scout during the same time of day you wish to film!
☐ LINE OF SIGHT	Any obstacles that will block light or ruin your frame? Trees, telephone poles or wires, signs, buildings, hills, cars, etc.
□ WINDOWS	Where are your windows, and which direction are they facing? Do they receive any direct light? Are they covered by blinds screens, or tinted? Will you need to cover them?
□ EXISTING LIGHT SOURCES ON SET (OR BUILT IN)	Are the existing lamps or light sources OK to use or to disable? Will they be on during shooting hours? Permission and ability to change the bulbs if needed?
□ POWER	Are you allowed to use the location's power? Is there enough power to run the amount of lights you require, as well as production's power needs (work lights, computers, etc)
☐ CIRCUIT BOX ACCESS	Is the circuit box accessible and available to crew?
□ OUTLET LOCATIONS & CIRCUITS	How many outlets are available to use, and are they out of frame? How many outlets are on each circuit? What's the amperage on each circuit?
□ GENERATORS	If the location power is not available, are you allowed to use a generator on site? Is there a place to run it where the sound will not be heard on set?
□ EQUIPMENT STAGING & SPACE	Will the space be large enough to fit lighting, actors, crew and camera? Is there a safe space to build & store equipment?
☐ BLOCKING, MOVEMENT	Are their any special camera moves, effects, or blocking that need extra space or rigging? Are there any windows or mirrors that could make your shot difficult?
□ RIGGING & MARKS	Is the location sturdy enough to support heavy rigs? Are you allowed to rig from ceilings, beams or walls? Where are you allowed to use clamps or gaff tape? Do furniture and floors need protection/padding under heavy equipment, wheels, or tripods?
□ COLORS, ARCHITECTURE, STYLE, TIME PERIOD	Does the style and aesthetic of the location fit with your tone, color palette and lighting needs, and how much are you allowed to change/alter?
☐ SAFETY AND FILMING CONDITIONS	Will the equipment be exposed to extreme temperatures, weather, sand/dust, mud, water, etc? Is the floor, street or ground level, solid and even, or uneven, unstable and rough?

SOUND CHECKLIST

□ SURROUNDING AREA	Nearby airports, freeways, construction sites, performance venues, churches, schools, stadiums, parks, nightclubs, restaurants, large intersections, train tracks, wildlife, crickets
☐ AIRPLANES OR FLIGHT PATHS	Are there frequent helicopters or planes? Are you located under a busy flight path?
□ NEIGHBORS & DOGS	Are you in a residential area? Note any barking dogs, lawn services, kids, etc. Weekdays may be quieter than weekends!
□ CONSTRUCTION WORK	Is there any construction or remodeling scheduled for the building or surrounding area during shoot dates?
☐ REFRIGERATORS, GENERATORS, A/C UNITS	Can these be turned on and off by production, and for how long?
☐ FANS, PIPES, RADIATORS	Are these automatic or can they be controlled? Do sinks, drains or flushing toilets create lots of noise?
☐ FLOORS, DOORS, ACOUSTICS	Note any creaky floors, noisy doors or furniture, reverb in large empty spaces, thin walls, etc.
□ ALARMS, CHIMES, BELLS	Any persistent car alarms, building alarms or chimes, door bells, school bells, clock towers or church bells
□ SCENE REQUIREMENTS & SPACE	What type of scene will be taking place in this location? Quiet dialogue, loud yelling, action, whispers, etc. Will you have enough room to get close or far enough away? Will the space allow you to capture the range you need?

PRODUCTION DESIGN CHECKLIST

□ EXISTING DESIGN AND SCRIPT REQUIREMENTS	What is already provided and available on location you can and would like to use, and what has to be brought in, constructed, altered, covered or removed? Does it have the necessary features called for by the script?
□ PERMISSIONS AND LIMITATIONS	Are you allowed to paint, nail, staple, pin, tape, stick, dirty, clean, or alter the location in any way? Will it have to be restored to its previous condition after wrap?
□ COLOR AND STYLE	Will this space work within your color palette, style, and time period?
☐ BLOCKING, COVERAGE, AND CAMERA DIRECTION	Which way will camera be facing? Will you have to dress the entire space, or just part of it? Where does the director want the actors and set dressing placed? What does the floorplan allow you to do?
□ STAGING	Is there a safe place to build and store equipment and props?