MISSOLOWO SLATE — FILM PRODUCTION OPERATING SYSTEM

SHOOTING SCHEDULE

PROJECT TITLE

WHEN LOVE FINDS YOU

SHOOT DAYS	SCENES	LOCATIONS
3	18	5

Generated 28 November 2026

INT / DAY EXT / DAY INT / NIGHT EXT / NIGHT

Dawn and dusk have no standard colour and are left unfilled. The time of day is printed on every row.

THE BOARD

> *One line per scene, in shooting order, the whole film. The detail for each day — cast, background, props and description — is in the day-by-day section that follows.*

Pages are in eighths: 0 3/8 is three eighths of a script page. Cast numbers are the ones in Report 2. "4 pt 3" is part 3 of a montage, shot at its own location. Colour: white INT day, yellow EXT day, blue INT night, green EXT night; dawn and dusk unfilled.

SC	I/E	D/N	SET	PAGES	CAST
DAY 01 OF 03 · TUESDAY, 30 JUNE 2026 · ADUNNI'S SALON · SURULERE STREET · KUNLE'S WORKSHOP · 4 1/8 PAGES					
2	INT	D	Salon	0 7/8	1, 3
3	INT	D	Salon	0 3/8	1, 3
5	INT	D	Adunni's Salon	0 7/8	1, 2, 3
11	EXT	N	Surulere Street	1 1/8	1, 2
18	EXT	N	Surulere Street	0 6/8	1, 2
12	INT	N	Kunle's Workshop	0 1/8	2
DAY 02 OF 03 · WEDNESDAY, 1 JULY 2026 · ADUNNI'S SALON · WEDDING HALL · KUNLE'S WORKSHOP · 3 5/8 PAGES					
10	INT	D	Adunni's Salon	0 7/8	1, 5
13	INT	D	Adunni's Salon	0 6/8	1, 3
14	INT	D	Adunni's Salon	0 6/8	1, 2, 5
16	INT	D	Wedding Hall	0 2/8	1, 3, 4, 7
17	INT	D	Wedding Hall	0 3/8	1, 2
9	INT	D	Kunle's Workshop	0 5/8	1, 2
DAY 03 OF 03 · THURSDAY, 2 JULY 2026 · SURULERE STREET · SIKIRA'S SITTING ROOM · 3 2/8 PAGES					
1	EXT	D	Surulere Street	0 2/8	1
15	EXT	D	Surulere Street	0 5/8	1, 2, 5
4	EXT	D	Behind the Shop	0 7/8	1, 2
6	INT	N	Sitting Room	0 6/8	1, 4

SC	I/E	D/N	SET	PAGES	CAST

Pages are in eighths: 0 3/8 is three eighths of a script page. Cast numbers are the ones in Report 2. "4 pt 3" is part 3 of a montage, shot at its own location. Colour: white INT day, yellow EXT day, blue INT night, green EXT night; dawn and dusk unfilled.

SC	I/E	D/N	SET	PAGES	CAST
7	INT	N	Sitting Room	0 3/8	6
8	INT	N	Sitting Room	0 3/8	1, 4

Cast numbers are the ones in Report 2 of the breakdown. A blank Cast column means the script names nobody in that scene.

DAY 01 OF 03 · TUESDAY, 30 JUNE 2026 · ADUNNI'S SALON · SURULERE STREET · KUNLE'S WORKSHOP · 4 1/8 PAGES

2 **INT · D Salon 0 7/8**

CAST: Adunni · Folake

3 **INT · D Salon 0 3/8**

CAST: Adunni · Folake

BACKGROUND: Waiting customers

5 **INT · D Adunni's Salon 0 7/8**

CAST: Adunni · Folake · Kunle

11 **EXT · N Surulere Street 1 1/8**

CAST: Adunni · Kunle

18 **EXT · N Surulere Street 0 6/8**

CAST: Adunni · Kunle

12 **INT · N Kunle's Workshop 0 1/8**

CAST: Kunle

DAY 02 OF 03 · WEDNESDAY, 1 JULY 2026 · ADUNNI'S SALON · WEDDING HALL · KUNLE'S WORKSHOP · 3 5/8 PAGES

10 **INT · D** **Adunni's Salon** **0 7/8**

CAST: Segun · Adunni
BACKGROUND: Customers

13 **INT · D** **Adunni's Salon** **0 6/8**

CAST: Folake · Adunni

14 **INT · D** **Adunni's Salon** **0 6/8**

CAST: Segun · Adunni · Kunle

16 **INT · D** **Wedding Hall** **0 2/8**

CAST: Folake · Husband · Adunni · Sikira
BACKGROUND: Wedding guests

17 **INT · D** **Wedding Hall** **0 3/8**

CAST: Kunle · Adunni

9 **INT · D** **Kunle's Workshop** **0 5/8**

CAST: Adunni · Kunle

DAY 03 OF 03 · THURSDAY, 2 JULY 2026 · SURULERE STREET · SIKIRA'S SITTING ROOM · 3 2/8 PAGES

1 **EXT · D** **Surulere Street** **0 2/8**

CAST: Adunni

15 **EXT · D** **Surulere Street** **0 5/8**

CAST: Segun · Adunni · Kunle

4 **EXT · D** **Behind the Shop** **0 7/8**

CAST: Adunni · Kunle

6 **INT · N** **Sitting Room** **0 6/8**

CAST: Sikira · Adunni

7 **INT · N** **Sitting Room** **0 3/8**

CAST: Young Adunni

8 **INT · N** **Sitting Room** **0 3/8**

CAST: Adunni · Sikira

DAY NOTES: Group the street and sitting-room scenes to limit company moves; three night scenes require night lighting, reliable power, and safe transport for a late finish.

CAST RELEASE SCHEDULE

1. Adunni
Days required: 1, 2, 3 · Release: Day 3

2. Kunle
Days required: 1, 2, 3 · Release: Day 3

3. Folake
Days required: 1, 2 · Release: Day 2

4. Sikira
Days required: 2, 3 · Release: Day 3

5. Segun
Days required: 2, 3 · Release: Day 3

6. Young Adunni
Days required: 3 · Release: Day 3

7. Husband
Days required: 2 · Release: Day 2

DAY OUT OF DAYS

> *S start · W work · F finish · SF start and finish same day · H held, not working. Held days are paid days an actor is not called.*

NO.	CHARACTER	1	2	3	W	H	TOT
1	**Adunni**	S	W	F	3	0	3
2	**Kunle**	S	W	F	3	0	3
3	**Folake**	S	F	·	2	0	2
4	**Sikira**	·	S	F	2	0	2
5	**Segun**	·	S	F	2	0	2
6	**Young Adunni**	·	·	SF	1	0	1
7	**Husband**	·	SF	·	1	0	1

DEPARTMENT LOAD BY DAY

> *What each department has to bring, and on which day. The scene numbers beside an item say where it is needed — an item on two scenes has to survive between them.*

Day 01

PROPS: Phone (2) · Wedding photos (2) · Magazines (3) · Rag (5) · Cash (5) · Tools (11) · Shop shutter (11) · Lock (11) · Key (18) · Coil (12) · Casing (12) · Creased photograph (12) · Workshop sign in photograph (12)

SET DRESSING: Four dryer chairs (2) · Ceiling fan (3) · Wall (11)

CAMERA & GRIP: Four dryer chairs (2) · Dryer (3) · Ceiling fan (3) · Hair dryer (5) · Fan (5) · Generator (5) · Bulb (12)

SOUND: Dryer whining, slowing, and stopping (3) · Generator running (5)

Day 02

PROPS: Phone (10) · Car key (10) · Gele (13) · Aso-ebi garment in plastic (13) · Hairpins (13) · Worn envelope (14) · Counter (14) · Bag (14) · Trays of jollof rice (16) · Money notes (16) · Wrapped plate (9) · Food (9)

SET DRESSING: Tables (16) · Cloth (9)

COSTUME: Pressed shirt (10) · Deep orange gele (13) · Aso-ebi (13) · Matching gold and deep orange aso-ebi (16) · Clean shirt (17)

CAMERA & GRIP: Generator (14) · Generator casings (9) · Spanners (9)

MUSIC: Live band (16) · Slower music played by the band (17)

Day 03

PROPS: Worn broom (1) · Hand-painted sign reading ADUNNI'S CROWN — HAIR & BEAUTY (1) · Bag (15) · Canvas tool bag (4) · Tools (4) · Remote control (6) · Tray of jollof rice (6) · Suitcase (7) · Schoolbook (7) · Tray of rice (8)

SET DRESSING: Rusted awning (4) · Chair (6) · Framed photographs (6)

COSTUME: Apron (1) · Jeans (1)

CAMERA & GRIP: Generator (1, 4) · Television (6)

ACTION VEHICLES: Danfo (1) · Segun's car (15)

SOUND: Generators starting (1) · Danfo passing and blaring (1) · Footsteps (7) · Door opening and closing (7)
