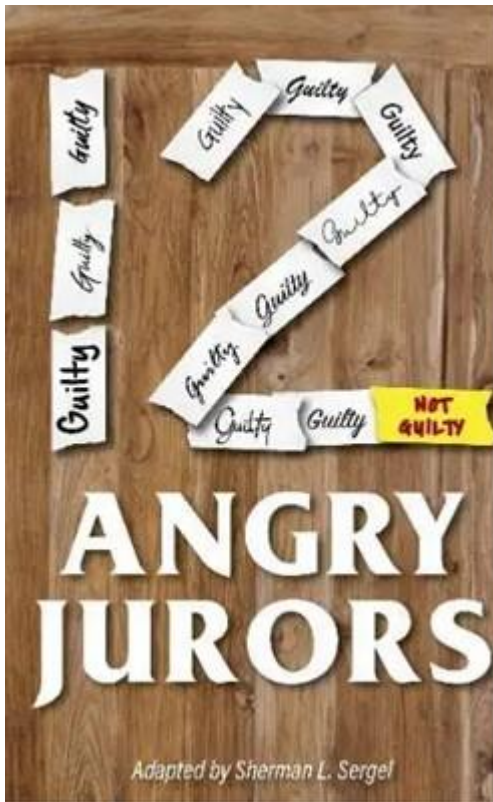


12 ANGRY JURORS - CHARACTER DESCRIPTIONS



#1/ The Foreman

High school football coach. Who takes his role seriously and attempts to maintain order.

#2 - Meek and tentative. Doubts self and their judgment. Kind.

#3 - Messenger service owner. A parent estranged from their 20-year-old son. The 3rd Juror is fully convinced of the defendant's guilt from the outset. Easily frustrated and quick to anger. Resists the

efforts of the 8th Juror and others to take time with the process. Staunchly convinced they are right, as feelings about his own son color their judgment. Last juror to

vote "not guilty."

#4 - Stockbroker. Logical and persuaded by reason. Yet, harbors classist views and believes the accused is more likely to be guilty because of poverty. Eventually, persuaded by facts to vote for an acquittal.

#5 - Night nurse in a Harlem hospital in Harlem. Offended at the prejudices some jurors make about the accused because he grew up in a slum, too.

#6 - House painter. Convinced that the boy is guilty from the start and remains convinced for much of the deliberation. Focused on the murder motive. Very protective of the elderly juror. Acts as a protector.

#7 - Salesman and a baseball fan. Energetic jokester who is more interested in his baseball game than staying. Impatient to get it over with and at first votes "guilty" with the majority.

#8 - An architect. The single initial “not guilty” vote. Slowly and painstakingly examines the evidence and testimony. Patient and compassionate. Humanizes the defendant in the face of others’ rash, biased judgments.

#9 - Vote to acquit the boy. Thoughtful and compassionate, Closely observes the old man who testifies seeing loneliness and the need to feel important. Intolerant of other jurors’ racism.

#10 - Vicious racist. Car repair shop owner. On a single-minded mission to convict the boy because of his race. Angry, self-righteous, and unyielding. Sees his job as protecting America from immigrants.

#11 - Immigrant Watchmaker. Intelligent.

#12 - A slick bright Ad-man who thinks of humans as percentages, graphs, and polls. Tries to be a fun, nice guy. Likes to doodle, to themselves focused, or distracted. Doesn’t get depth.

Bailiff - Makes sure things are running well. Calm and Methodical

Judge - Presiding over the case. States the seriousness of the duties and responsibilities of the jury.