

Scene	Duration	Panel	Duration
029	03:00	2	01:00

**Action Notes**

Cycle Tilly and Cricket shaking as they scream

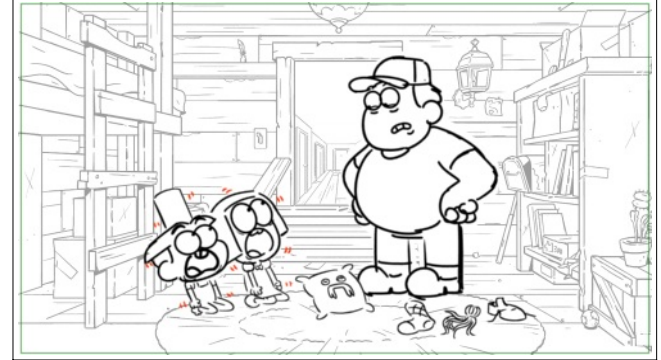
Dialog

#CRICKET/TILLY: *SCREAM*

Scene	Duration	Panel	Duration
029	03:00	3	01:00



Scene	Duration	Panel	Duration
030	11:00	1	01:00

**Action Notes**

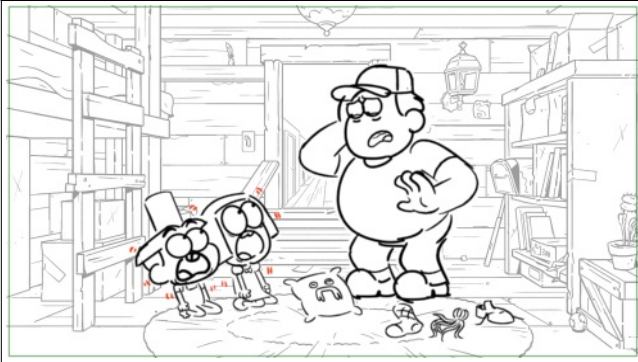
INT CRICKET AND TILLY'S ROOM - DAY

HOOK UP TREMBLE CYCLE ON TILLY/CRICKET
SAME AS PREVIOUS SCENE.

Dialog

#CRICKET/TILLY: *SCREAM*

Scene	Duration	Panel	Duration
030	11:00	2	01:00



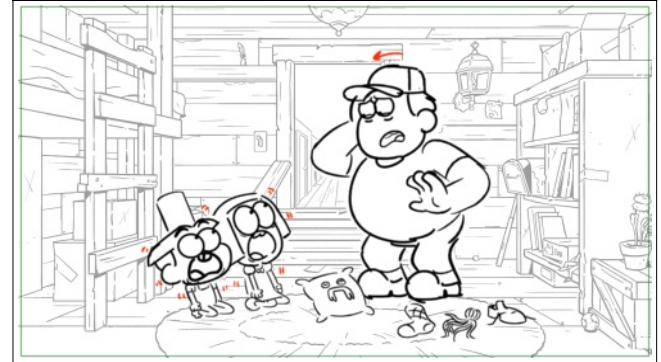
Dialog

#BILL: OK--

Scene	Duration	Panel	Duration
030	11:00	3	01:00



Scene	Duration	Panel	Duration
030	11:00	4	01:00



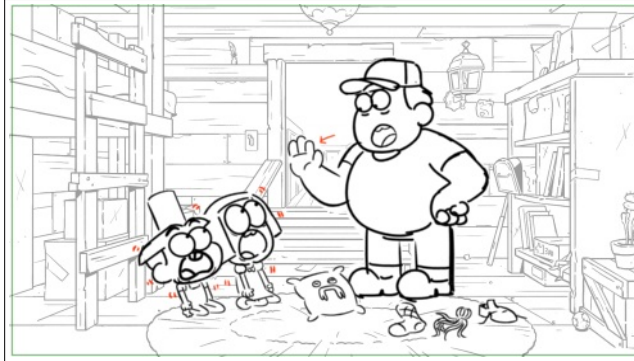
Scene	Duration	Panel	Duration
030	11:00	5	01:00



Dialog

#BILL: --please --

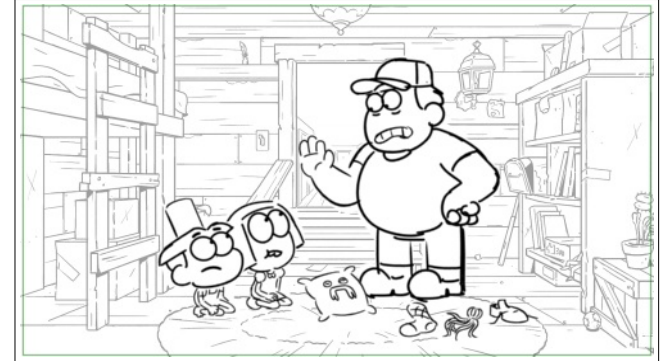
Scene	Duration	Panel	Duration
030	11:00	6	01:00



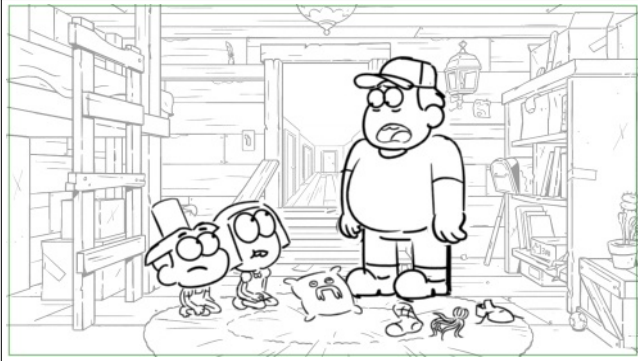
Dialog

#BILL: --stop that.

Scene	Duration	Panel	Duration
030	11:00	7	01:00

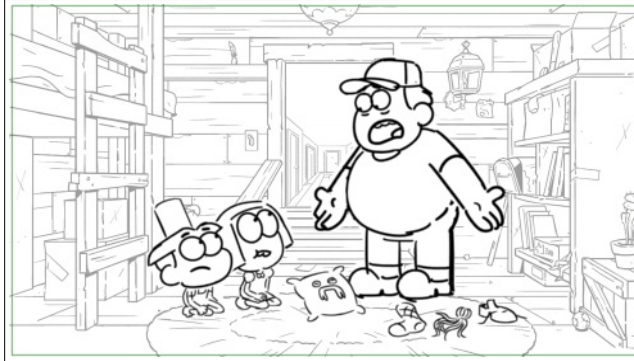


Scene	Duration	Panel	Duration
030	11:00	8	01:00

**Dialog**

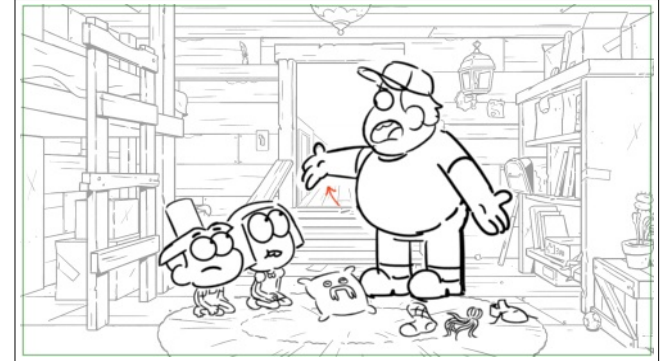
#BILL: Tilly,--

Scene	Duration	Panel	Duration
030	11:00	9	01:00

**Dialog**

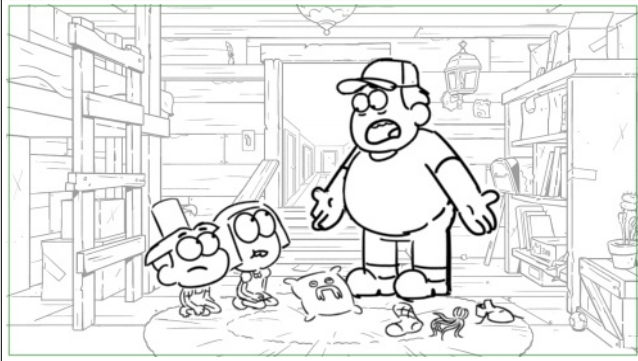
#BILL: --didn't ya hear me?

Scene	Duration	Panel	Duration
030	11:00	10	01:00

**Dialog**

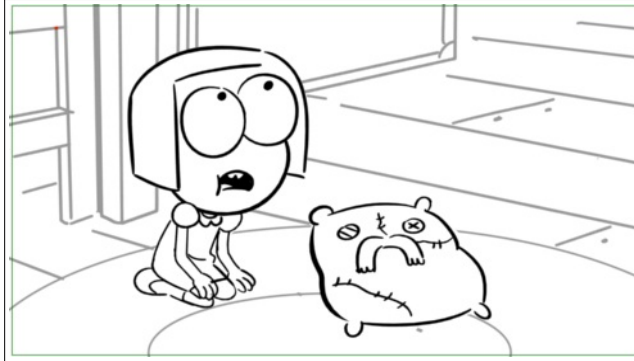
#BILL: I've been callin' ya for--

Scene	Duration	Panel	Duration
030	11:00	11	01:00

**Dialog**

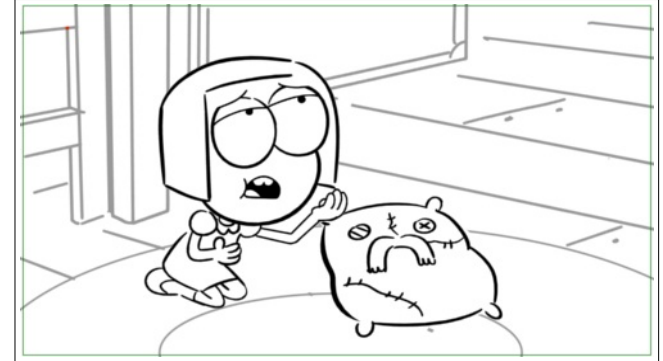
#BILL: --five minutes!!

Scene	Duration	Panel	Duration
031	35:00	1	05:00

**Dialog**

#TILLY: Sorry papa,

Scene	Duration	Panel	Duration
031	35:00	2	05:00

**Dialog**

#TILLY: I was too enthralled--

Scene	Duration	Panel	Duration
031	35:00	3	05:00

**Dialog**

#TILLY: --by Saxon's tale--

Scene	Duration	Panel	Duration
031	35:00	4	05:00

**Dialog**

#TILLY:-- of forbidden love across--

Scene	Duration	Panel	Duration
031	35:00	5	05:00

**Dialog**

#TILLY: -- disparate--

Scene	Duration	Panel	Duration
031	35:00	6	05:00



Action Notes

Cycle with next panel as needed

Dialog

#TILLY: --social classes.

Scene	Duration	Panel	Duration
031	35:00	7	05:00



Scene	Duration	Panel	Duration
032	30:00	1	05:00



Dialog

#BILL: Um

Scene	Duration	Panel	Duration
032	30:00	2	05:00



Dialog

#BILL: That sounds-

Scene	Duration	Panel	Duration
032	30:00	3	05:00



Dialog

(beat)

Scene	Duration	Panel	Duration
032	30:00	4	05:00



Dialog

#BILL:Fun?

Scene	Duration	Panel	Duration
032	30:00	5	05:00

**Dialog**

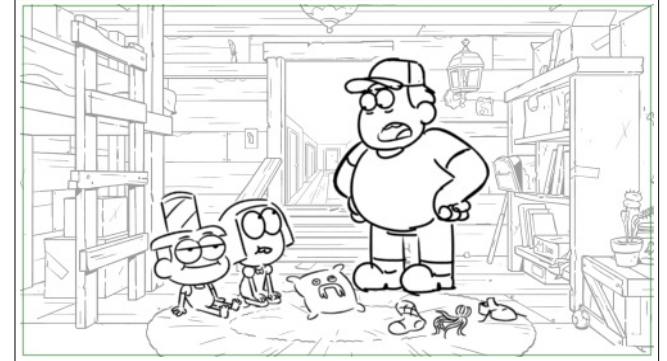
#BILL: But there are --

Scene	Duration	Panel	Duration
032	30:00	6	05:00

**Dialog**

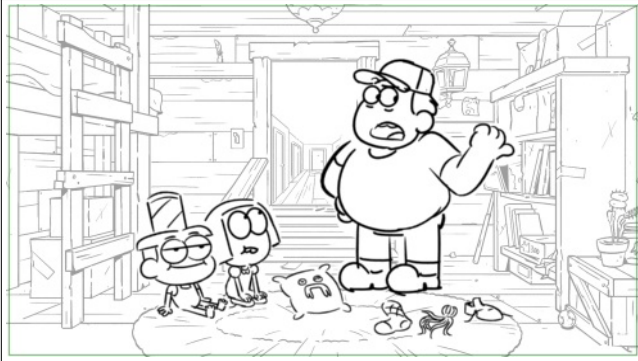
#BILL: --chores that need to be done.

Scene	Duration	Panel	Duration
033	50:00	1	05:00

**Dialog**

#BILL: You still haven't weeded

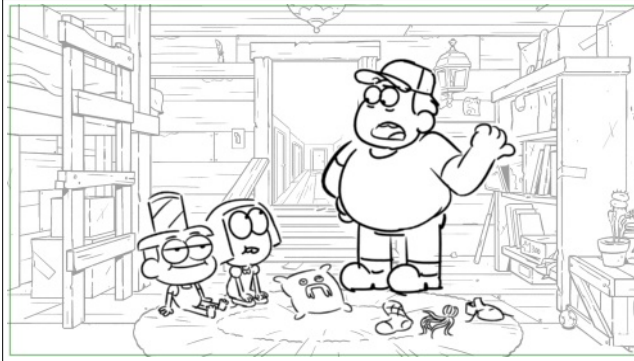
Scene	Duration	Panel	Duration
033	50:00	2	05:00



Dialog

#BILL: the garden.

Scene	Duration	Panel	Duration
033	50:00	3	05:00



Dialog

#BILL: Even

Scene	Duration	Panel	Duration
033	50:00	4	05:00



Dialog

#BILL: Cricket

Scene	Duration	Panel	Duration
033	50:00	5	05:00



Dialog

#BILL: finished

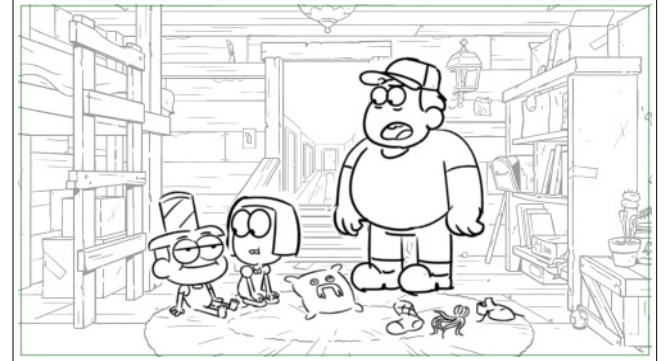
Scene	Duration	Panel	Duration
033	50:00	6	05:00



Dialog

#BILL: his tasks

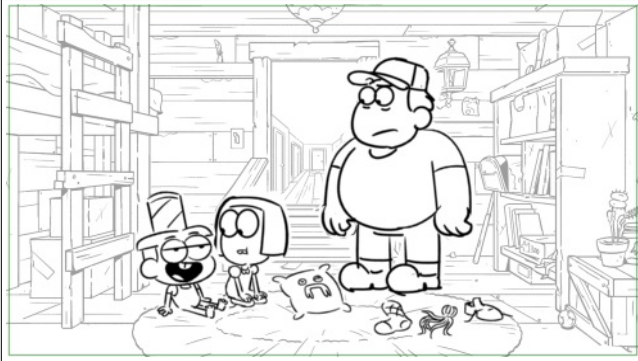
Scene	Duration	Panel	Duration
033	50:00	7	05:00



Dialog

#BILL: for the day!

Scene	Duration	Panel	Duration
033	50:00	8	05:00


Dialog

#CRICKET: that's right.

Scene	Duration	Panel	Duration
033	50:00	9	05:00


Dialog

#CRICKET: I washed--

Scene	Duration	Panel	Duration
033	50:00	10	05:00


Dialog

#CRICKET: -- the Kludge!

Scene	Duration	Panel	Duration
034	01:05:00	1	05:00



Action Notes

EXT GREEN'S FRONT YARD - DAY

TIMING NOTE: Water continuously runs down Kludge

Dialog

#CRICKET: (silly sounds)

Scene	Duration	Panel	Duration
034	01:05:00	2	05:00



Scene	Duration	Panel	Duration
034	01:05:00	3	05:00



Scene	Duration	Panel	Duration
034	01:05:00	4	05:00



Scene	Duration	Panel	Duration
034	01:05:00	5	05:00



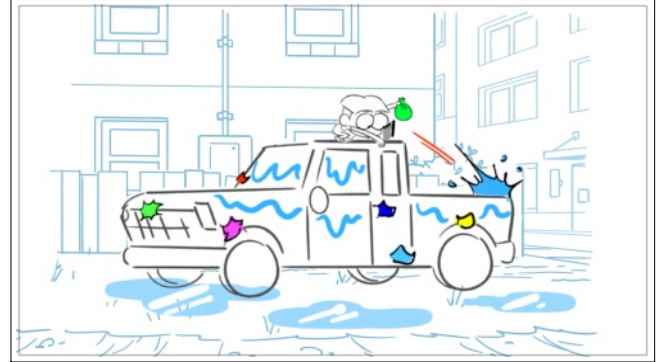
Action Notes

Cricket tosses a water balloon on the Kludge, water splashes

Notes

BLUR EFX ON THROWN WATER BALLOON

Scene	Duration	Panel	Duration
034	01:05:00	6	05:00



Action Notes

Cricket tosses a water balloon on the Kludge, water splashes

Scene	Duration	Panel	Duration
034	01:05:00	7	05:00



Scene	Duration	Panel	Duration
034	01:05:00	8	05:00



Action Notes

Cricket tosses another water balloon on the Kludge, water splashes

Notes

BLUR EFX ON THROWN WATER BALLOON

Scene	Duration	Panel	Duration
034	01:05:00	9	05:00



Action Notes

Cricket tosses another water balloon on the Kludge, water splashes

Scene	Duration	Panel	Duration
034	01:05:00	10	05:00



Scene	Duration	Panel	Duration
034	01:05:00	11	05:00



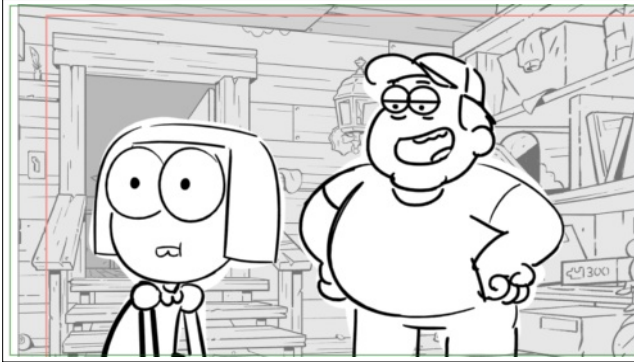
Scene	Duration	Panel	Duration
034	01:05:00	12	05:00



Scene	Duration	Panel	Duration
034	01:05:00	13	05:00



Scene	Duration	Panel	Duration
035	03:00	1	01:00

**Action Notes**

INT CRICKET AND TILLY'S ROOM - DAY

Dialog

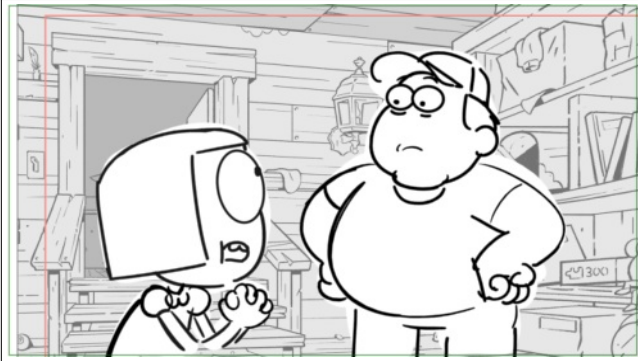
#BILL: thank you son.

Scene	Duration	Panel	Duration
035	03:00	2	01:00

**Dialog**

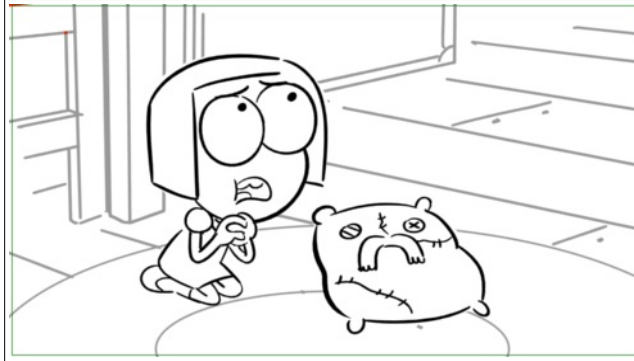
#TILLY: --please

Scene	Duration	Panel	Duration
035	03:00	3	01:00

**Dialog**

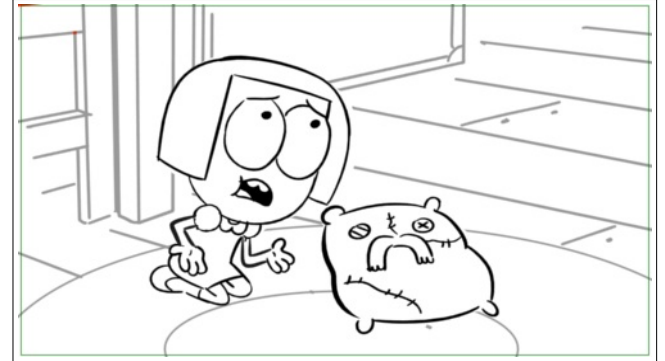
#TILLY: papa...

Scene	Duration	Panel	Duration
036	30:00	1	05:00

**Dialog**

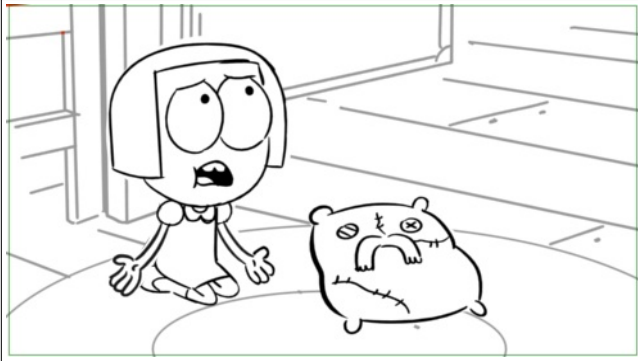
#TILLY: Can't the weeds wait?

Scene	Duration	Panel	Duration
036	30:00	2	05:00

**Dialog**

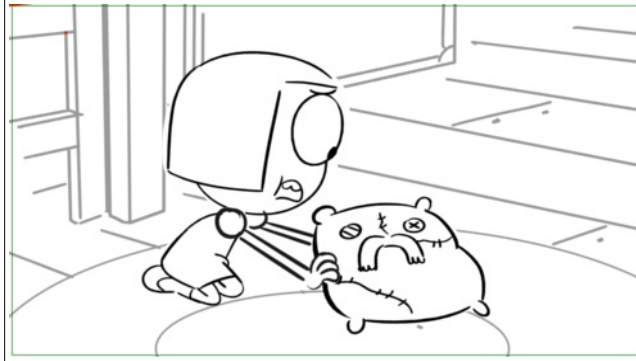
#TILLY: There is a very

Scene	Duration	Panel	Duration
036	30:00	3	05:00

**Dialog**

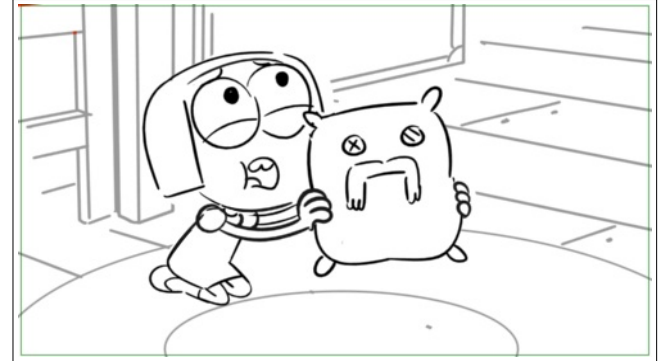
#TILLY: important ball tonight--

Scene	Duration	Panel	Duration
036	30:00	4	05:00

**Dialog**

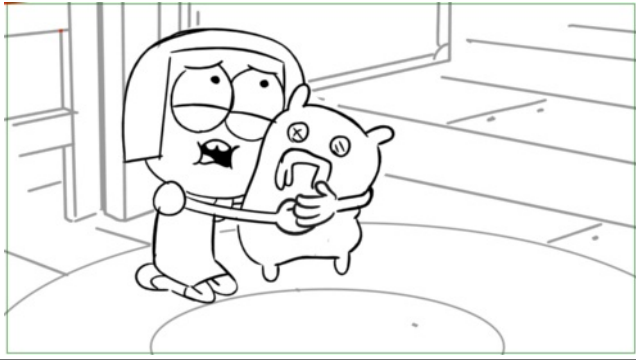
#TILLY: -and

Scene	Duration	Panel	Duration
036	30:00	5	05:00

**Dialog**

#TILLY: --Saxon needs--

Scene	Duration	Panel	Duration
036	30:00	6	05:00

**Dialog**

#TILLY: -- my help!

Scene	Duration	Panel	Duration
037	30:00	1	05:00

**Dialog**

#BILL: Well, there's--

Scene	Duration	Panel	Duration
037	30:00	2	05:00

**Dialog**

#BILL: -- not much--

Scene	Duration	Panel	Duration
037	30:00	3	05:00

**Dialog**

#BILL: -- waiting with weeds.

Scene	Duration	Panel	Duration
037	30:00	4	05:00

**Dialog**

#BILL: They're--

Scene	Duration	Panel	Duration
037	30:00	5	05:00

**Dialog**

#BILL: --re--

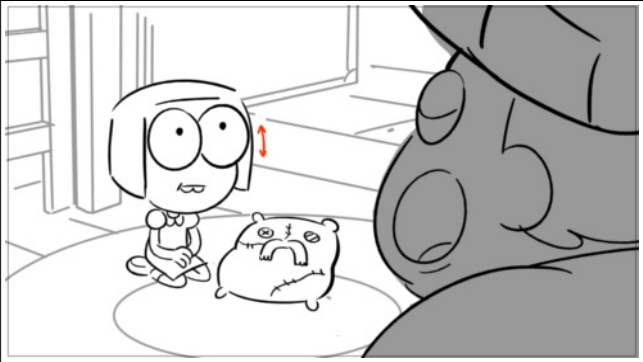
Scene	Duration	Panel	Duration
037	30:00	6	05:00



Dialog

#BILL: --lentless.

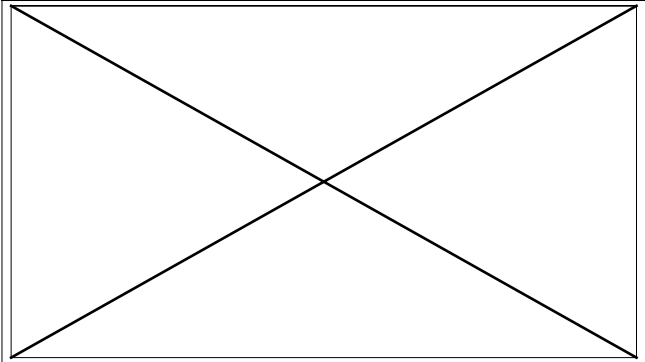
Scene	Duration	Panel	Duration
038	20:00	1	05:00



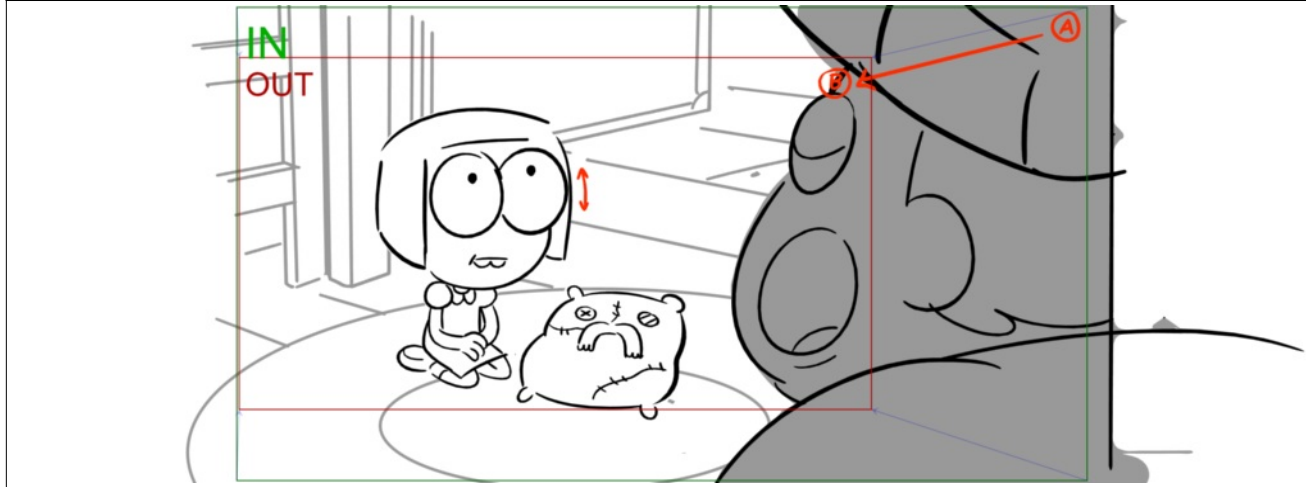
Dialog

#BILL: You see the key to getting rid of weeds is pulling them out by the root. Otherwise they'll keep (drones on)

Scene	Duration	Panel	Duration
NO PANEL			



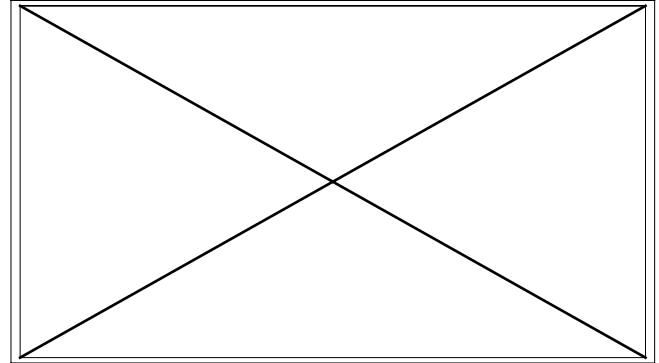
Scene	Duration	Panel	Duration
038	20:00	2	05:00

**Action Notes**

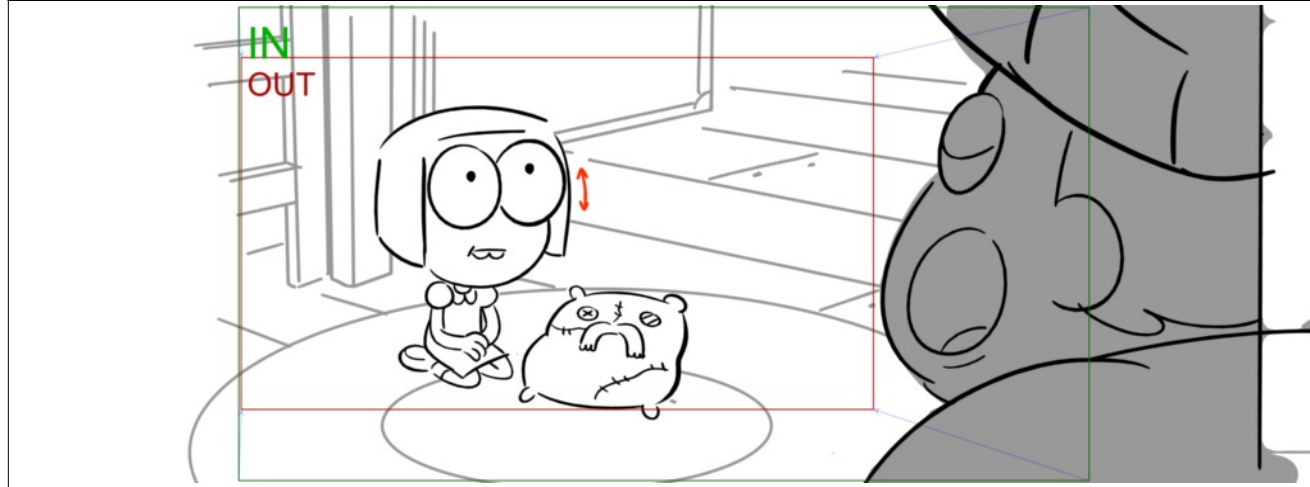
MULTI-PLANE Camera adj/ truck in

Cycle Tilly nodding her head as needed

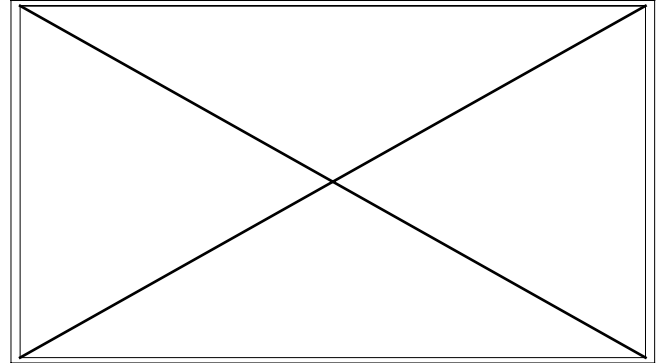
NO PANEL



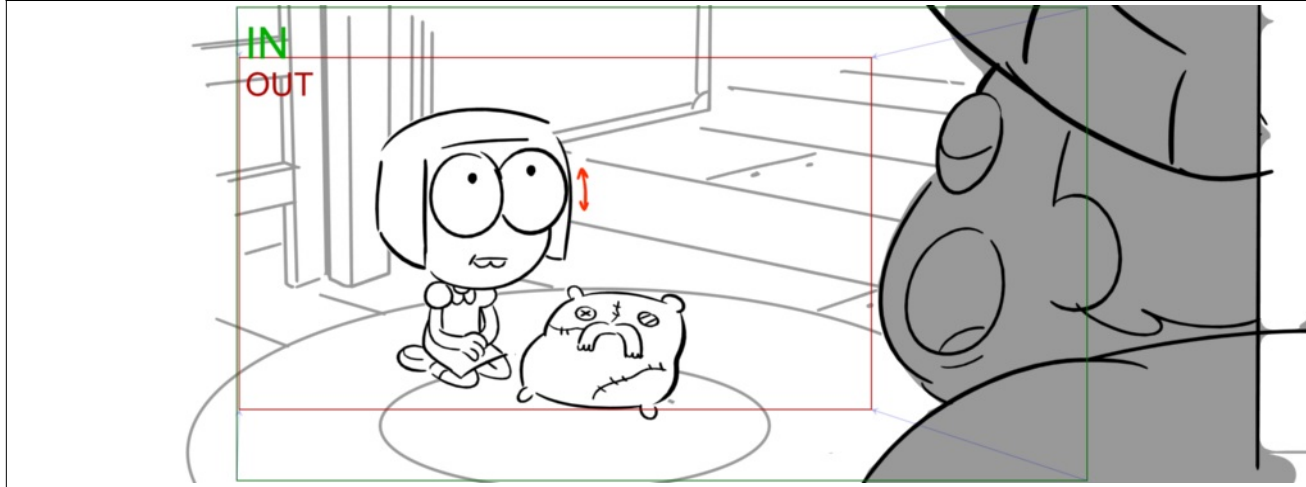
Scene	Duration	Panel	Duration
038	20:00	3	05:00



NO PANEL



Scene	Duration	Panel	Duration
038	20:00	4	05:00

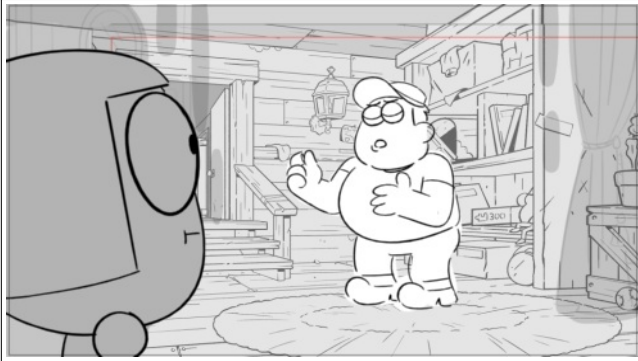


Scene	Duration	Panel	Duration
039	25:00	1	05:00

**Dialog**

#BILL: (muffled, you can't really hear him)

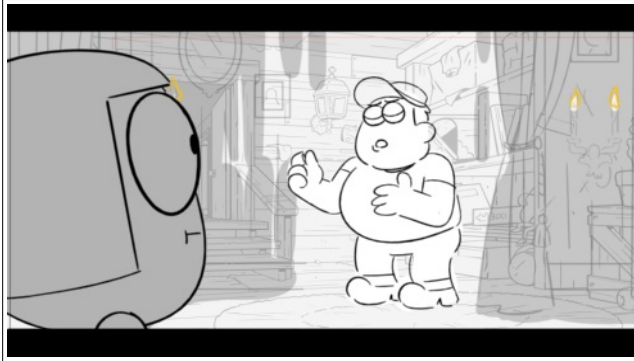
Scene	Duration	Panel	Duration
039	25:00	2	05:00



Action Notes

BG of Tilly's room fades off as BG of INT Argyle's masion fades on

Scene	Duration	Panel	Duration
039	25:00	3	05:00



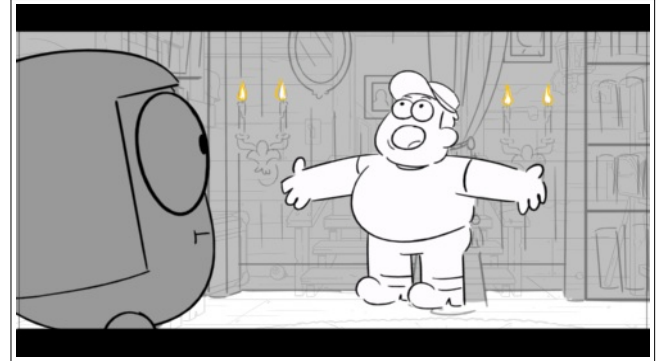
Action Notes

Screen is framed by letterbox bars

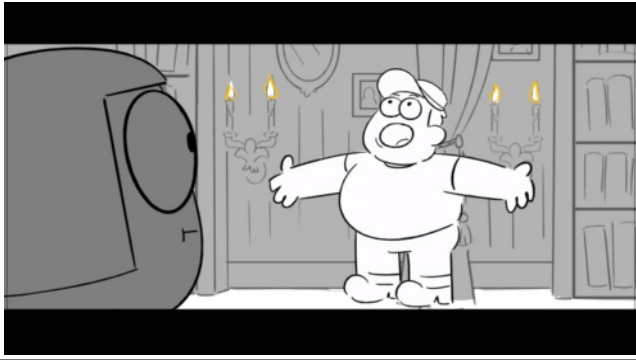
Notes

CANDLE FAME EFX

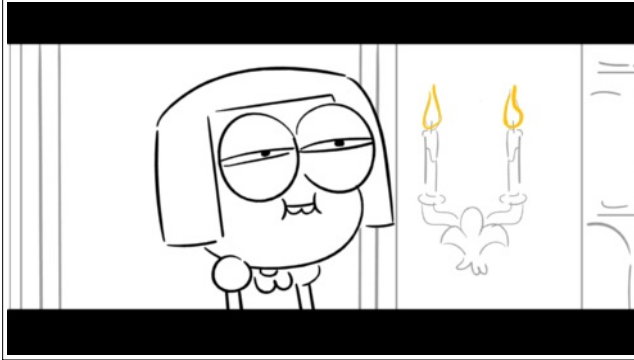
Scene	Duration	Panel	Duration
039	25:00	4	05:00



Scene	Duration	Panel	Duration
039	25:00	5	05:00



Scene	Duration	Panel	Duration
040	15:00	1	05:00

**Action Notes**

Screen is framed by letterbox bars

BG is INT Argyle's masion

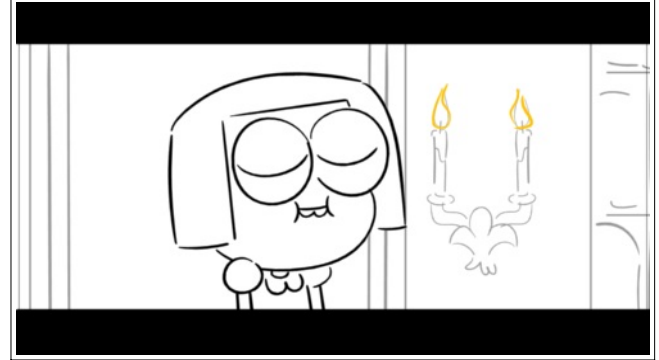
Dialog

#BILL (o.s.): (muffled, you can't really hear him)

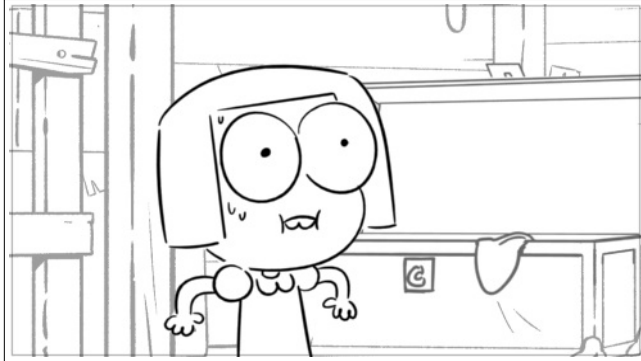
Notes

CANDLE FLAME EFX

Scene	Duration	Panel	Duration
040	15:00	2	05:00



Scene	Duration	Panel	Duration
040	15:00	3	05:00



Action Notes

BG POPS BACK TO INT CRICKET AND TILLY'S ROOM - DAY

BLACK WIDESCREEN BARS POP OFF SCREEN.

Dialog

#BILL (o.s.): Tilly!

Notes

NO SCE 041

Scene	Duration	Panel	Duration
042	45:00	1	05:00



Dialog

#BILL: Can I --

Scene	Duration	Panel	Duration
042	45:00	2	05:00



Dialog

#BILL: --count on you?

Scene	Duration	Panel	Duration
042	45:00	3	05:00



Scene	Duration	Panel	Duration
042	45:00	4	05:00



Dialog

#TILLY: Very well.

Scene	Duration	Panel	Duration
042	45:00	5	05:00



Dialog

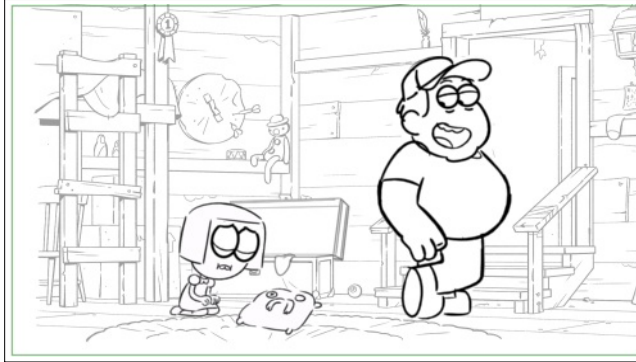
#TILLY: I shall weed.

Scene	Duration	Panel	Duration
042	45:00	6	05:00

**Dialog**

#BILL: Thank you sweetie.

Scene	Duration	Panel	Duration
042	45:00	7	05:00



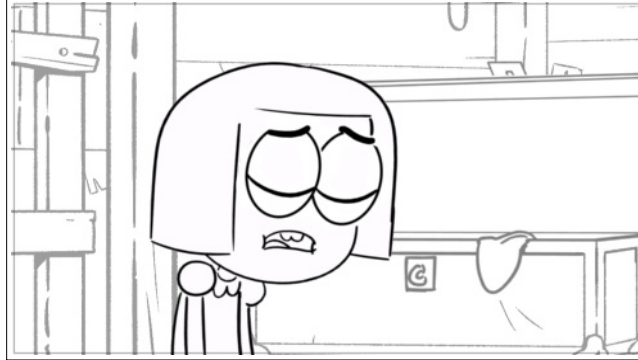
Scene	Duration	Panel	Duration
042	45:00	8	05:00



Scene	Duration	Panel	Duration
042	45:00	9	05:00

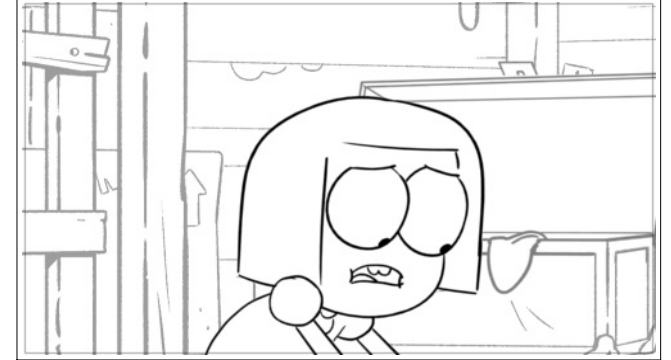


Scene	Duration	Panel	Duration
043	03:00	1	01:00

**Dialog**

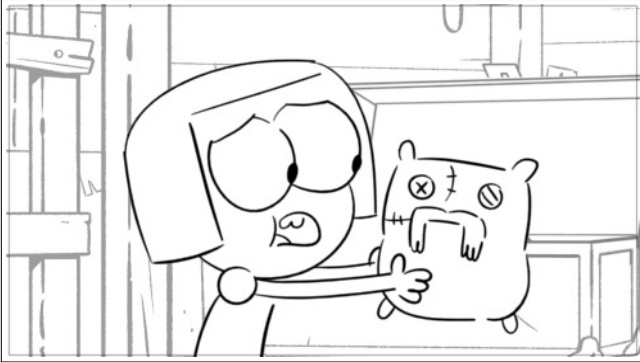
#TILLY: *sigh*

Scene	Duration	Panel	Duration
043	03:00	2	01:00

**Dialog**

#TILLY: well--

Scene	Duration	Panel	Duration
043	03:00	3	01:00

**Dialog**

#TILLY: -- Saxon?

Scene	Duration	Panel	Duration
044	15:00	1	05:00

**Action Notes**

Screen is framed by letterbox bars

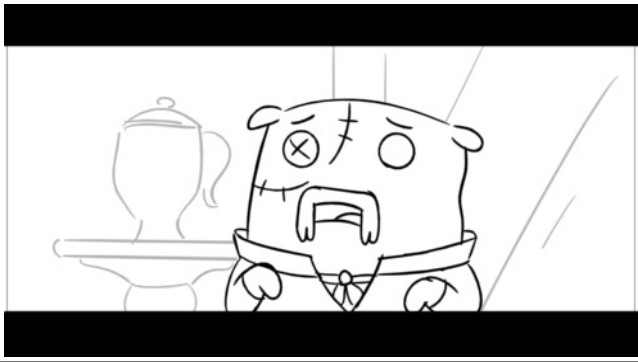
INT ARGYLE'S MANSION - DAY

Scene	Duration	Panel	Duration
044	15:00	2	05:00

**Dialog**

#SAXON: Yes--

Scene	Duration	Panel	Duration
044	15:00	3	05:00

**Dialog**

#SAXON: --Miss Tilly?

Scene	Duration	Panel	Duration
045	30:00	1	05:00

**Action Notes**

Screen is framed by letterbox bars

Dialog

#TILLY: My sincerest--

Scene	Duration	Panel	Duration
045	30:00	2	05:00

**Dialog**

#TILLY: --apologies.

Scene	Duration	Panel	Duration
045	30:00	3	05:00

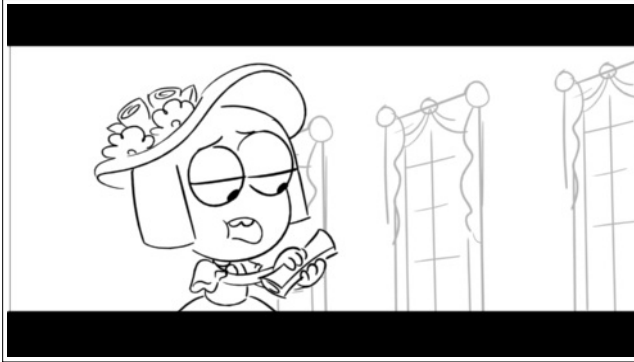
**Action Notes**

Tilly lifts a scroll from behind her back

Dialog

#TILLY: I have --

Scene	Duration	Panel	Duration
045	30:00	4	05:00

**Dialog**

#TILLY: --just received--

Scene	Duration	Panel	Duration
045	30:00	5	05:00

**Dialog**

#TILLY: --a summons--

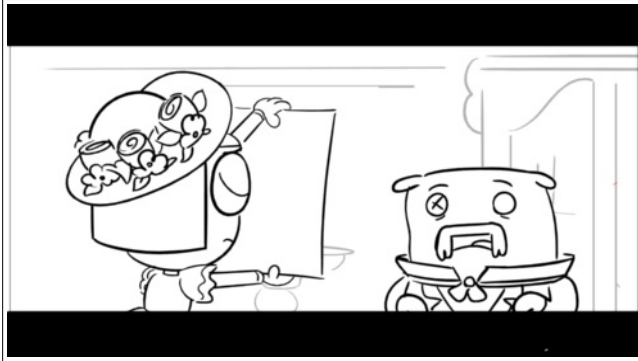
Scene	Duration	Panel	Duration
045	30:00	6	05:00



Dialog

#TILLY: -- from King Papa.

Scene	Duration	Panel	Duration
046	50:00	1	05:00



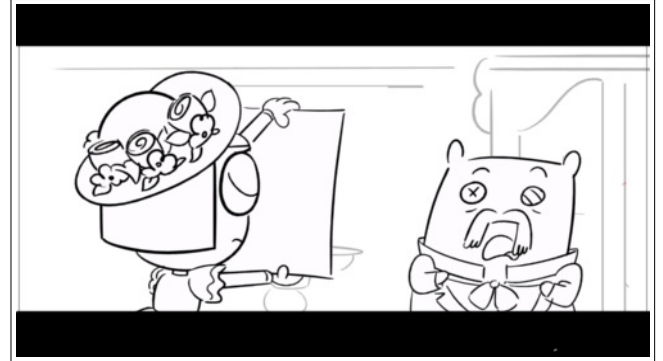
Action Notes

Screen is framed by letterbox bars

Dialog

#SAXON: The-

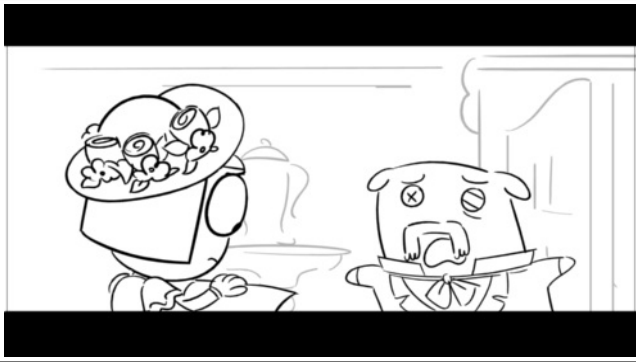
Scene	Duration	Panel	Duration
046	50:00	2	05:00



Dialog

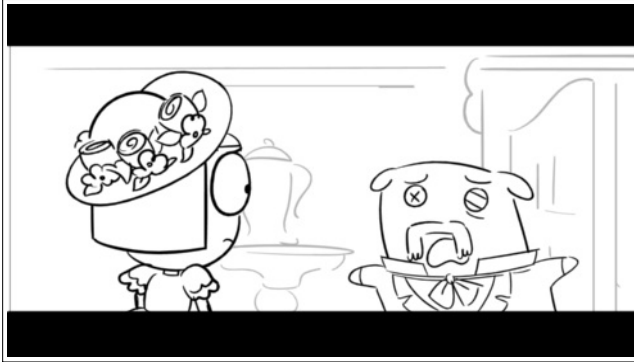
#SAXON: --King?!

Scene	Duration	Panel	Duration
046	50:00	3	05:00

**Dialog**

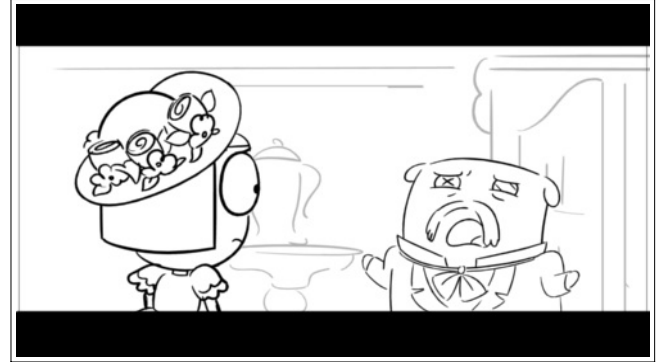
#SAXON: But

Scene	Duration	Panel	Duration
046	50:00	4	05:00

**Dialog**

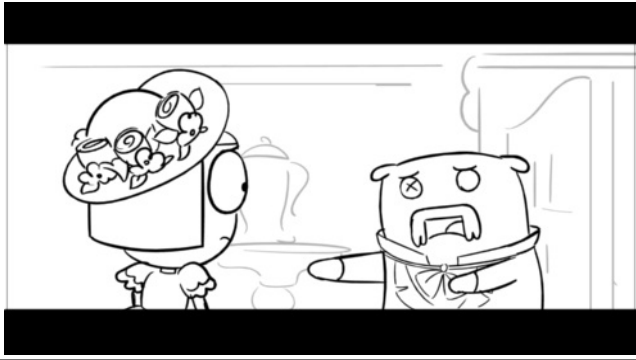
#SAXON: the grand ball is tonight!

Scene	Duration	Panel	Duration
046	50:00	5	05:00

**Dialog**

#SAXON: How will I prepare--

Scene	Duration	Panel	Duration
046	50:00	6	05:00

**Dialog**

#SAXON: -- without you?

Scene	Duration	Panel	Duration
046	50:00	7	05:00

**Dialog**

#TILLY: hmm..

Scene	Duration	Panel	Duration
046	50:00	8	05:00

**Dialog**

#TILLY: Perhaps

Scene	Duration	Panel	Duration
046	50:00	9	05:00

**Dialog**

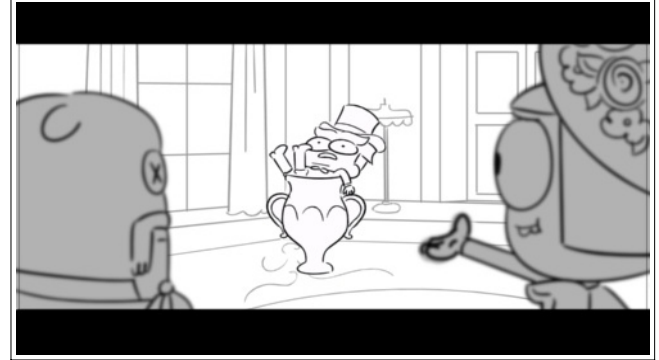
#TILLY: Cricket

Scene	Duration	Panel	Duration
046	50:00	10	05:00

**Dialog**

#TILLY: can help!

Scene	Duration	Panel	Duration
047	01:00:00	1	05:00

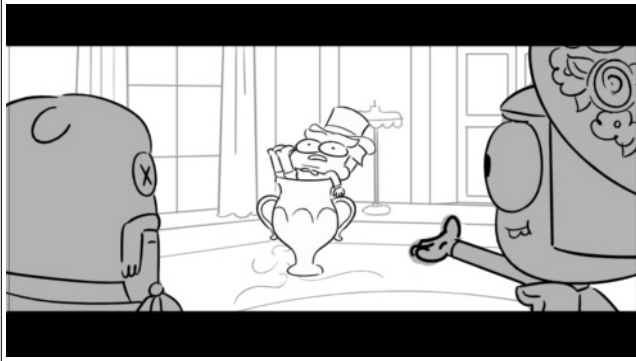
**Action Notes**

Screen is framed by letterbox bars

CRICKET kicks his legs back and forth - cycle as needed

RACK FOCUS: SAXON/TILLY IN SOFT FOCUS, CRICKET/BG IN SHARP FOCUS

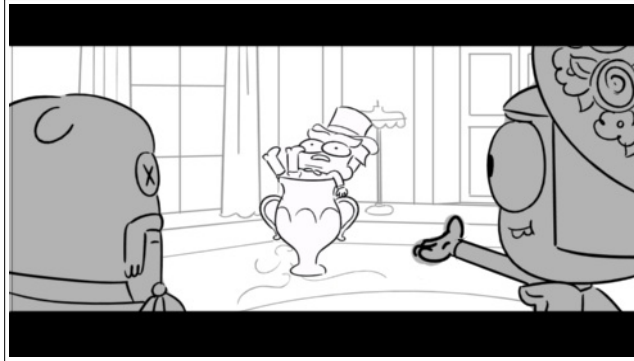
Scene	Duration	Panel	Duration
047	01:00:00	2	05:00



Dialog

CRICKET: <effort>

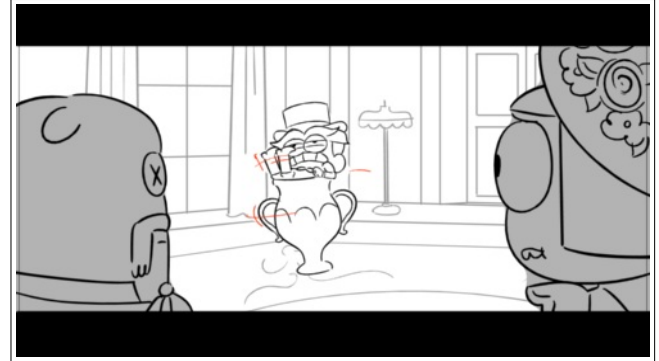
Scene	Duration	Panel	Duration
047	01:00:00	3	05:00



Dialog

CRICKET: <effort>

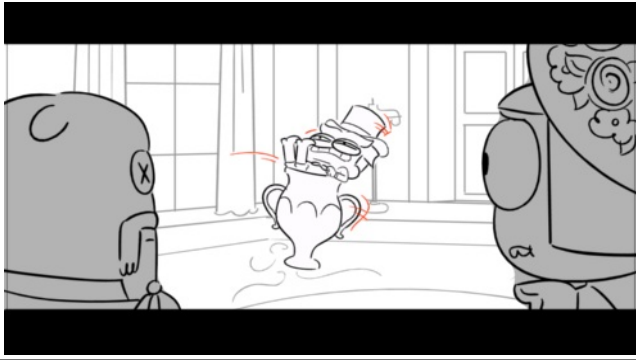
Scene	Duration	Panel	Duration
047	01:00:00	4	05:00



Dialog

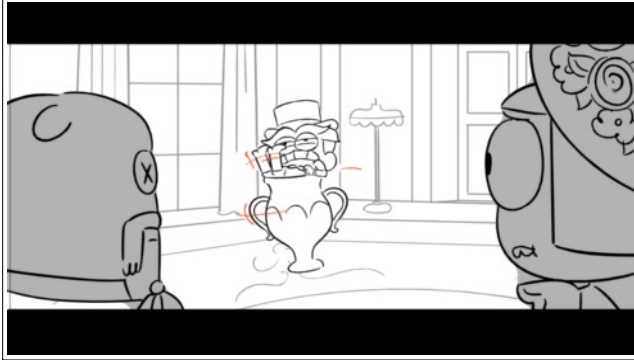
CRICKET: <effort>

Scene	Duration	Panel	Duration
047	01:00:00	5	05:00

**Dialog**

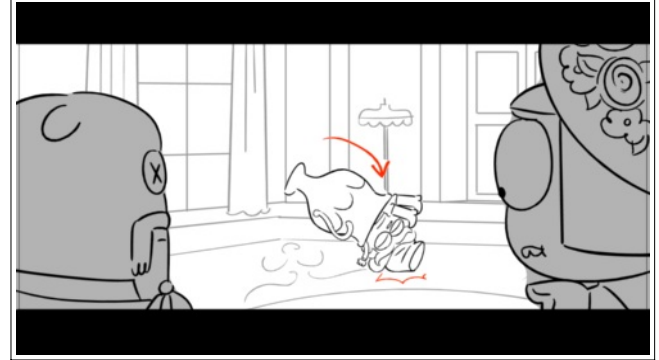
CRICKET: <effort>

Scene	Duration	Panel	Duration
047	01:00:00	6	05:00

**Dialog**

CRICKET: <effort>

Scene	Duration	Panel	Duration
047	01:00:00	7	05:00

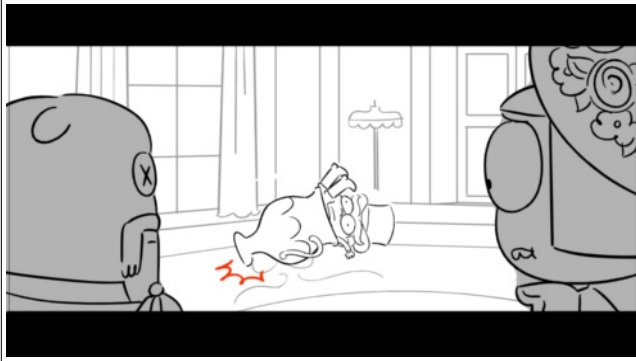
**Action Notes**

TILLY eyes track CRICKET

Dialog

CRICKET: Oof!

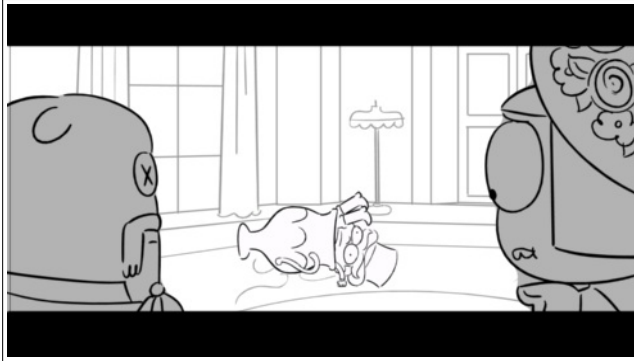
Scene	Duration	Panel	Duration
047	01:00:00	8	05:00



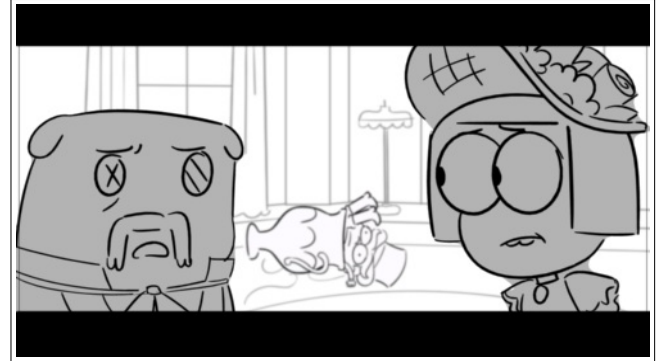
Dialog

CRICKET: Oof!

Scene	Duration	Panel	Duration
047	01:00:00	9	05:00



Scene	Duration	Panel	Duration
047	01:00:00	10	05:00



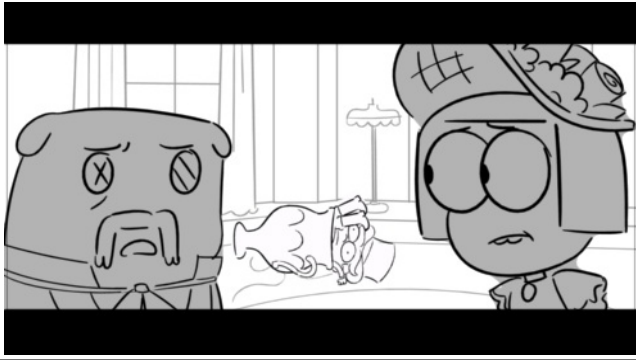
Action Notes

RACK FOCUS: SAXON/TILLY IN SHARP FOCUS, CRICKET/BG INTO SOFT FOCUS.

Dialog

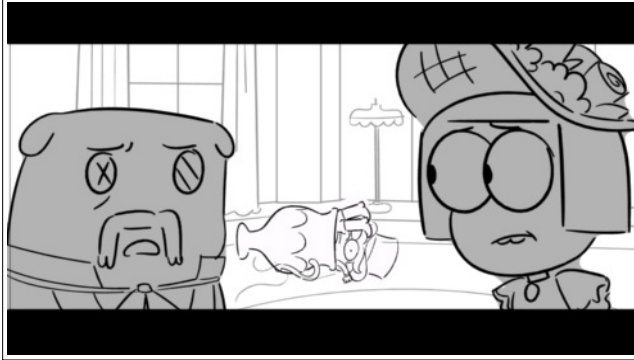
#SAXON: You can't

Scene	Duration	Panel	Duration
047	01:00:00	11	05:00

**Dialog**

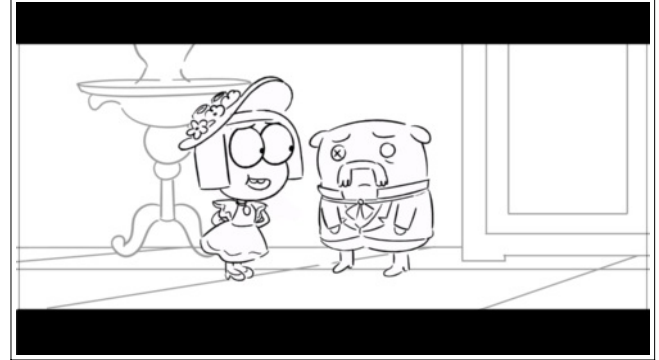
#SAXON: be

Scene	Duration	Panel	Duration
047	01:00:00	12	05:00

**Dialog**

#SAXON: serious.

Scene	Duration	Panel	Duration
048	01:05:00	1	05:00

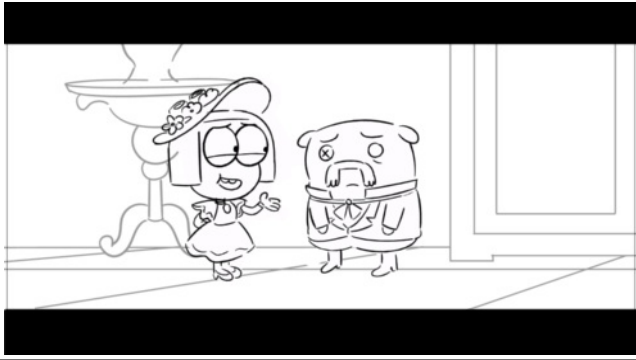
**Action Notes**

Screen is framed by letterbox bars

Dialog

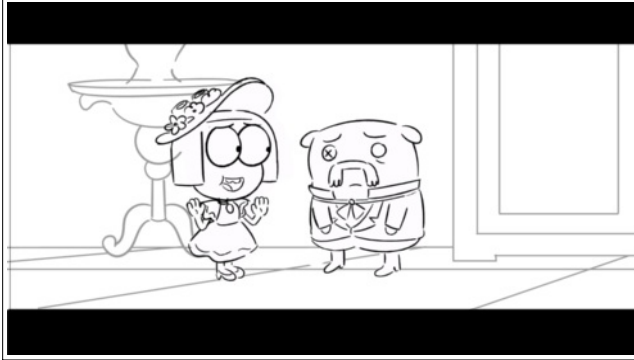
#TILLY: Cricket may lack --

Scene	Duration	Panel	Duration
048	01:05:00	2	05:00

**Dialog**

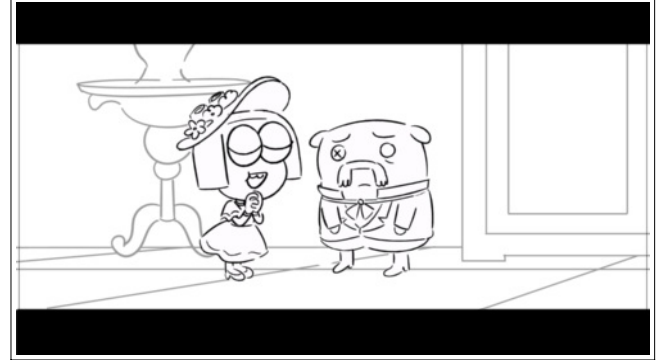
#TILLY: -- sophistication,

Scene	Duration	Panel	Duration
048	01:05:00	3	05:00

**Dialog**

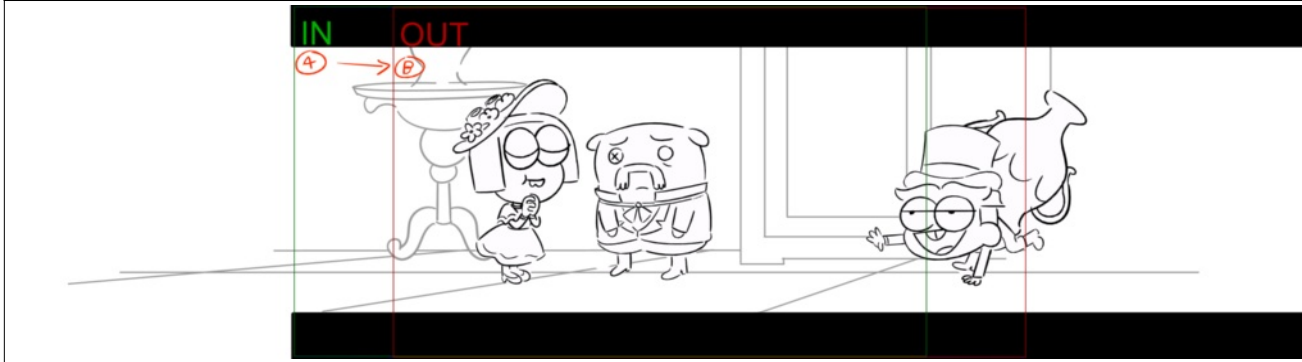
#TILLY: but he is wise--

Scene	Duration	Panel	Duration
048	01:05:00	4	05:00

**Dialog**

#TILLY: -- in the ways of love.

Scene	Duration	Panel	Duration
048	01:05:00	5	05:00

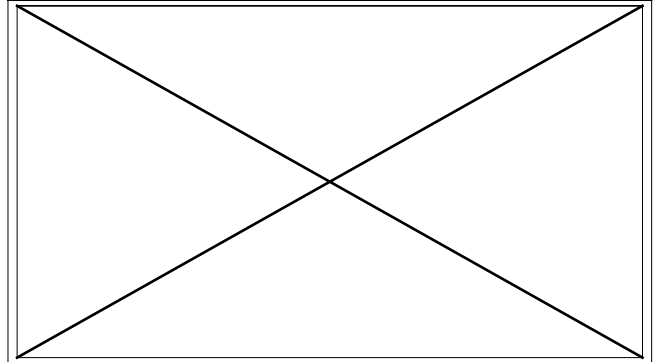
**Action Notes**

Camera pan/ adj right to reveal Cricket walking on all fours

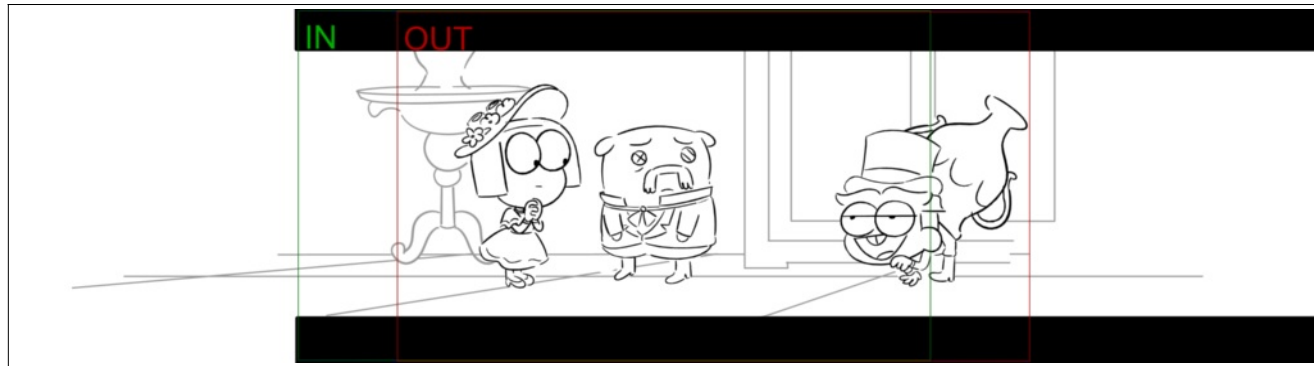
Dialog

#CRICKET: Yeah

NO PANEL



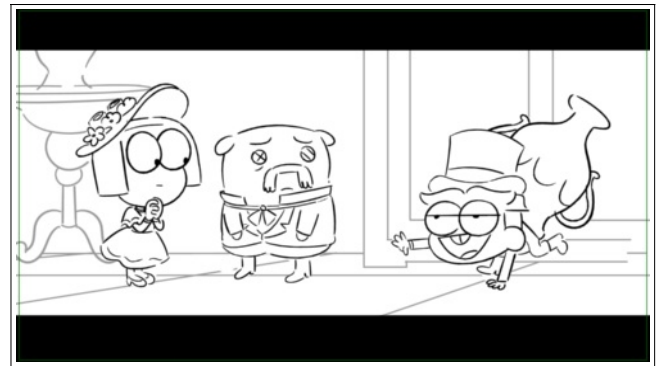
Scene	Duration	Panel	Duration
048	01:05:00	6	05:00



Dialog

#CRICKET: I'm

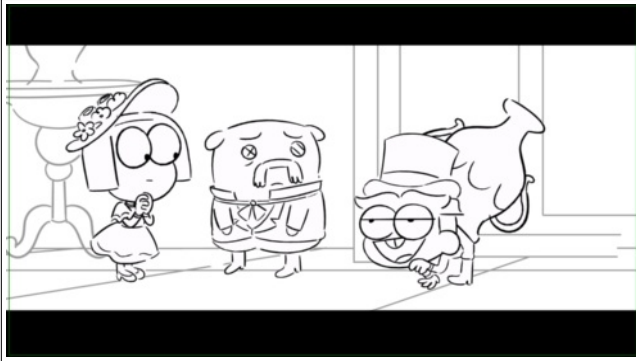
Scene	Duration	Panel	Duration
048	01:05:00	7	05:00



Dialog

#CRICKET: somewhat

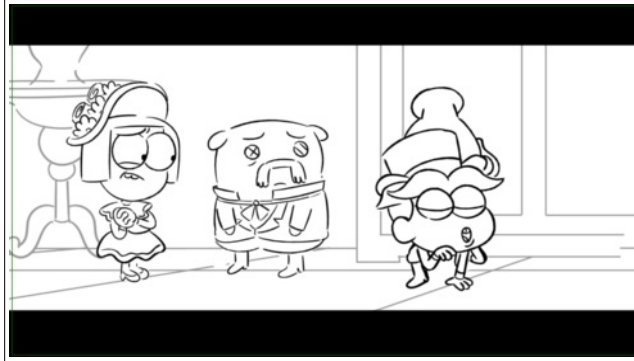
Scene	Duration	Panel	Duration
048	01:05:00	8	05:00



Dialog

#CRICKET: of a --

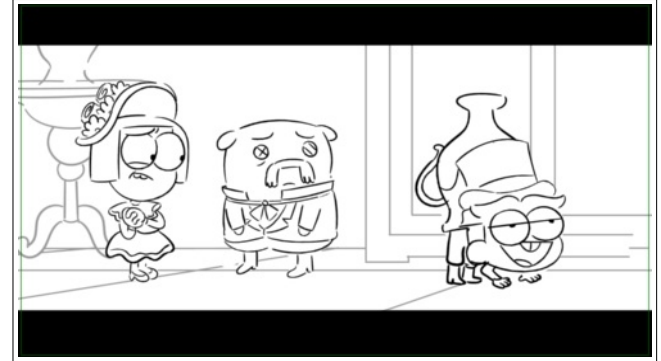
Scene	Duration	Panel	Duration
048	01:05:00	9	05:00



Dialog

#CRICKET: --smooth--

Scene	Duration	Panel	Duration
048	01:05:00	10	05:00



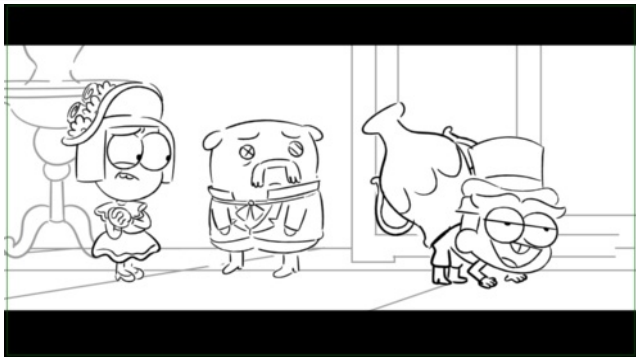
Action Notes

CRICKET wiggles his butt - cycle as needed

Dialog

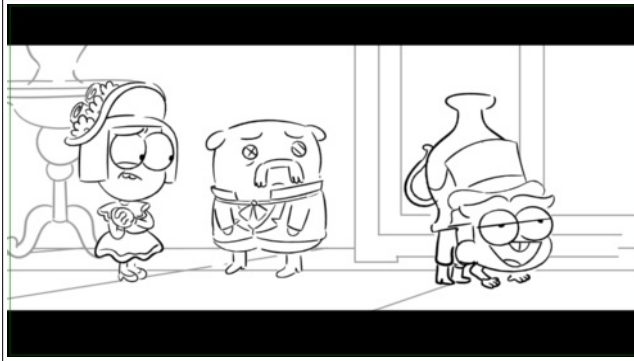
#CRICKET: --operator!

Scene	Duration	Panel	Duration
048	01:05:00	11	05:00


Dialog

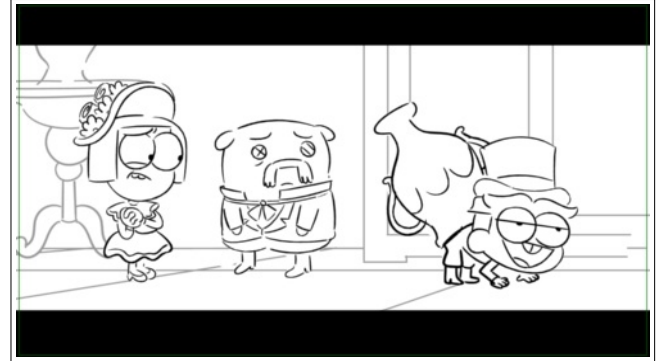
#CRICKET: --operator!

Scene	Duration	Panel	Duration
048	01:05:00	12	05:00


Dialog

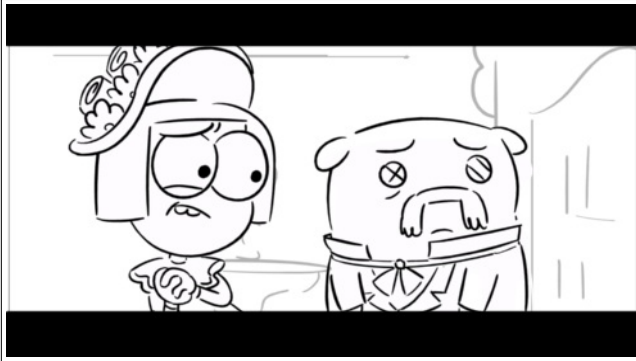
#CRICKET: --operator!

Scene	Duration	Panel	Duration
048	01:05:00	13	05:00


Dialog

#CRICKET: --operator!

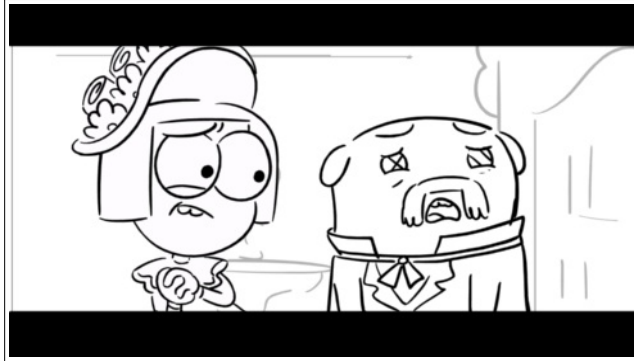
Scene	Duration	Panel	Duration
049	01:40:00	1	05:00



Action Notes

Screen is framed by letterbox bars

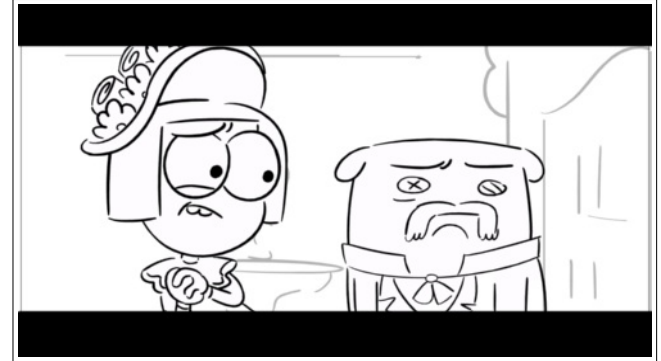
Scene	Duration	Panel	Duration
049	01:40:00	2	05:00



Dialog

#SAXON: *sigh*

Scene	Duration	Panel	Duration
049	01:40:00	3	05:00



Scene	Duration	Panel	Duration
049	01:40:00	4	05:00

**Dialog**

#TILLY: I'm

Scene	Duration	Panel	Duration
049	01:40:00	5	05:00

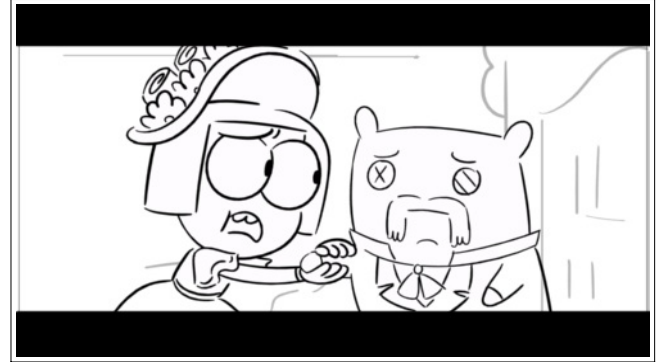
**Action Notes**

TILLY pats SAXON'S arm - cycle as needed

Dialog

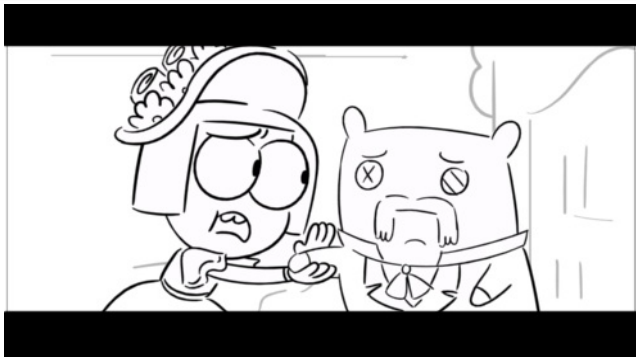
#TILLY: sorry

Scene	Duration	Panel	Duration
049	01:40:00	6	05:00

**Dialog**

#TILLY: my

Scene	Duration	Panel	Duration
049	01:40:00	7	05:00



Dialog

#TILLY: dear

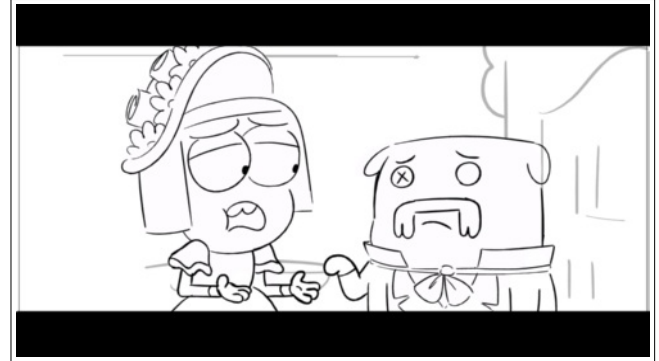
Scene	Duration	Panel	Duration
049	01:40:00	8	05:00



Dialog

#TILLY: Saxon.

Scene	Duration	Panel	Duration
049	01:40:00	9	05:00



Dialog

#TILLY: You'll have to make do--

Scene	Duration	Panel	Duration
049	01:40:00	10	05:00

**Dialog**

#TILLY: -- for the time being,

Scene	Duration	Panel	Duration
049	01:40:00	11	05:00

**Dialog**

#TILLY: but I --

Scene	Duration	Panel	Duration
049	01:40:00	12	05:00

**Dialog**

#TILLY: --shan't

Scene	Duration	Panel	Duration
049	01:40:00	13	05:00



Dialog

#TILLY: tarry.

Scene	Duration	Panel	Duration
049	01:40:00	14	05:00



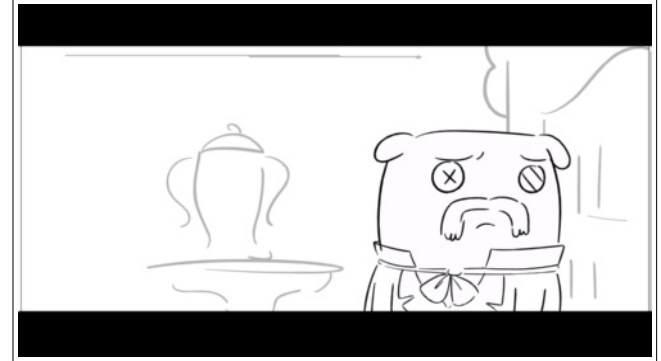
Action Notes

Tilly walks off frame left

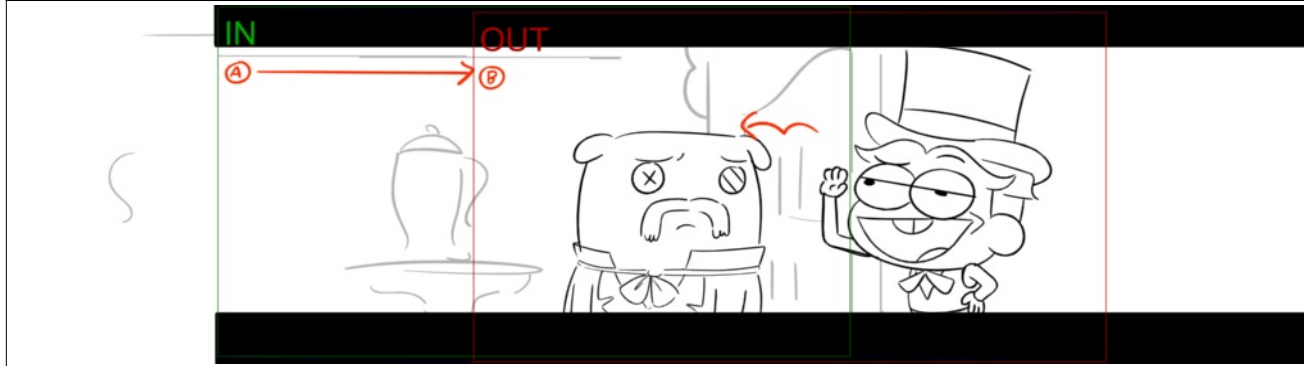
Dialog

#TILLY: tarry.

Scene	Duration	Panel	Duration
049	01:40:00	15	05:00



Scene	Duration	Panel	Duration
049	01:40:00	16	05:00

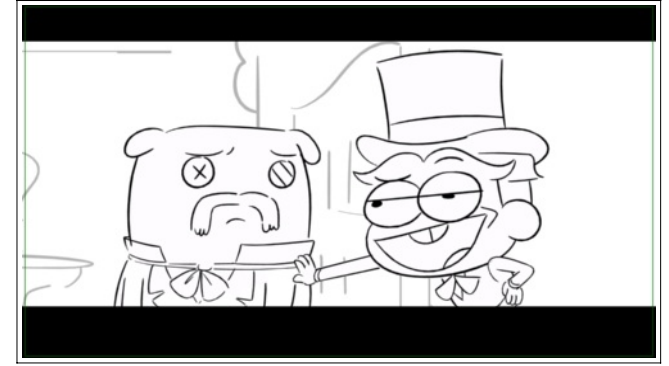
**Action Notes**

Camera pan/ adj right to reveal Cricket

Dialog

#CRICKET: Well,

Scene	Duration	Panel	Duration
049	01:40:00	17	05:00

**Dialog**

#CRICKET: buddy--

Scene	Duration	Panel	Duration
049	01:40:00	18	05:00

**Dialog**

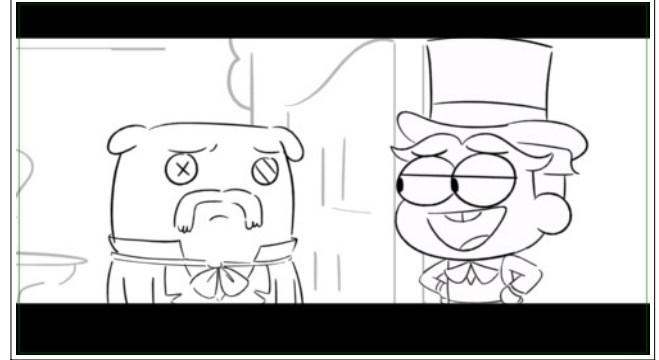
#CRICKET: buddy--

Scene	Duration	Panel	Duration
049	01:40:00	19	05:00

**Dialog**

#CRICKET: looks like its just--

Scene	Duration	Panel	Duration
049	01:40:00	20	05:00

**Dialog**

#CRICKET: --you and me.

Scene	Duration	Panel	Duration
050	01:00:00	1	05:00

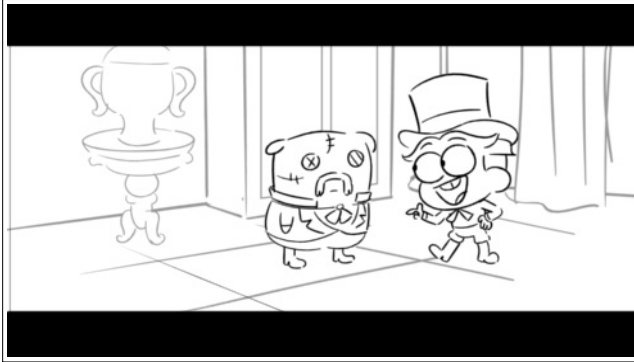
**Action Notes**

Screen is framed by letterbox bars

Dialog

#CRICKET: how about we practice

Scene	Duration	Panel	Duration
050	01:00:00	2	05:00

**Dialog**

#CRICKET: your grand entrance.

Scene	Duration	Panel	Duration
050	01:00:00	3	05:00

**Dialog**

#CRICKET: You

Scene	Duration	Panel	Duration
050	01:00:00	4	05:00



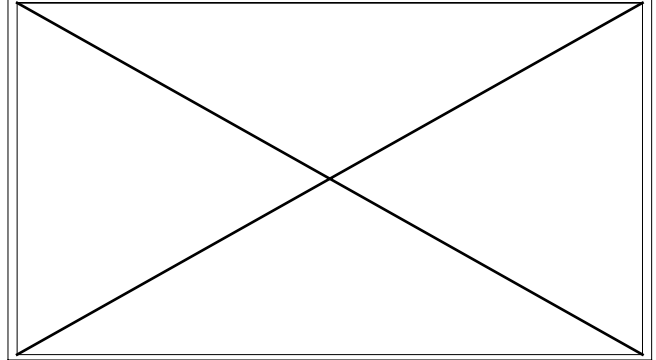
Dialog
#CRICKET: walk

Scene	Duration	Panel	Duration
050	01:00:00	5	05:00

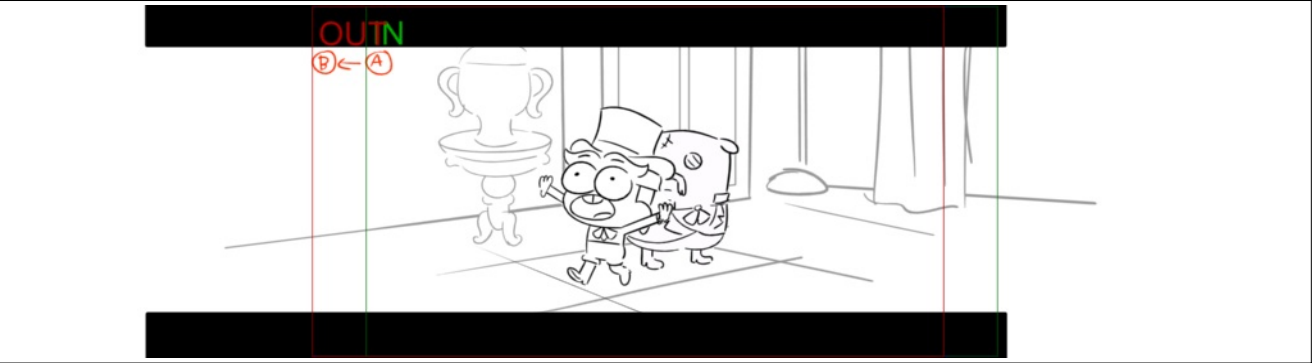


Dialog
#CRICKET: in--

NO PANEL



Scene	Duration	Panel	Duration
050	01:00:00	6	05:00



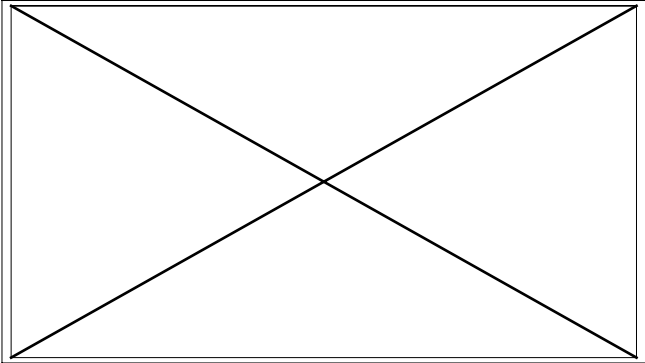
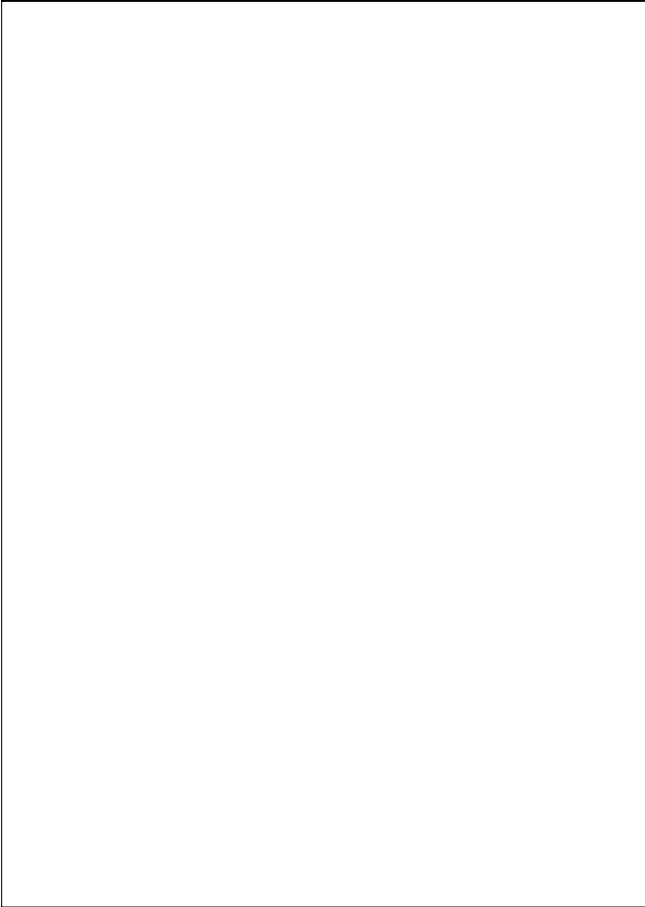
Action Notes

Cricket walks towards screen left, Camera pan/ adj with action

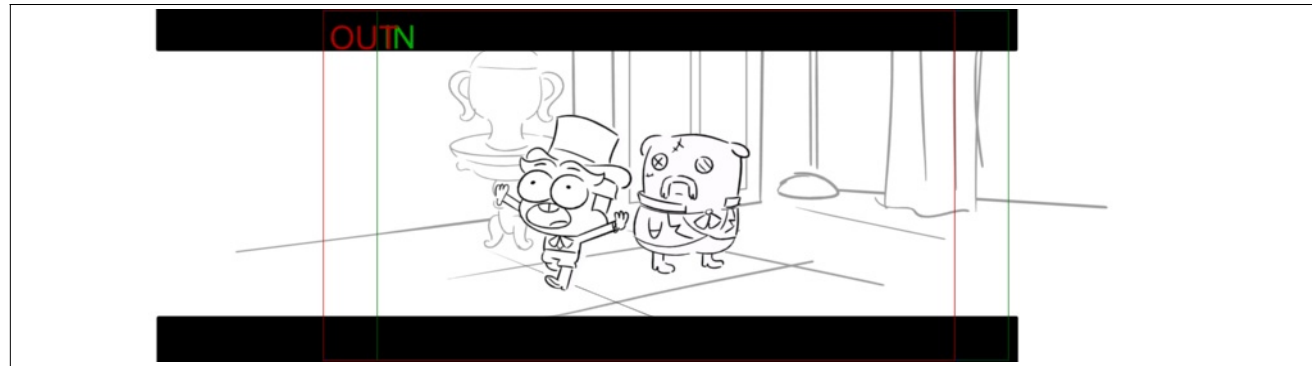
Dialog

#CRICKET: Everyone

NO PANEL



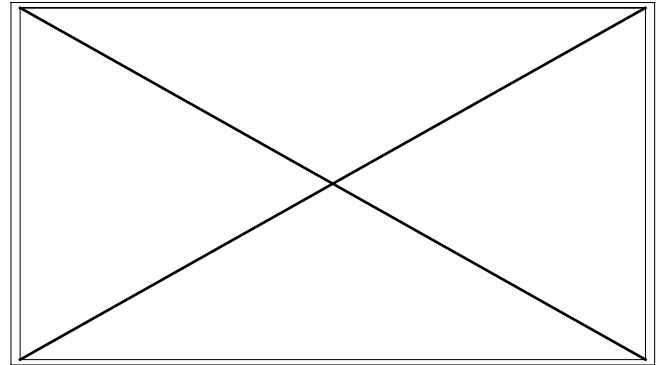
Scene	Duration	Panel	Duration
050	01:00:00	7	05:00



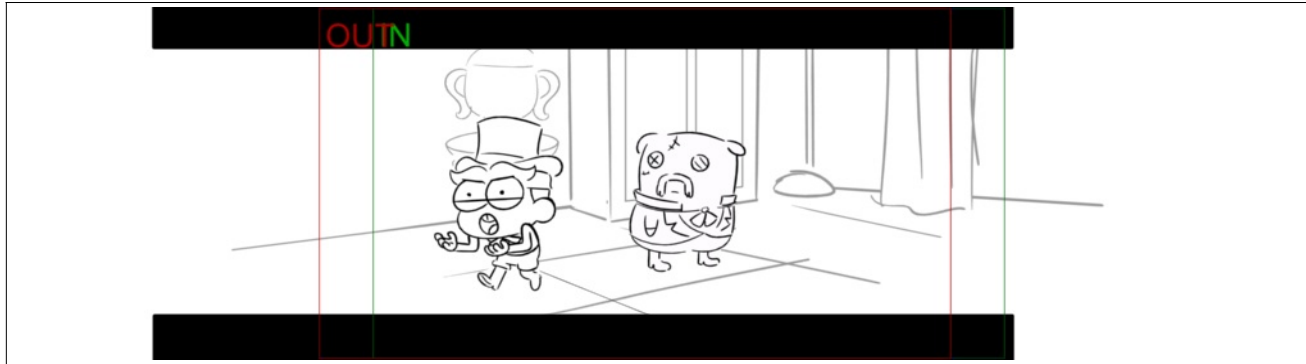
Dialog

#CRICKET: turns

NO PANEL

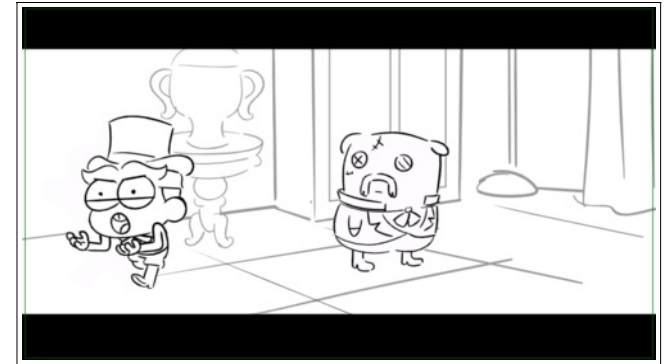


Scene	Duration	Panel	Duration
050	01:00:00	8	05:00

**Dialog**

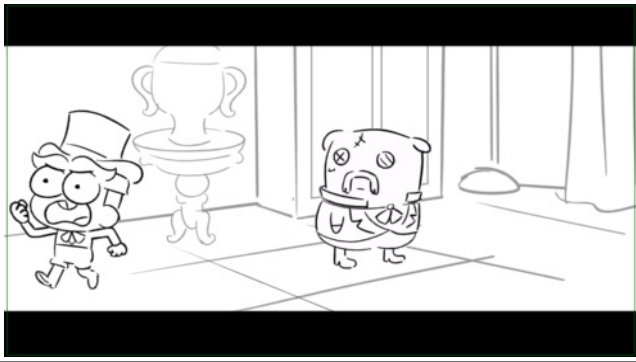
#CRICKET: looking...

Scene	Duration	Panel	Duration
050	01:00:00	9	05:00

**Dialog**

#CRICKET: looking...

Scene	Duration	Panel	Duration
050	01:00:00	10	05:00

**Dialog**

#CRICKET: -- judging...

Scene	Duration	Panel	Duration
050	01:00:00	11	05:00

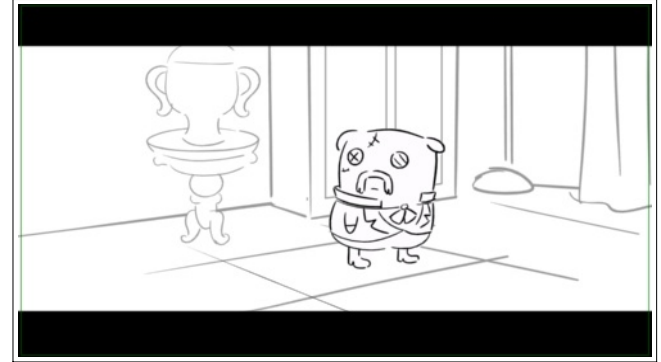
**Action Notes**

Cricket walks off frame left

Dialog

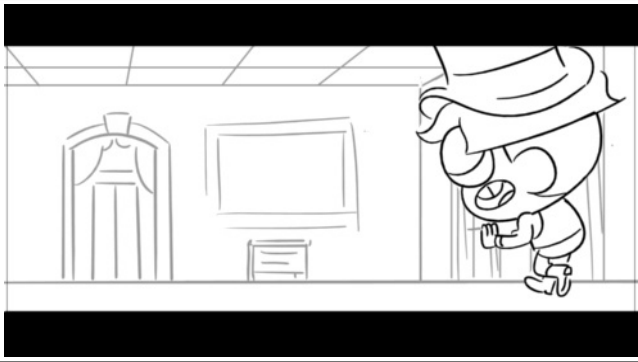
#CRICKET: -- judging...

Scene	Duration	Panel	Duration
050	01:00:00	12	05:00

**Dialog**

#CRICKET: -- judging...

Scene	Duration	Panel	Duration
051	35:00	1	05:00



Action Notes

Screen is framed by letterbox bars

Dialog

#CRICKET: You

Scene	Duration	Panel	Duration
051	35:00	2	05:00



Dialog

#CRICKET: approach the

Scene	Duration	Panel	Duration
051	35:00	3	05:00



Dialog

#CRICKET: most beautiful mop

Scene	Duration	Panel	Duration
051	35:00	4	05:00

**Dialog**

#CRICKET: in the world.

Scene	Duration	Panel	Duration
051	35:00	5	05:00

**Dialog**

#CRICKET: You get one chance to impress her...

SAXON (OS): <panic effort>

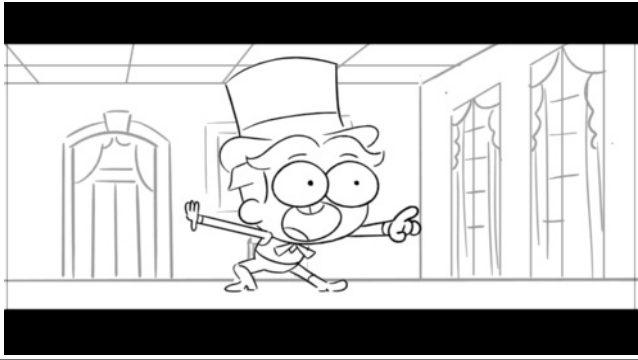
Scene	Duration	Panel	Duration
051	35:00	6	05:00

**Dialog**

#CRICKET: and--

SAXON (OS): <panic effort>

Scene	Duration	Panel	Duration
051	35:00	7	05:00

**Dialog**

#CRICKET: --GO!

SAXON (OS): <panic effort>

Scene	Duration	Panel	Duration
052	01:05:00	1	05:00

**Action Notes**

Screen is framed by letterbox bars

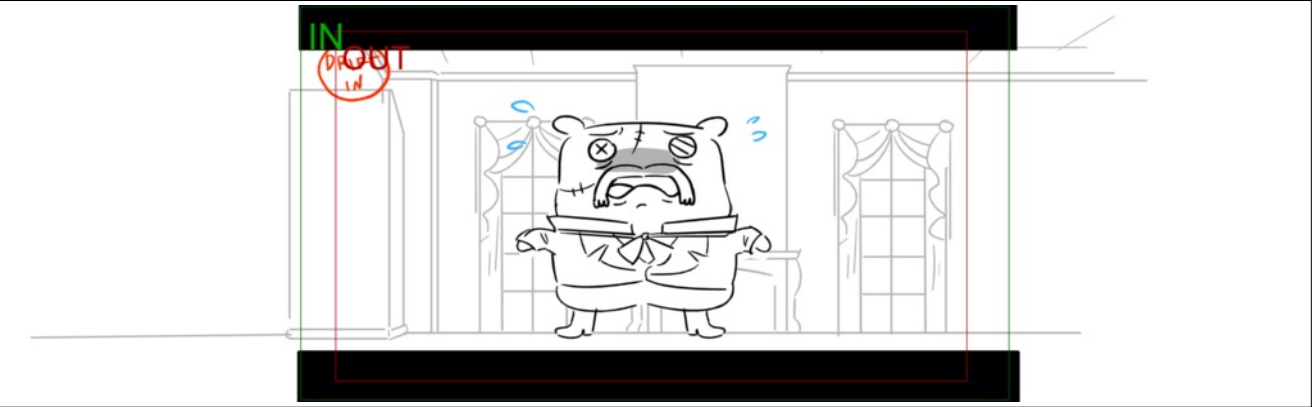
Camera drift in through shot

sweat drops spray off Saxon, cycle as needed

Dialog

#SAXON: *stammers incoherently*

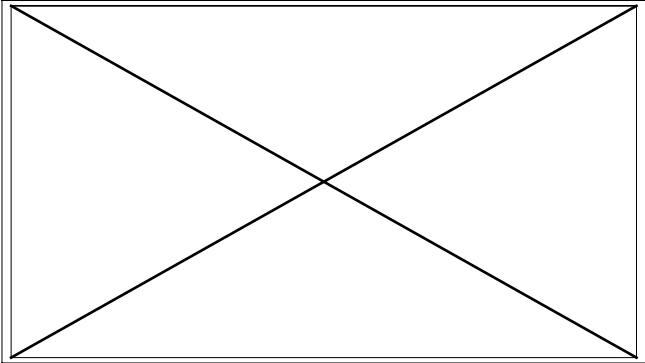
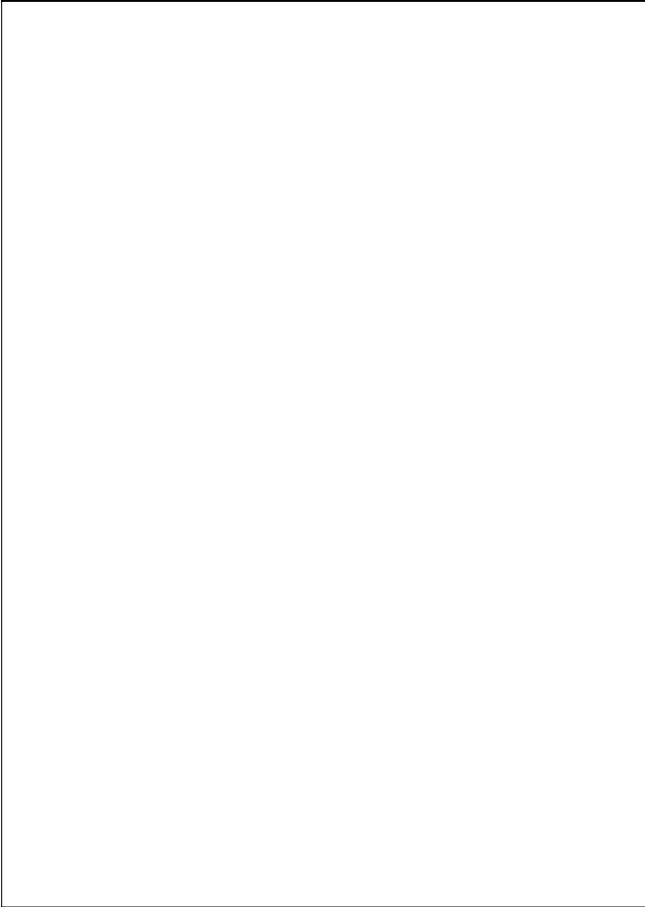
Scene	Duration	Panel	Duration
052	01:05:00	2	05:00



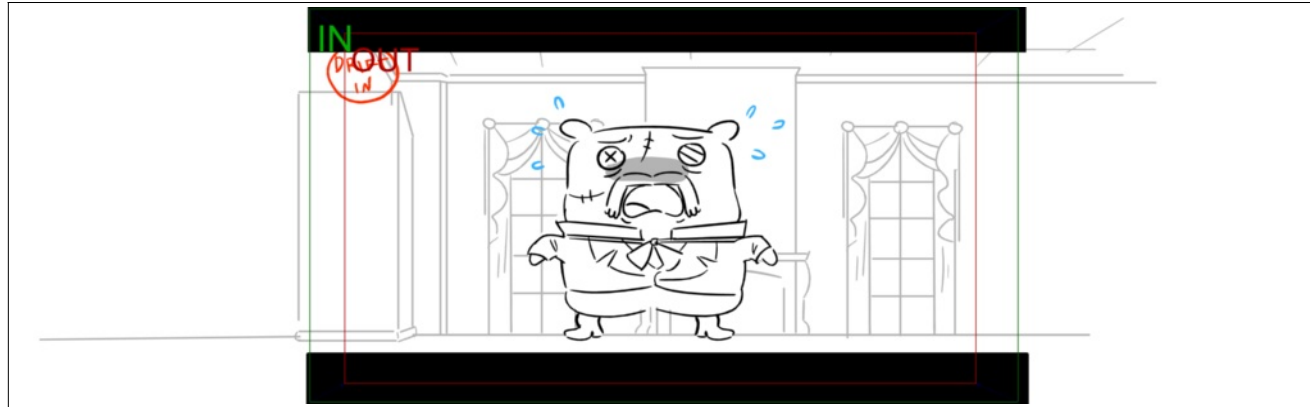
Dialog

#SAXON: *stammers incoherently*

NO PANEL



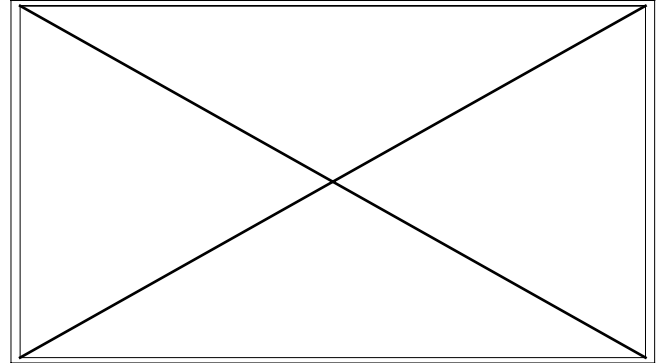
Scene	Duration	Panel	Duration
052	01:05:00	3	05:00



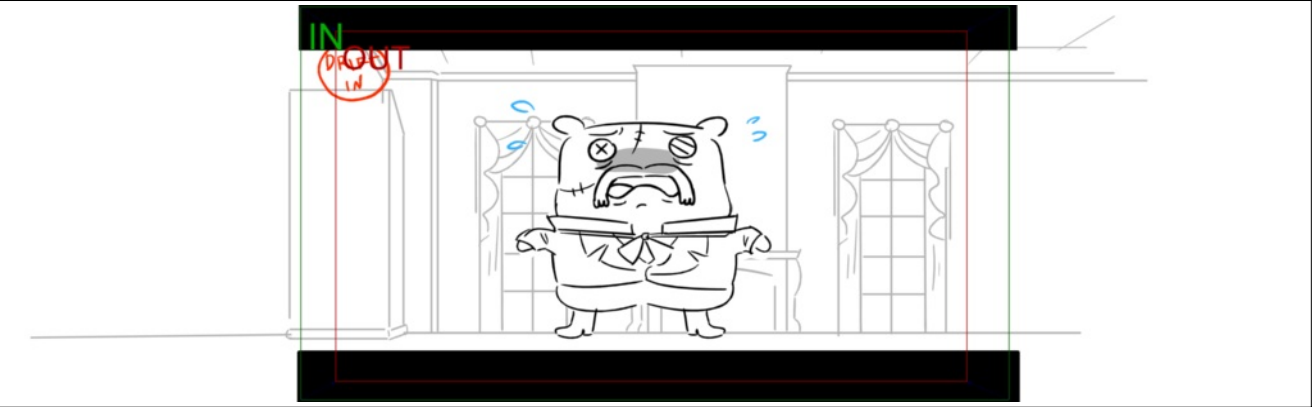
Dialog

#SAXON: *stammers incoherently*

NO PANEL



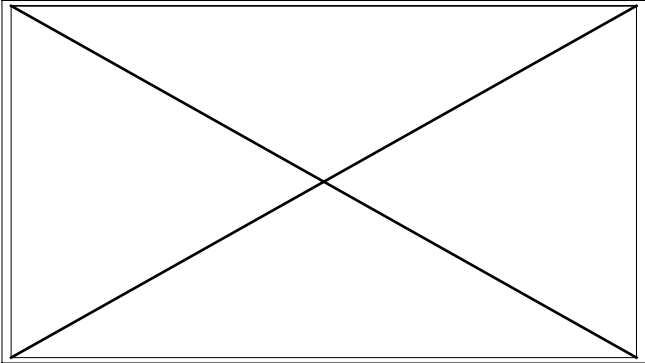
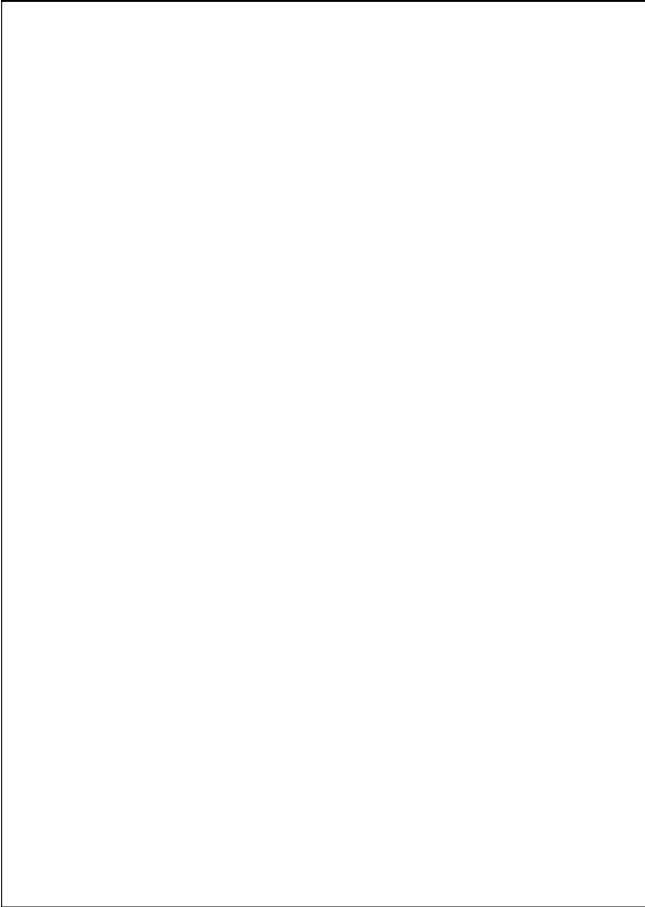
Scene	Duration	Panel	Duration
052	01:05:00	4	05:00



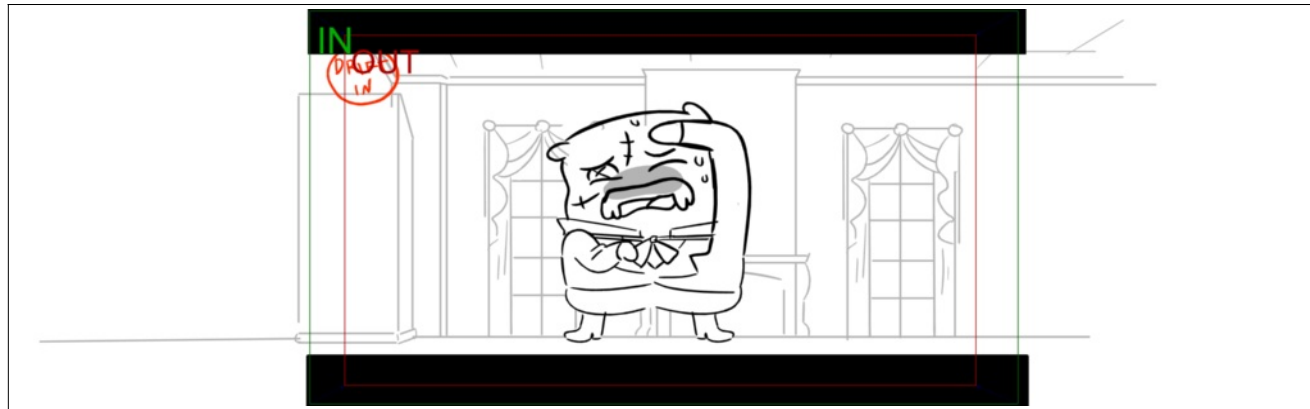
Dialog

#SAXON: *stammers incoherently*

NO PANEL



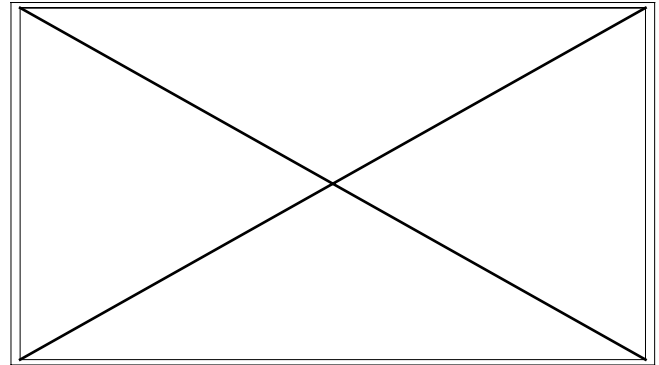
Scene	Duration	Panel	Duration
052	01:05:00	5	05:00



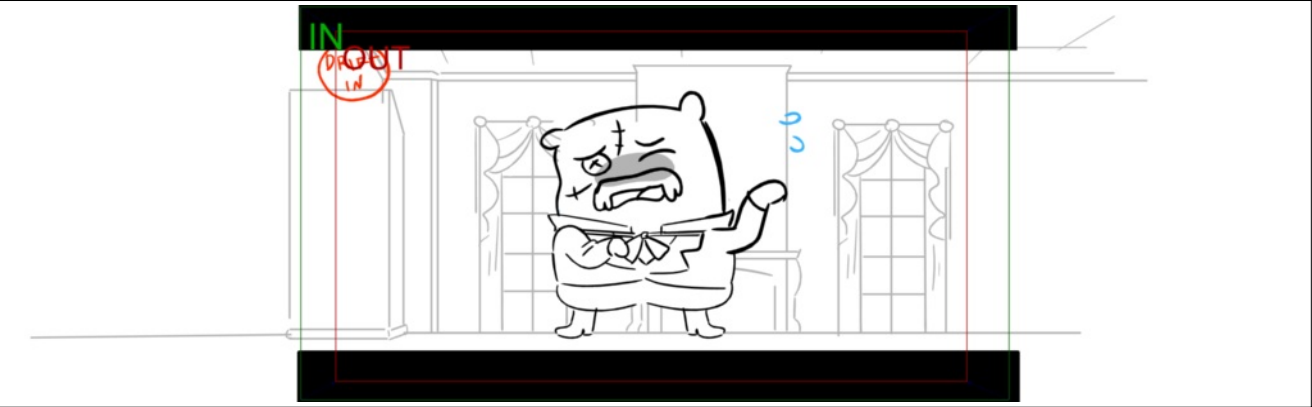
Dialog

#SAXON: *stammers incoherently*

NO PANEL



Scene	Duration	Panel	Duration
052	01:05:00	6	05:00



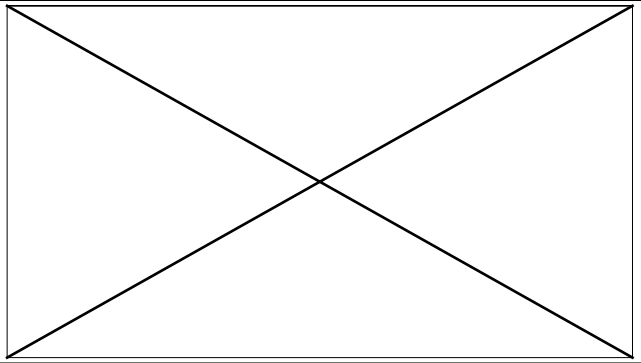
Action Notes

Saxon swipes sweat off his brow

Dialog

#SAXON: *stammers incoherently*

NO PANEL



Scene	Duration	Panel	Duration
052	01:05:00	7	05:00



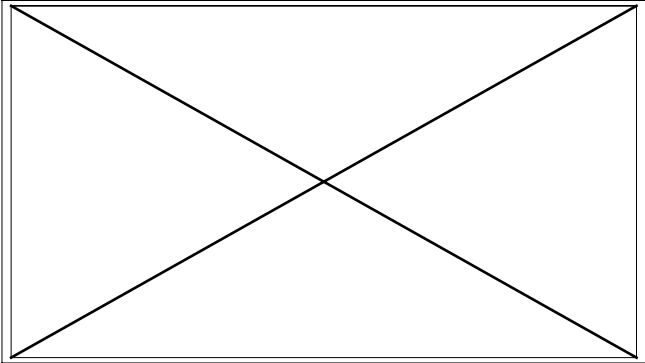
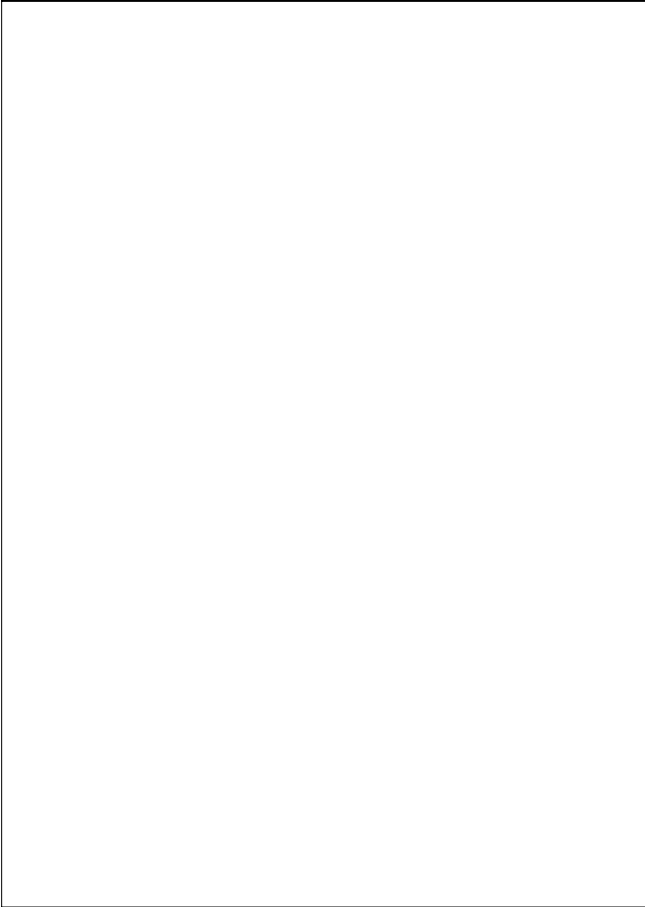
Action Notes

Cycle sweat drops falling off Saxon as needed

Dialog

#SAXON: *stammers incoherently*

NO PANEL



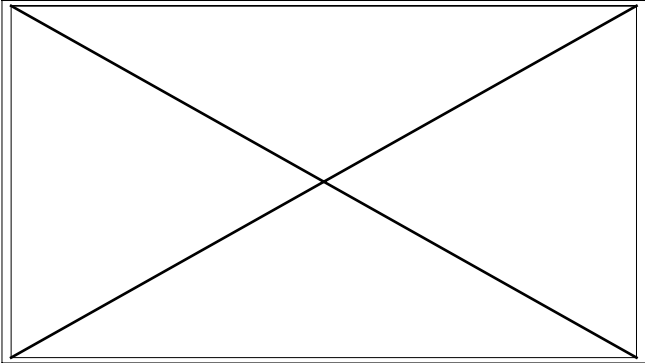
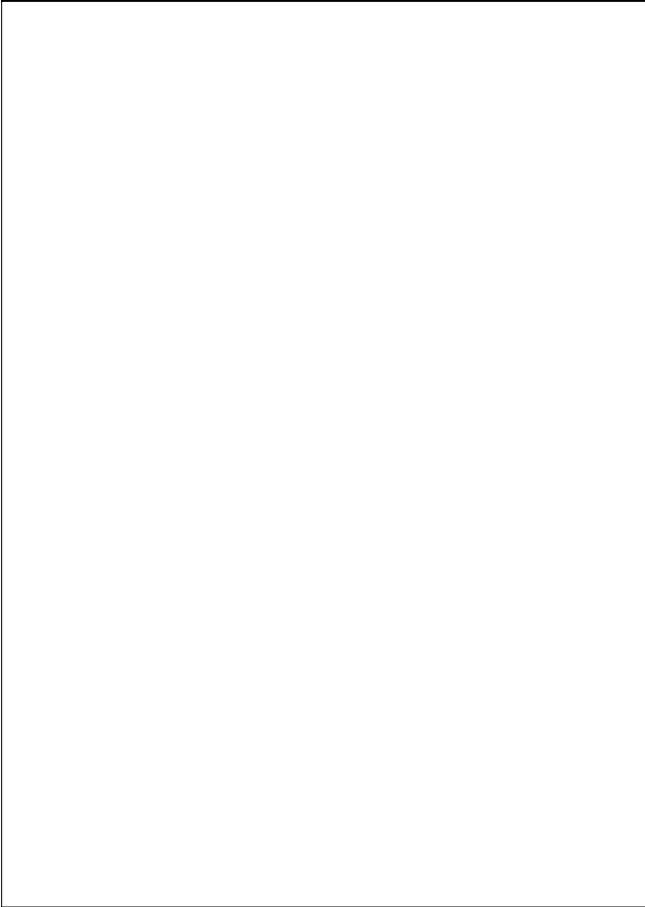
Scene	Duration	Panel	Duration
052	01:05:00	8	05:00



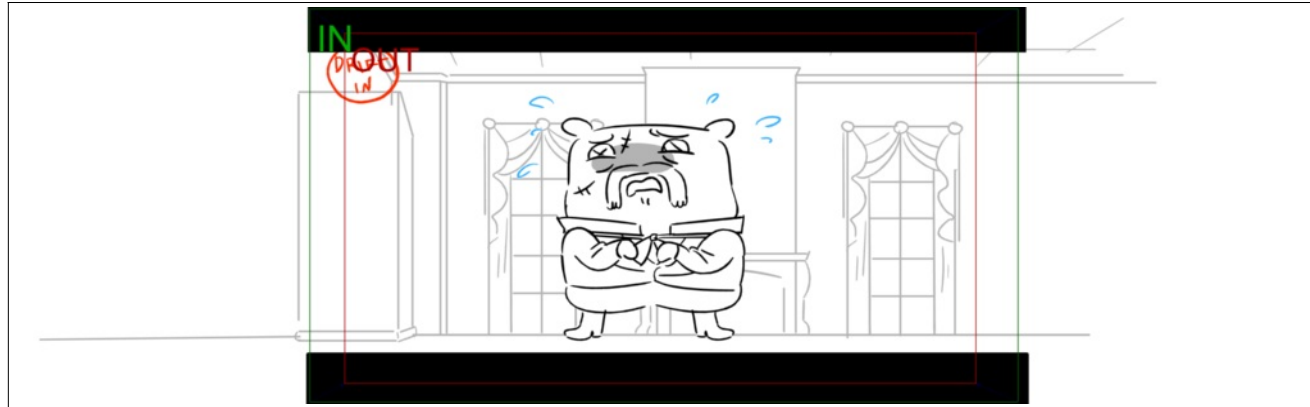
Dialog

#SAXON: *stammers incoherently*

NO PANEL



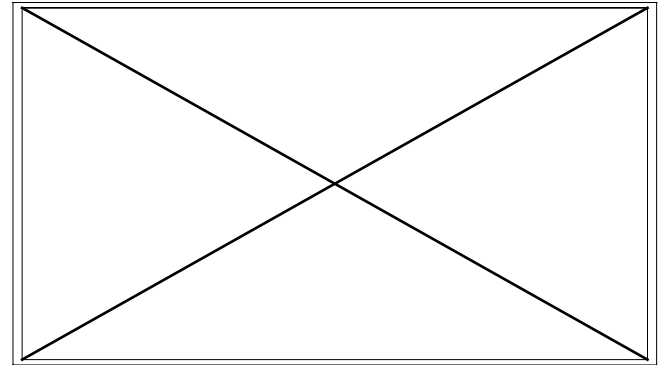
Scene	Duration	Panel	Duration
052	01:05:00	9	05:00



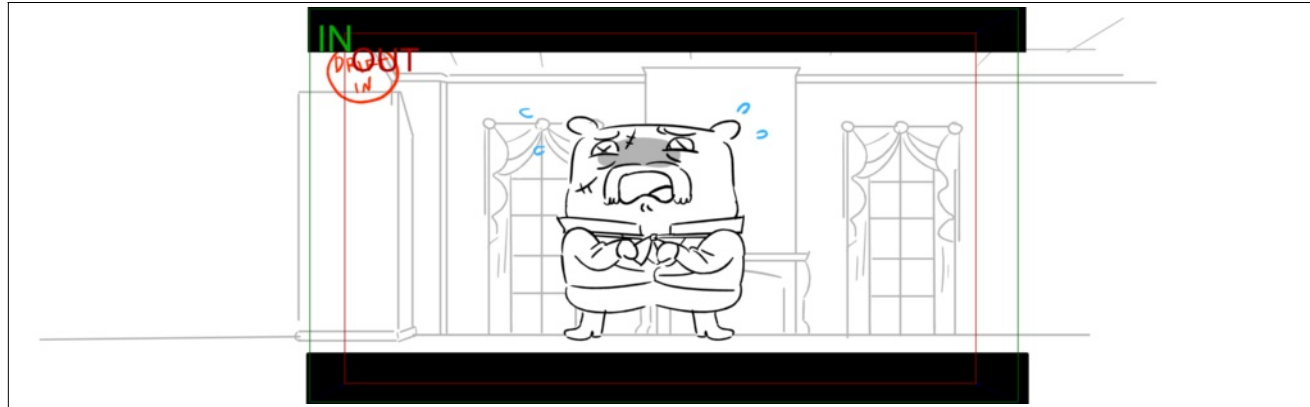
Dialog

#SAXON: *stammers incoherently*

NO PANEL



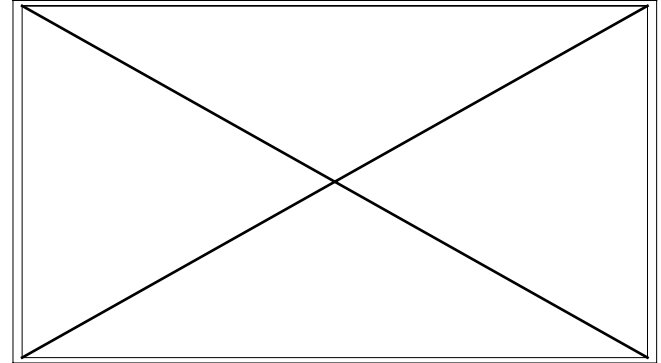
Scene	Duration	Panel	Duration
052	01:05:00	10	05:00



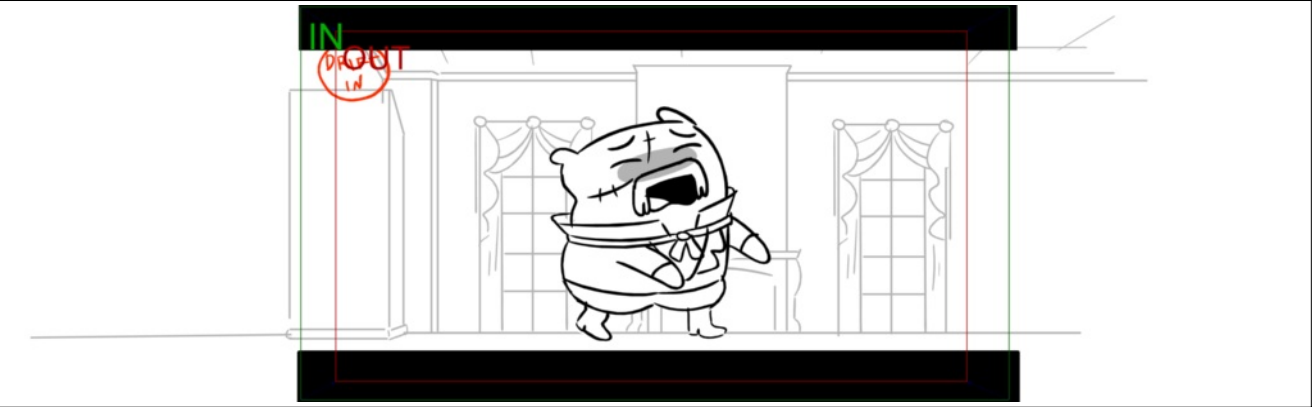
Dialog

#SAXON: *stammers incoherently*

NO PANEL



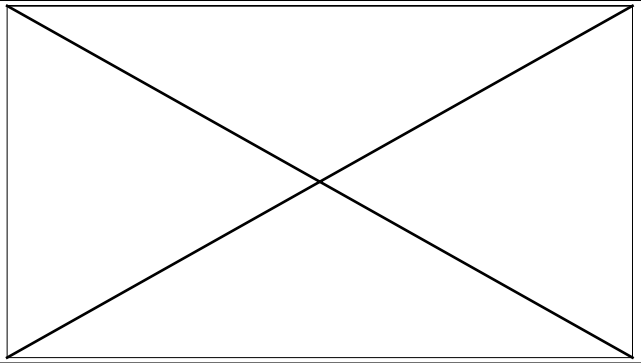
Scene	Duration	Panel	Duration
052	01:05:00	11	05:00



Dialog

#SAXON: *stammers incoherently*

NO PANEL



Scene	Duration	Panel	Duration
052	01:05:00	12	05:00



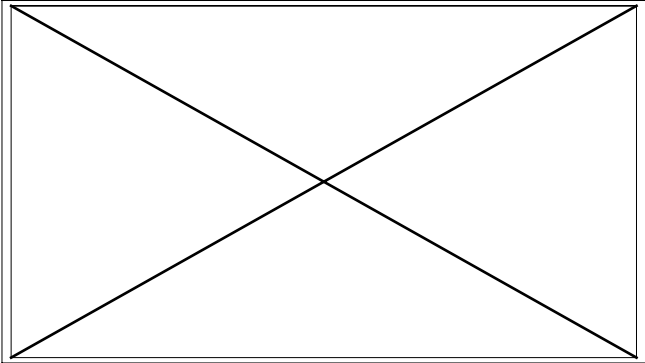
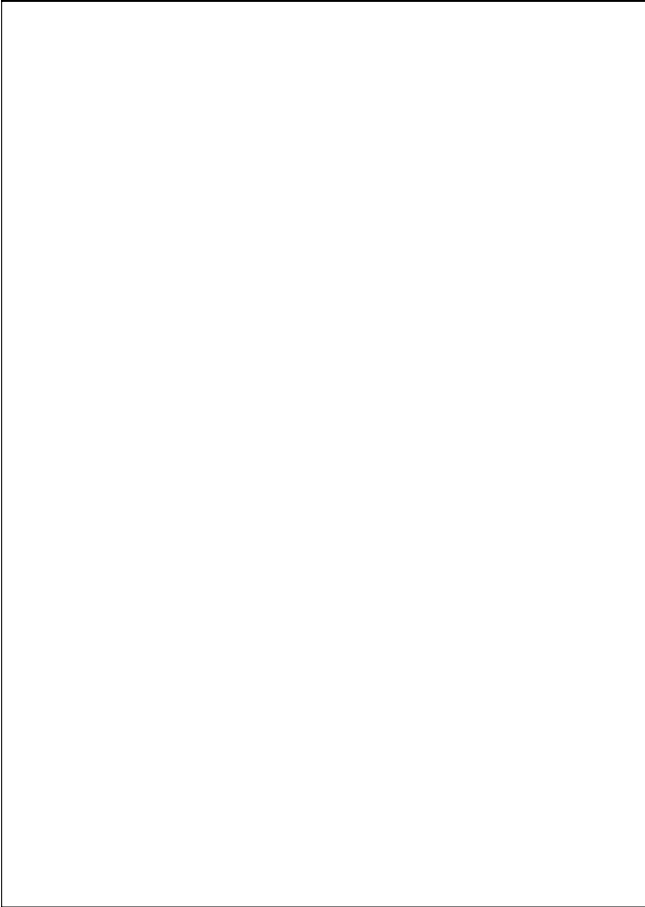
Action Notes

Cycle Saxon sobbing, tears fly off him

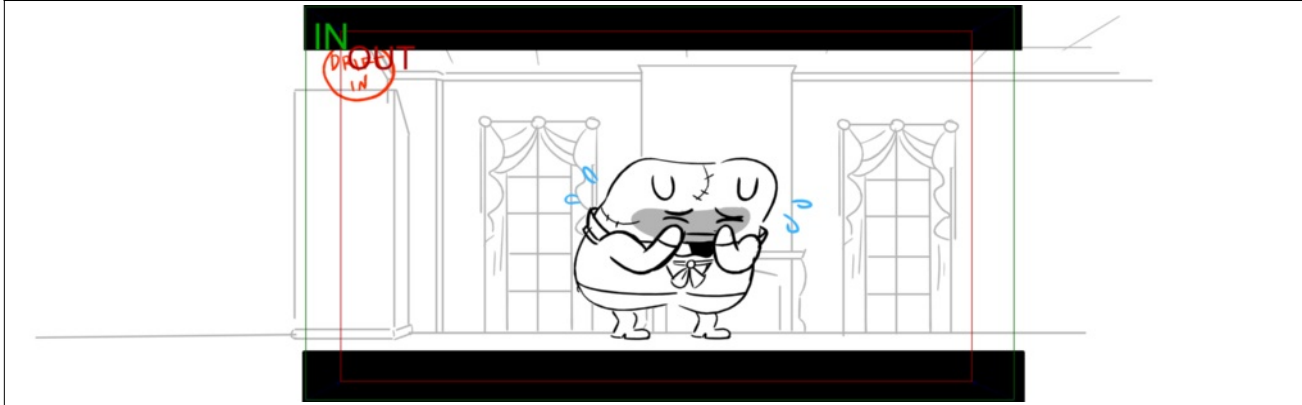
Dialog

#SAXON: *stammers incoherently*

NO PANEL



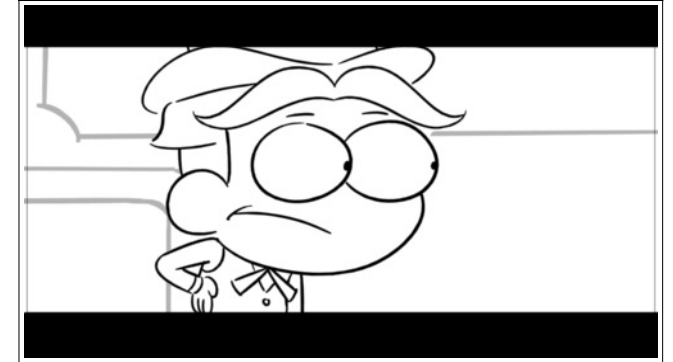
Scene	Duration	Panel	Duration
052	01:05:00	13	05:00



Dialog

#SAXON: *stammers incoherently*

Scene	Duration	Panel	Duration
053	15:00	1	05:00

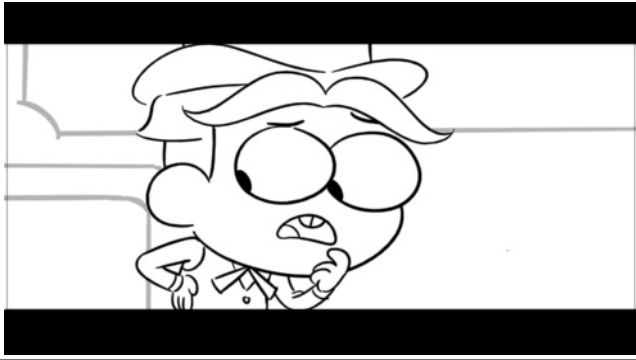


Action Notes

Screen is framed by letterbox bars

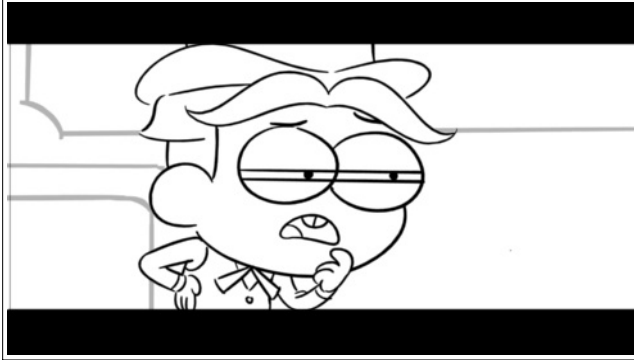
SP

Scene	Duration	Panel	Duration
053	15:00	2	05:00

**Dialog**

#CRICKET: Okay--

Scene	Duration	Panel	Duration
053	15:00	3	05:00

**Dialog**

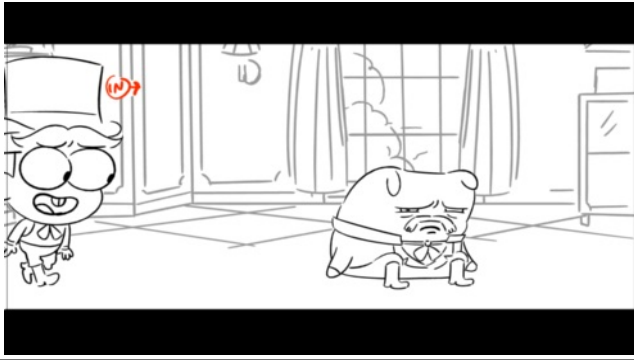
#CRICKET: this is getting dark...

Scene	Duration	Panel	Duration
054	40:00	1	05:00

**Action Notes**

Screen is framed by letterbox bars

Scene	Duration	Panel	Duration
054	40:00	2	05:00



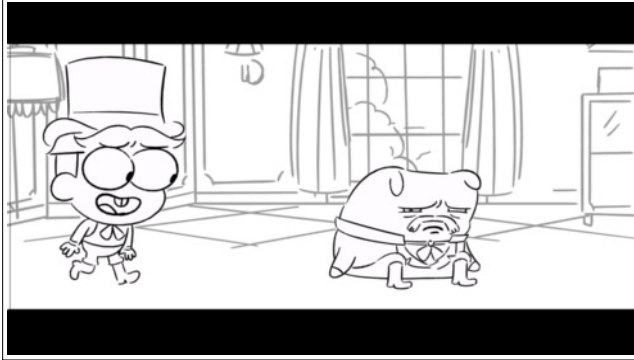
Action Notes

Cricket walks into frame from left

Dialog

#CRICKET: Saxon,

Scene	Duration	Panel	Duration
054	40:00	3	05:00



Dialog

#CRICKET: Saxon,

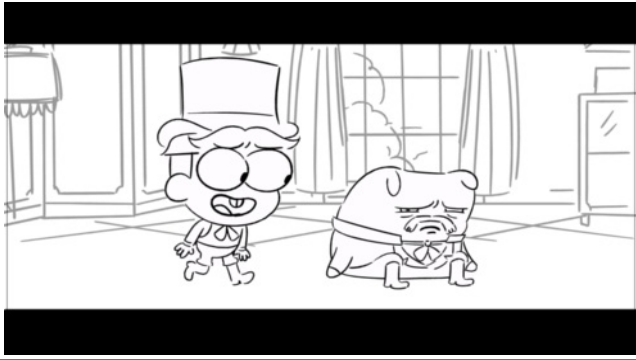
Scene	Duration	Panel	Duration
054	40:00	4	05:00



Dialog

#CRICKET: buddy--

Scene	Duration	Panel	Duration
054	40:00	5	05:00

**Dialog**

#CRICKET: buddy--

Scene	Duration	Panel	Duration
054	40:00	6	05:00

**Dialog**

#CRICKET: you're wound

Scene	Duration	Panel	Duration
054	40:00	7	05:00

**Dialog**

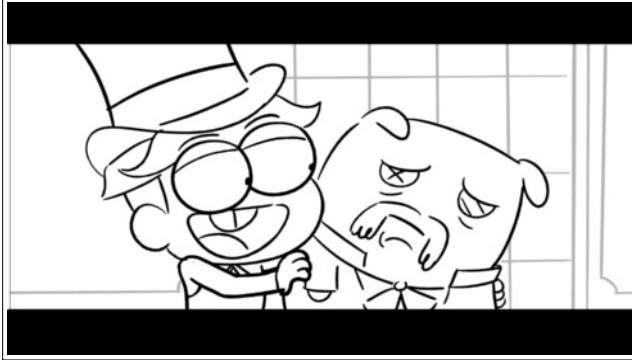
#CRICKET: way too

Scene	Duration	Panel	Duration
054	40:00	8	05:00

**Dialog**

#CRICKET: tight.

Scene	Duration	Panel	Duration
055	01:00:00	1	05:00

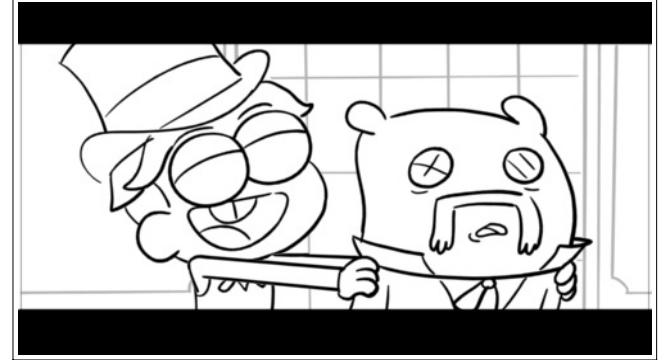
**Action Notes**

Screen is framed by letterbox bars

Dialog

CRICKET: If you want to look cool at the ball you have to--

Scene	Duration	Panel	Duration
055	01:00:00	2	05:00

**Action Notes**

Cricket shakes Saxon - cycle as needed

Dialog

CRICKET: -- relax.

SAXON: *shaken efforts*

Scene	Duration	Panel	Duration
055	01:00:00	3	05:00

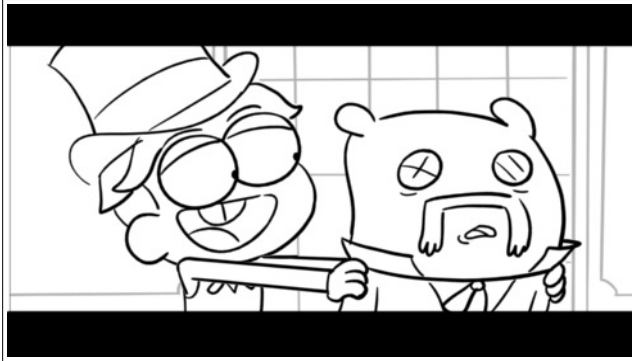


Dialog

CRICKET: -- relax.

SAXON: *shaken efforts*

Scene	Duration	Panel	Duration
055	01:00:00	4	05:00

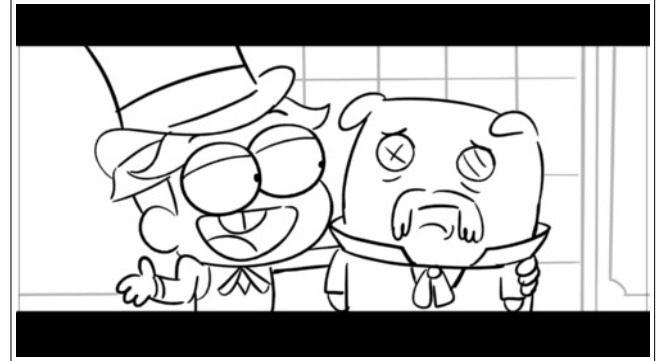


Dialog

CRICKET: -- relax.

SAXON: *shaken efforts*

Scene	Duration	Panel	Duration
055	01:00:00	5	05:00



Dialog

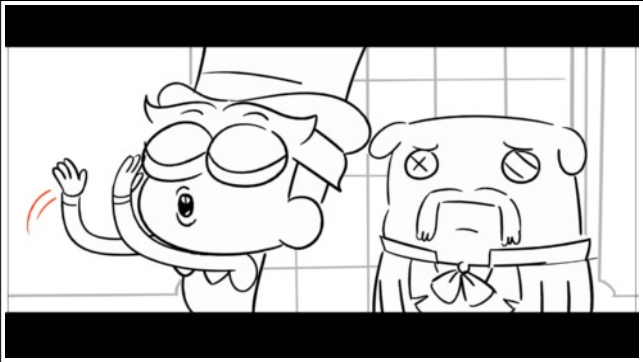
CRICKET: -- relax.

Scene	Duration	Panel	Duration
055	01:00:00	6	05:00



Dialog
 CRICKET: And I know just who can help you chill out.

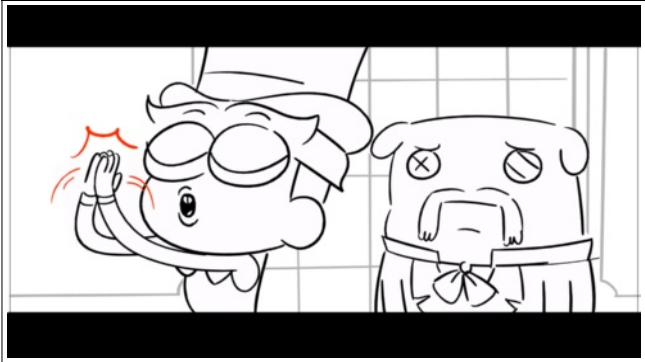
Scene	Duration	Panel	Duration
055	01:00:00	7	05:00



Action Notes
 CRICKET claps

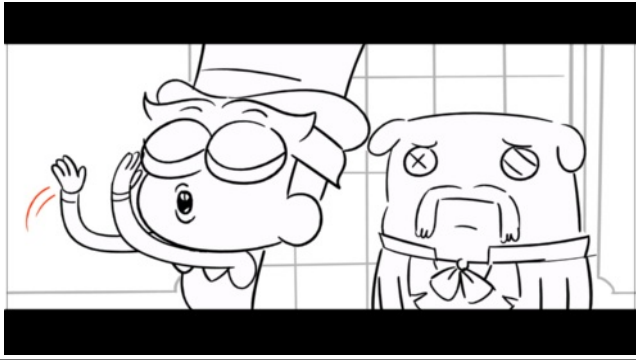
Dialog
 #CRICKET: Shoesbury,

Scene	Duration	Panel	Duration
055	01:00:00	8	05:00



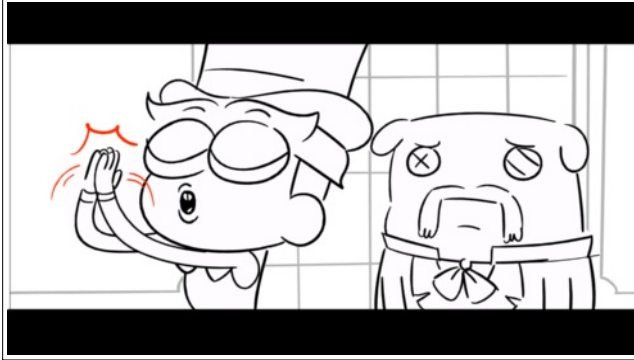
Dialog
 #CRICKET: Shoesbury,

Scene	Duration	Panel	Duration
055	01:00:00	9	05:00

**Dialog**

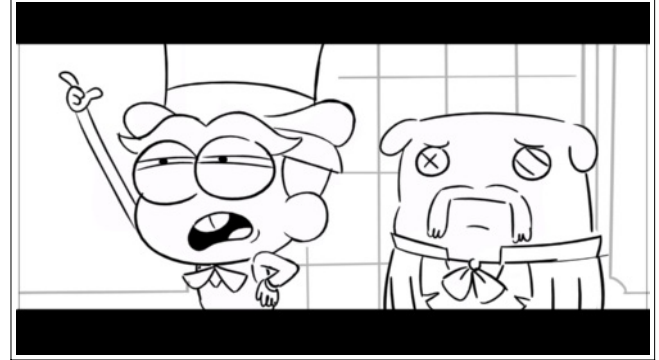
#CRICKET: Shoesbury,

Scene	Duration	Panel	Duration
055	01:00:00	10	05:00

**Dialog**

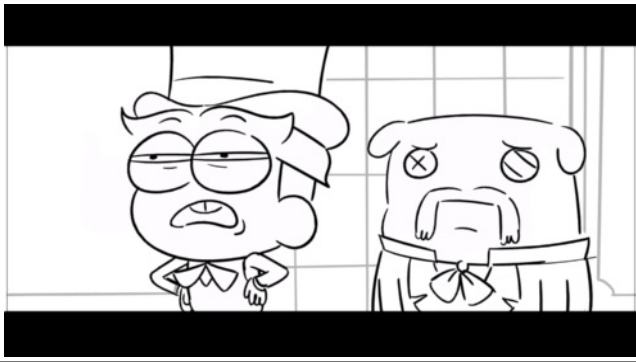
#CRICKET: Shoesbury,

Scene	Duration	Panel	Duration
055	01:00:00	11	05:00

**Dialog**

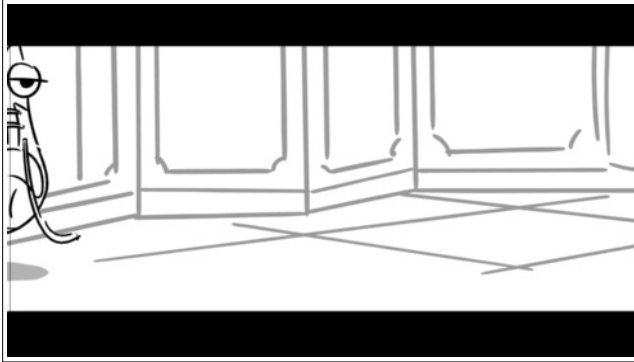
CRICKET: bring me--

Scene	Duration	Panel	Duration
055	01:00:00	12	05:00

**Dialog**

CRICKET: --the telephone

Scene	Duration	Panel	Duration
056	30:00	1	05:00

**Action Notes**

Screen is framed by letterbox bars

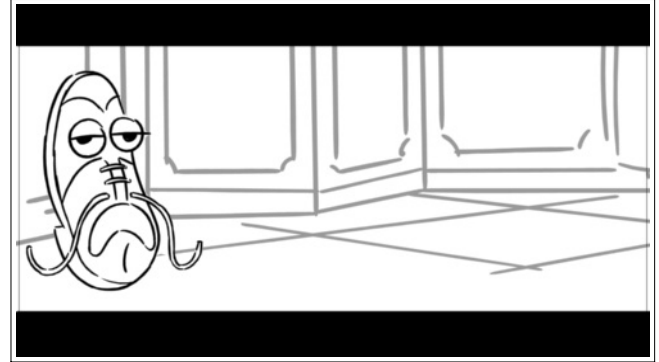
Dialog

#SHOESBURY: Right

Notes

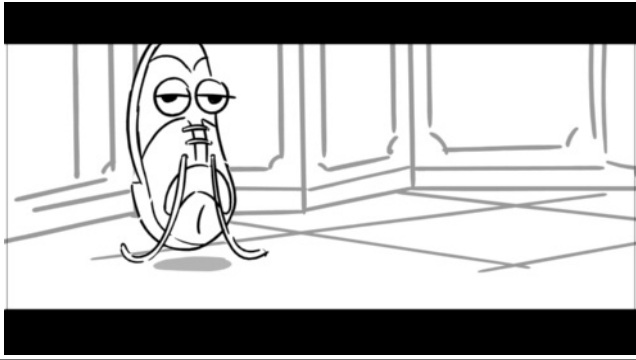
EFX DROP SHADOW

Scene	Duration	Panel	Duration
056	30:00	2	05:00

**Dialog**

#SHOESBURY: Right

Scene	Duration	Panel	Duration
056	30:00	3	05:00

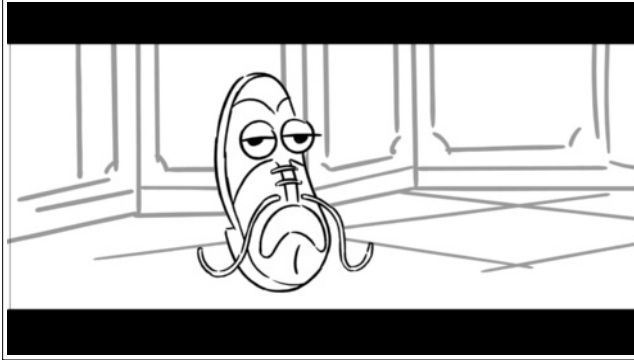
**Dialog**

#SHOESBURY: away

Notes

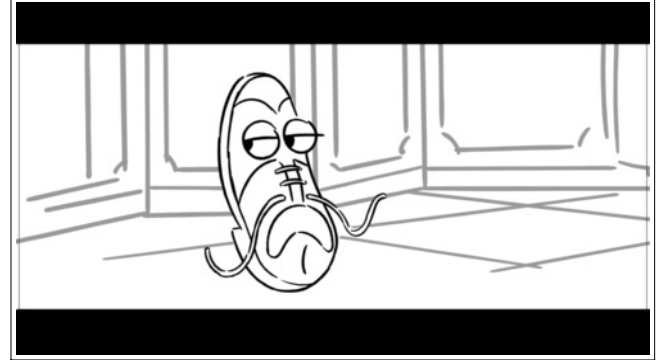
EFX DROP SHADOW

Scene	Duration	Panel	Duration
056	30:00	4	05:00

**Dialog**

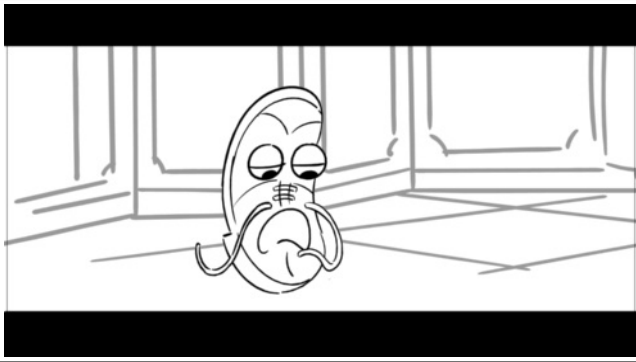
#SHOESBURY: sir...

Scene	Duration	Panel	Duration
056	30:00	5	05:00

**Dialog**

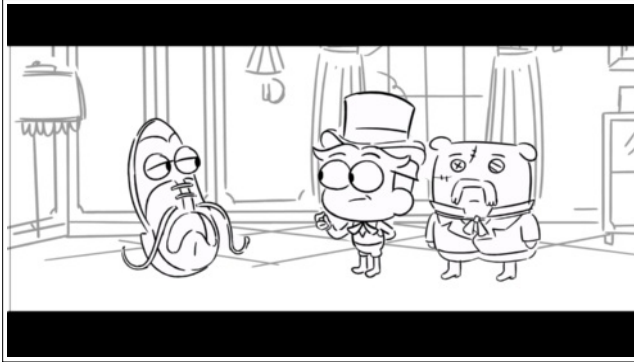
#SHOESBURY: Only, I'm not sure

Scene	Duration	Panel	Duration
056	30:00	6	05:00

**Dialog**

#SHOESBURY: the telephone has been invented yet.

Scene	Duration	Panel	Duration
057	20:00	1	05:00

**Action Notes**

Screen is framed by letterbox bars

Dialog

#SHOESBURY: Shall I get that beepy

Scene	Duration	Panel	Duration
057	20:00	2	05:00

**Dialog**

#SHOESBURY: telemagram machine instead?

Scene	Duration	Panel	Duration
057	20:00	3	05:00



Dialog

CRICKET ...Yes-

Scene	Duration	Panel	Duration
057	20:00	4	05:00



Dialog

CRICKET --quite.

Scene	Duration	Panel	Duration
058	30:00	1	05:00



Action Notes

EXT GREEN'S BACKYARD - DAY

Scene	Duration	Panel	Duration
058	30:00	2	05:00

**Action Notes**

Tilly arm reaches into frame

Dialog

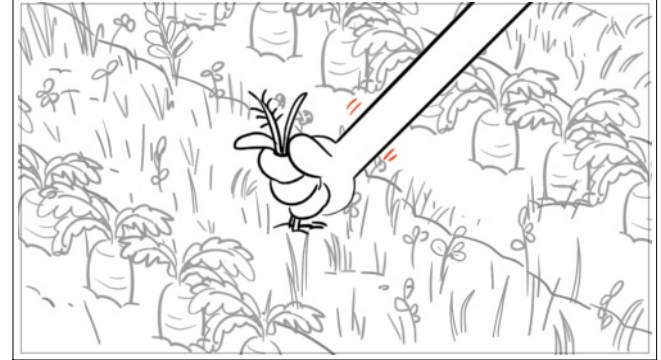
TILLY (O.S.): <effort>

Scene	Duration	Panel	Duration
058	30:00	3	05:00

**Dialog**

TILLY (O.S.): <effort>

Scene	Duration	Panel	Duration
058	30:00	4	05:00

**Action Notes**

Tilly's hand tugs on the weed, cycle 2x

Dialog

TILLY (O.S.): This is

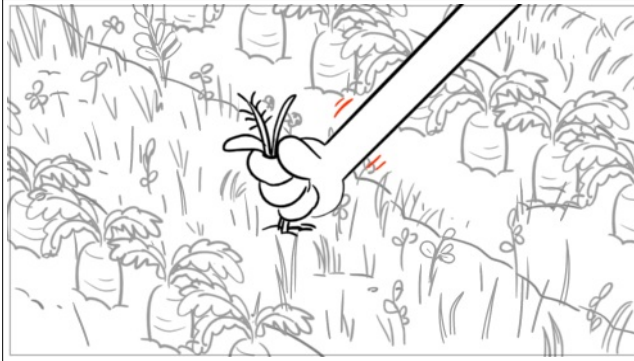
Scene	Duration	Panel	Duration
058	30:00	5	05:00



Dialog

TILLY (O.S.): ridiculous.

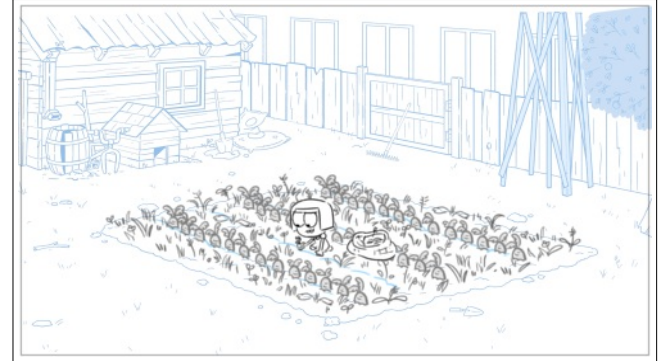
Scene	Duration	Panel	Duration
058	30:00	6	05:00



Dialog

TILLY (O.S.): ridiculous.

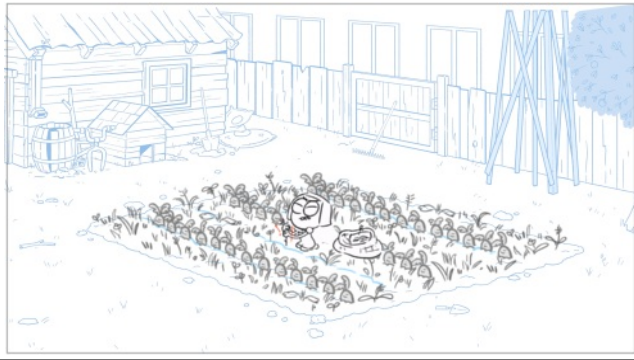
Scene	Duration	Panel	Duration
059	40:00	1	05:00



Dialog

Tilly: *pulling effort*

Scene	Duration	Panel	Duration
059	40:00	2	05:00

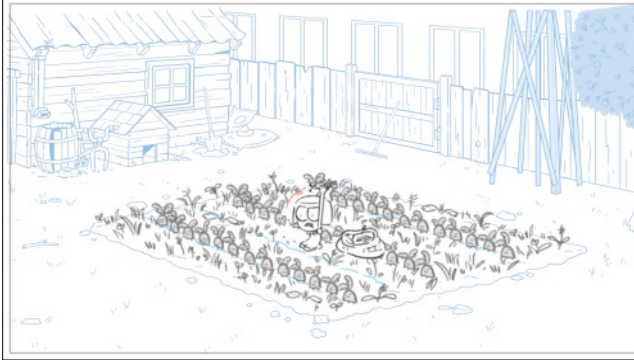
**Action Notes**

Tilly's hands shake as she struggles to pull the weed

Dialog

Tilly: *pulling effort*

Scene	Duration	Panel	Duration
059	40:00	3	05:00

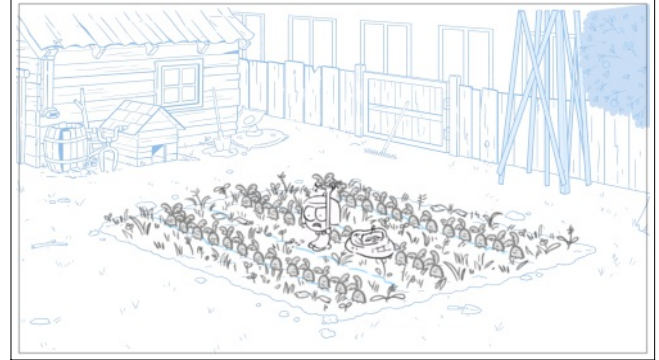
**Action Notes**

Tilly pulls the weed out of the ground. Dirt falls to the ground

Dialog

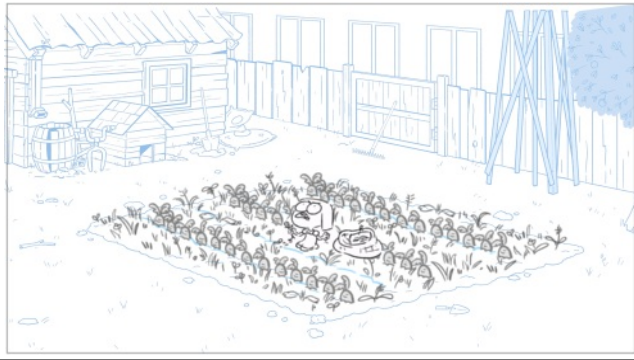
Tilly: *pulling effort*

Scene	Duration	Panel	Duration
059	40:00	4	05:00

**Dialog**

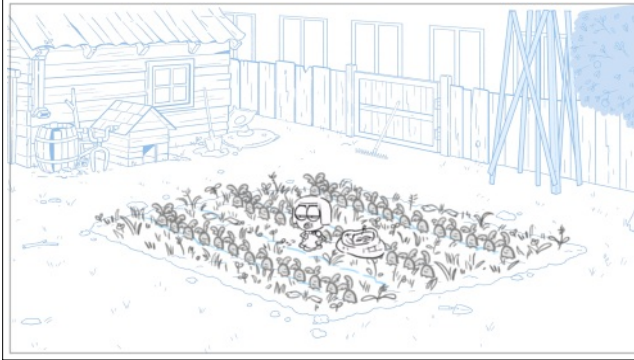
Tilly: *pulling effort*

Scene	Duration	Panel	Duration
059	40:00	5	05:00

**Dialog**

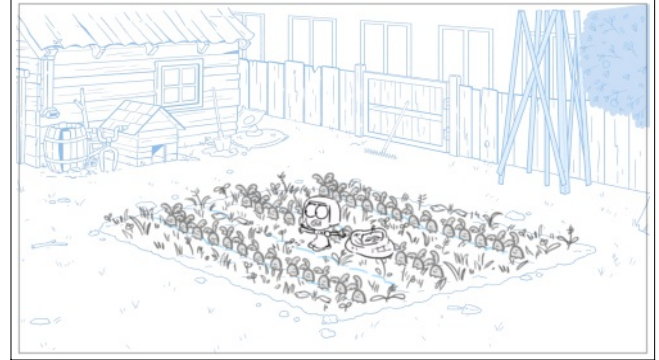
TILLY Surely--

Scene	Duration	Panel	Duration
059	40:00	6	05:00

**Dialog**

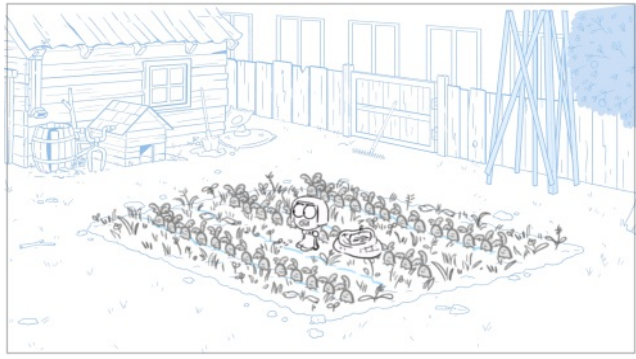
TILLY --Saxon's struggles demand my attention more than this--

Scene	Duration	Panel	Duration
059	40:00	7	05:00

**Dialog**

TILLY -- Sisyphian --

Scene	Duration	Panel	Duration
059	40:00	8	05:00



Dialog

TILLY -- task.

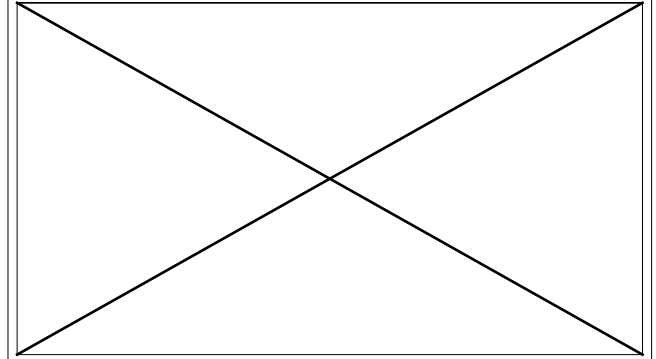
Scene	Duration	Panel	Duration
060	15:00	1	05:00



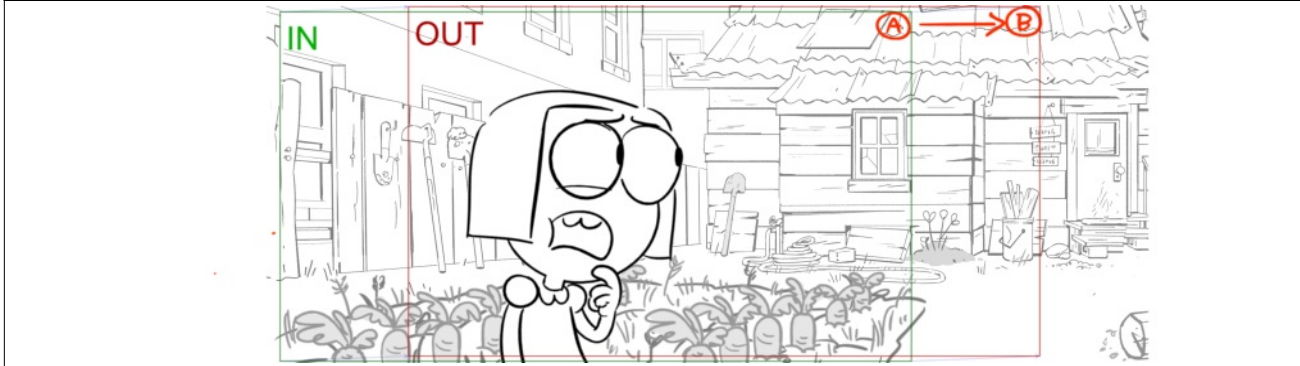
Action Notes

SP

NO PANEL



Scene	Duration	Panel	Duration
060	15:00	2	05:00



Action Notes

Camera pan/ adj right

Dialog

TILLY: Maybe I should see how he's faring

Scene	Duration	Panel	Duration
060	15:00	3	05:00



Dialog

TILLY: with Cricket.

Scene	Duration	Panel	Duration
061	40:00	1	05:00



Action Notes

INT CRICKET AND TILLY'S ROOM - DAY

Scene	Duration	Panel	Duration
061	40:00	2	05:00



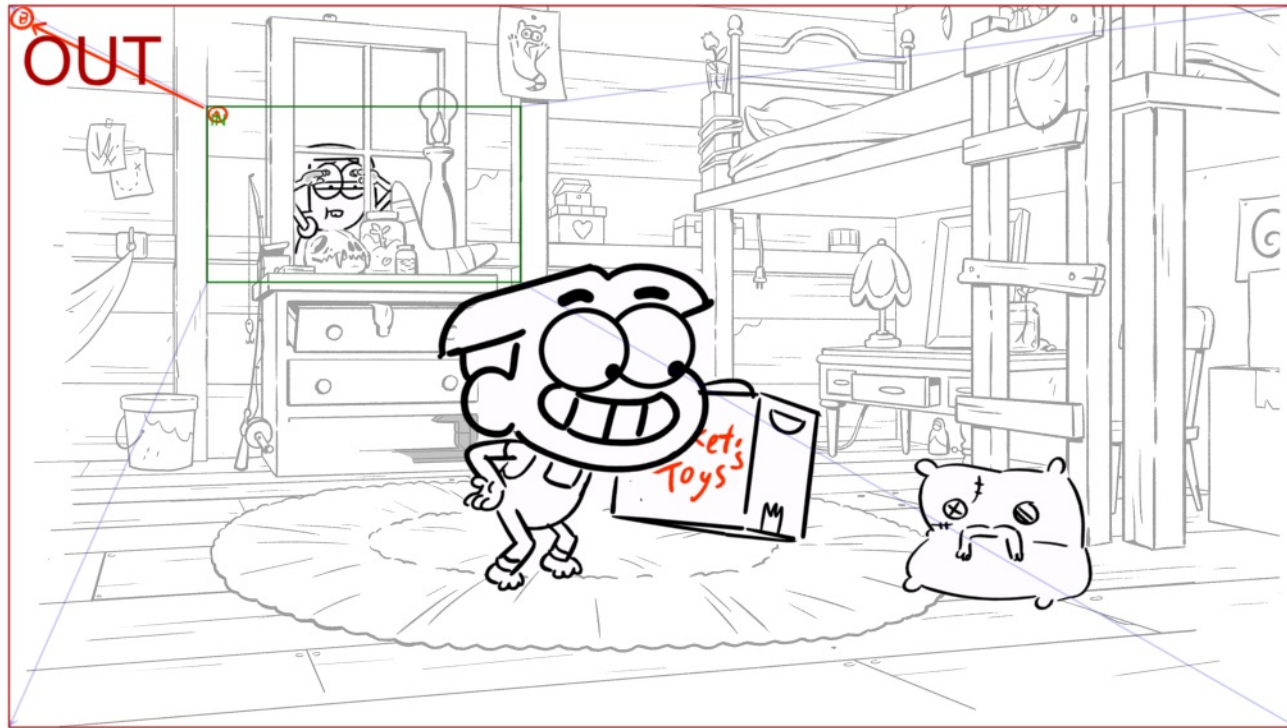
Scene	Duration	Panel	Duration
061	40:00	3	05:00



Action Notes

Tilly peers into the window

Scene	Duration	Panel	Duration
061	40:00	4	05:00

**Action Notes**

Camera truck out to reveal Cricket

Scene	Duration	Panel	Duration
061	40:00	5	05:00

**Action Notes**

Cricket lifts up a box with the words "cricket's toys" hand written on it

Dialog

#TILLY: huh...

Scene	Duration	Panel	Duration
061	40:00	6	05:00

**Dialog**

#TILLY: That's curl--

Scene	Duration	Panel	Duration
061	40:00	7	05:00

**Action Notes**

Cricket turns the box upside down, his toys tumble out of the box

Dialog

#TILLY: --ous...

Notes

EFX DROP SHADOW

Scene	Duration	Panel	Duration
061	40:00	8	05:00

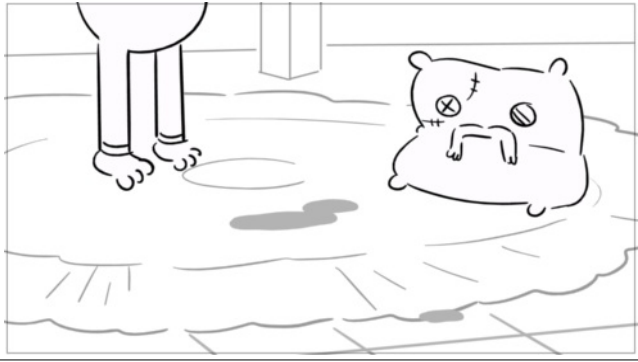
**Dialog**

#TILLY: --ous...

Notes

EFX DROP SHADOW

Scene	Duration	Panel	Duration
062	30:00	1	05:00

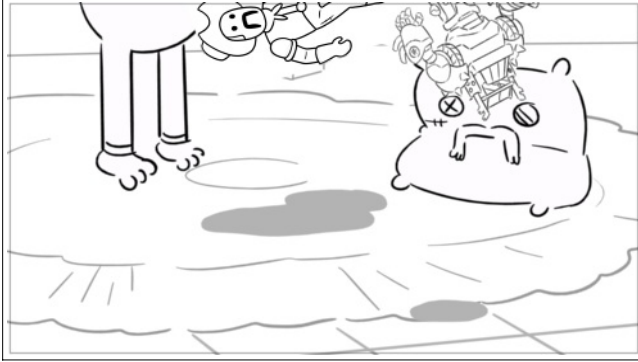
**Dialog**

#TILLY (o.s.): Those

Notes

EFX DROP SHADOW

Scene	Duration	Panel	Duration
062	30:00	2	05:00

**Action Notes**

Cricket toys fall down into frame

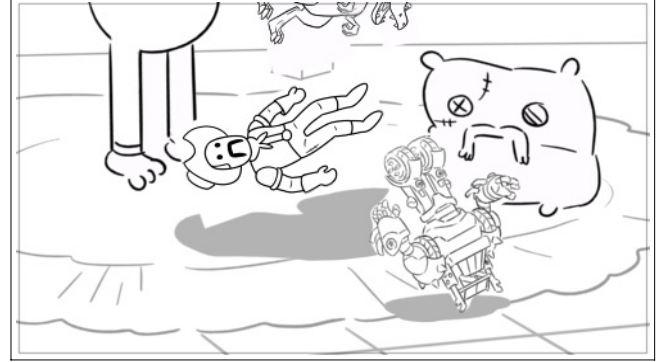
Dialog

#TILLY (o.s.): are

Notes

EFX DROP SHADOW

Scene	Duration	Panel	Duration
062	30:00	3	05:00

**Dialog**

#TILLY (o.s.): Cricket's

Notes

EFX DROP SHADOW

Scene	Duration	Panel	Duration
062	30:00	4	05:00



Action Notes

Cricket's toys settle as they hit the ground

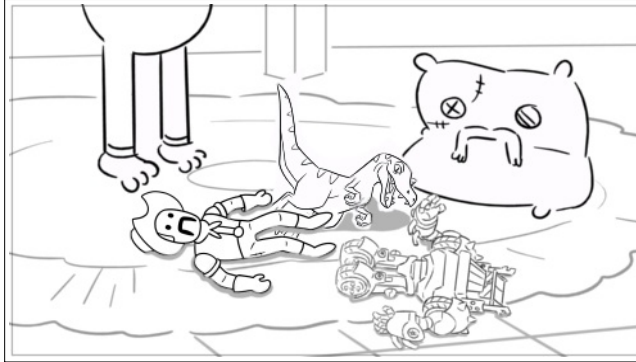
Dialog

#TILLY (o.s.): Cricket's

Notes

EFX DROP SHADOW

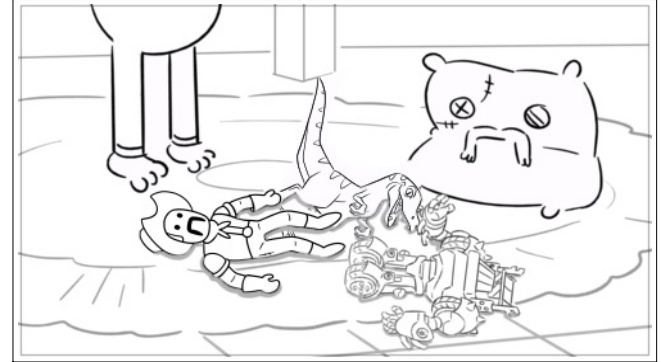
Scene	Duration	Panel	Duration
062	30:00	5	05:00



Dialog

#TILLY (o.s.): toys...

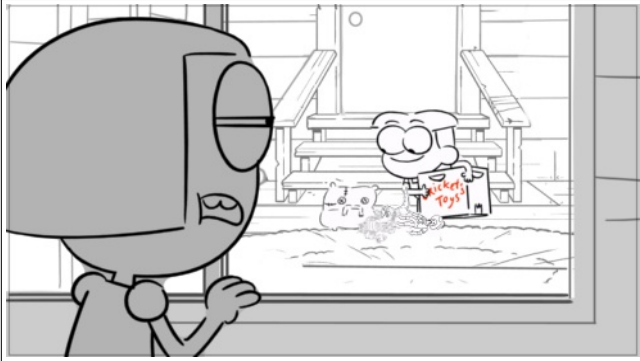
Scene	Duration	Panel	Duration
062	30:00	6	05:00



Dialog

#TILLY (o.s.): toys...

Scene	Duration	Panel	Duration
063	55:00	1	05:00

**Action Notes**

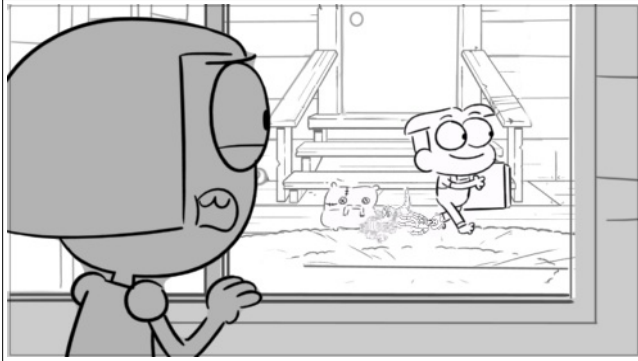
EXT GREEN'S BACKYARD - DAY

Tilly peers into the bedroom window

Dialog

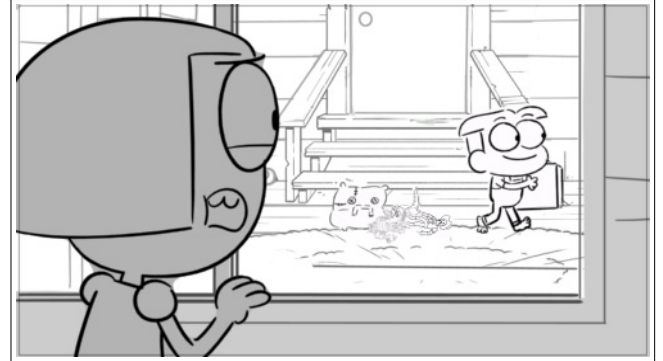
#TILLY: how will those--

Scene	Duration	Panel	Duration
063	55:00	2	05:00

**Dialog**

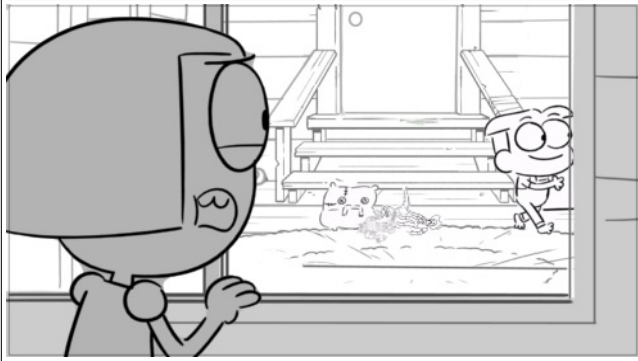
#TILLY: --teach

Scene	Duration	Panel	Duration
063	55:00	3	05:00

**Dialog**

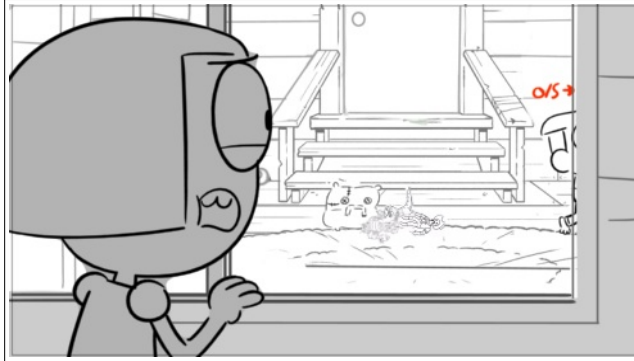
#TILLY: Saxon

Scene	Duration	Panel	Duration
063	55:00	4	05:00

**Dialog**

#TILLY: about the

Scene	Duration	Panel	Duration
063	55:00	5	05:00

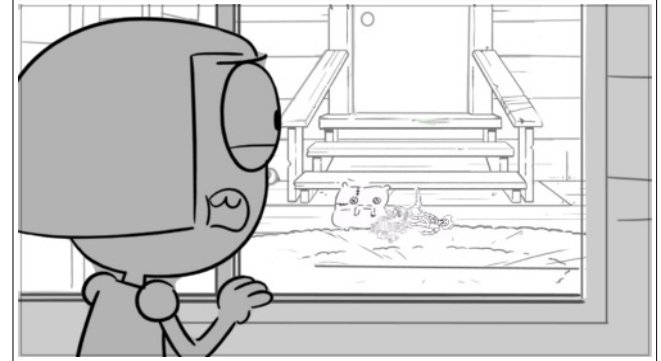
**Action Notes**

Cricket walks off screen right

Dialog

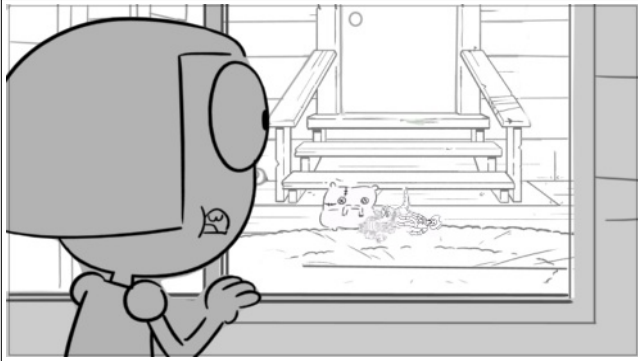
#TILLY: art

Scene	Duration	Panel	Duration
063	55:00	6	05:00

**Dialog**

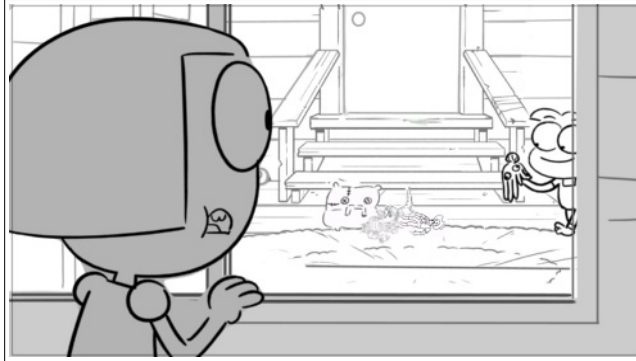
#TILLY: of courtship?

Scene	Duration	Panel	Duration
063	55:00	7	05:00

**Dialog**

#TILLY: hold

Scene	Duration	Panel	Duration
063	55:00	8	05:00

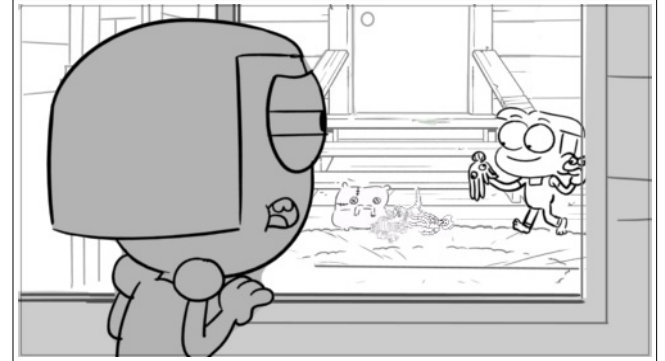
**Action Notes**

Cricket walks into frame from right with puppets for Mopsley and Argyle on his hands

Dialog

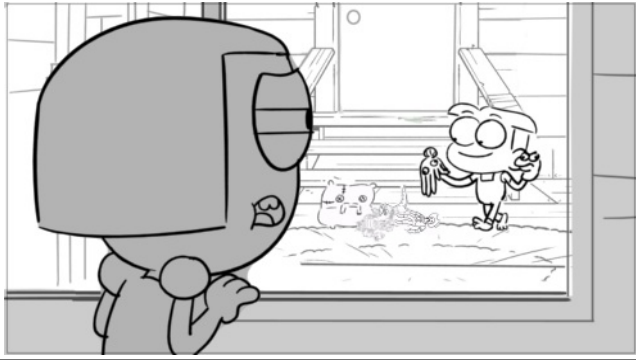
#TILLY: on...

Scene	Duration	Panel	Duration
063	55:00	9	05:00

**Dialog**

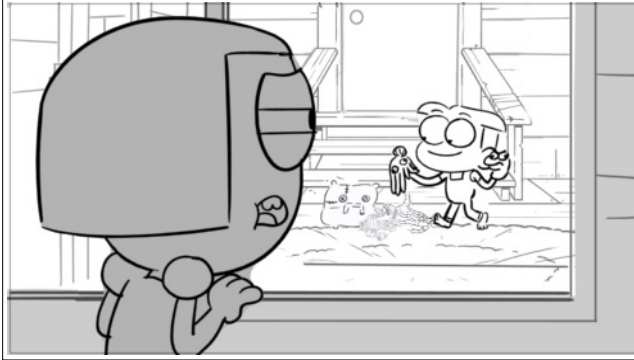
#TILLY: --what's Cricket

Scene	Duration	Panel	Duration
063	55:00	10	05:00

**Dialog**

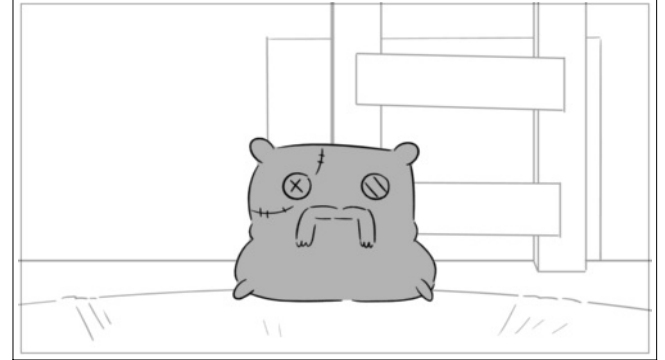
#TILLY: goit

Scene	Duration	Panel	Duration
063	55:00	11	05:00

**Dialog**

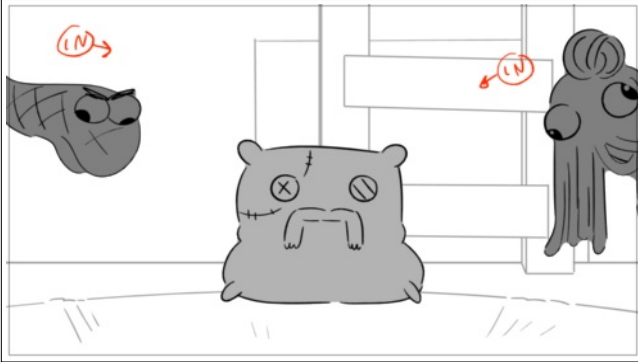
#TILLY: there?

Scene	Duration	Panel	Duration
064	15:00	1	05:00

**Action Notes**

INT CRICKET AND TILLY'S ROOM - DAY

Scene	Duration	Panel	Duration
064	15:00	2	05:00

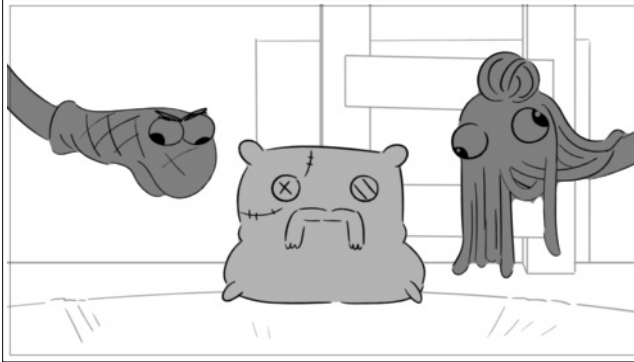
**Action Notes**

Cricket hands enter from left and right of frame with puppets of Argyle and Mopsley on his hands

Dialog

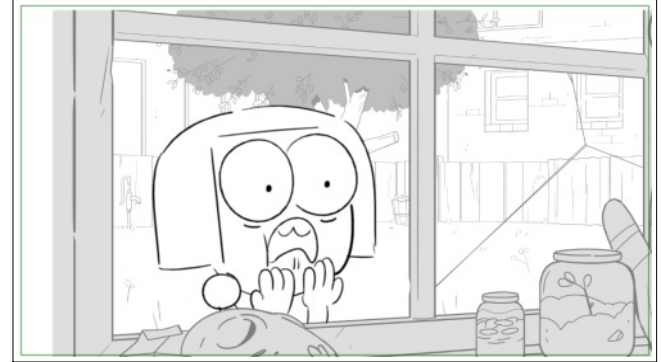
#TILLY: *gasp*

Scene	Duration	Panel	Duration
064	15:00	3	05:00

**Dialog**

#TILLY: Lady Mopsley and Lord Argyle?!

Scene	Duration	Panel	Duration
065	25:00	1	05:00

**Dialog**

#TILLY: NO

Scene	Duration	Panel	Duration
065	25:00	2	05:00

**Dialog**

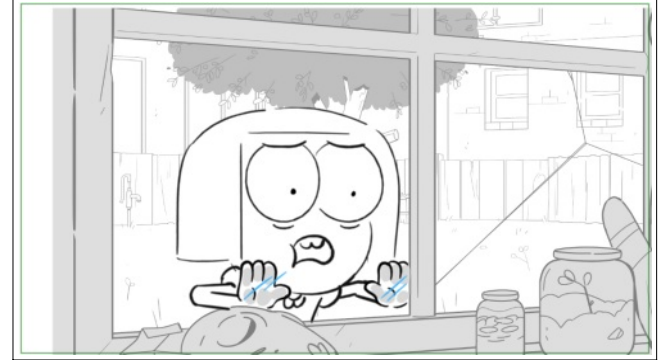
#TILLY: SAXON'S NOT

Scene	Duration	Panel	Duration
065	25:00	3	05:00

**Dialog**

#TILLY: SAXON'S NOT READY!!

Scene	Duration	Panel	Duration
065	25:00	4	05:00

**Dialog**

#TILLY: I have to get back in there!

Scene	Duration	Panel	Duration
065	25:00	5	05:00

**Dialog**

#TILLY: But I don't have time to pull all the weeds...

Scene	Duration	Panel	Duration
066	05:00	1	01:00

**Action Notes**

EXT GREEN'S BACK YARD - DAY

Dialog

SFX <BUZZING>

Scene	Duration	Panel	Duration
066	05:00	2	01:00

**Dialog**

SFX <BUZZING>

Notes

EFX DROP SHADOW

Scene	Duration	Panel	Duration
066	05:00	3	01:00

**Action Notes**

The weed falls into shadow

Dialog

SFX <BUZZING>

Notes

EFX DROP SHADOW

Scene	Duration	Panel	Duration
066	05:00	4	01:00

**Action Notes**

Cycle the weed shaking as needed

Dialog

SFX <BUZZING>

Scene	Duration	Panel	Duration
066	05:00	5	01:00

**Dialog**

SFX <BUZZING>

Scene	Duration	Panel	Duration
067	45:00	1	05:00

**Action Notes**

Tilly holds a weed whacker, cycle it shaking as needed

Dialog

#TILLY: SORRY WEEDS--

Scene	Duration	Panel	Duration
067	45:00	2	05:00

**Action Notes**

Tilly cuts the weeds with the weed whacker. Cycle the weed whacker shaking as needed.

Chopped leaves fly out to the right

As Tilly runs to the left, she chops weeds and leaves behind weed stumps poking out of the dirt

Dialog

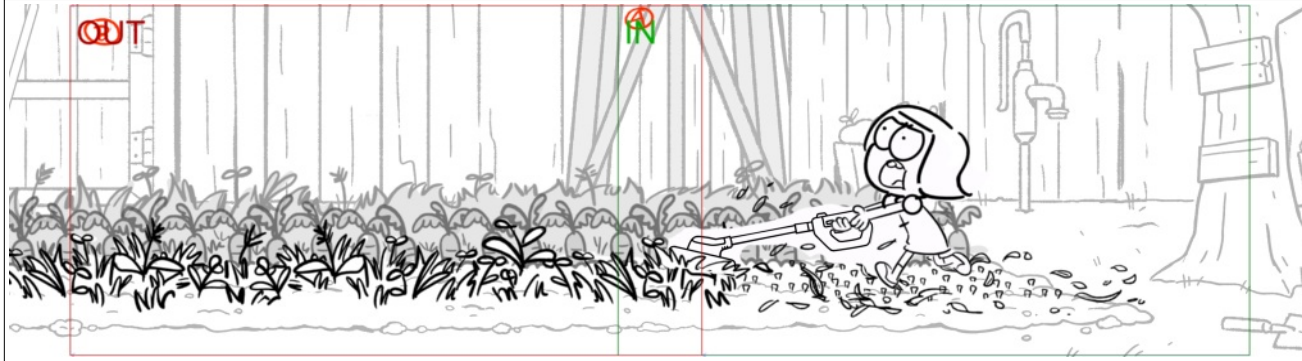
#TILLY: BUT THIS'LL

Scene	Duration	Panel	Duration
067	45:00	3	05:00

**Dialog**

#TILLY: HAVE TO DO

Scene	Duration	Panel	Duration
067	45:00	4	05:00



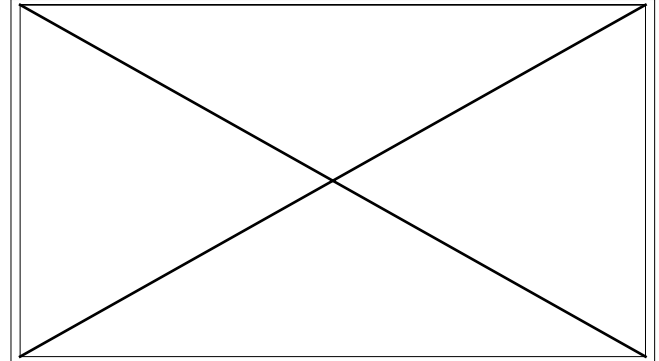
Action Notes

Tilly runs to screen left chopping weeds, Camera pan/ adj with action

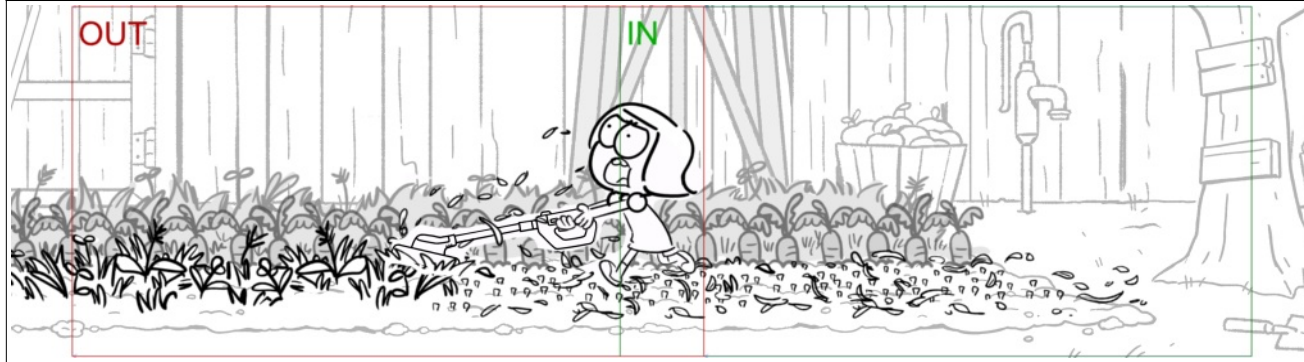
Dialog

#TILLY: HAVE TO DO

NO PANEL



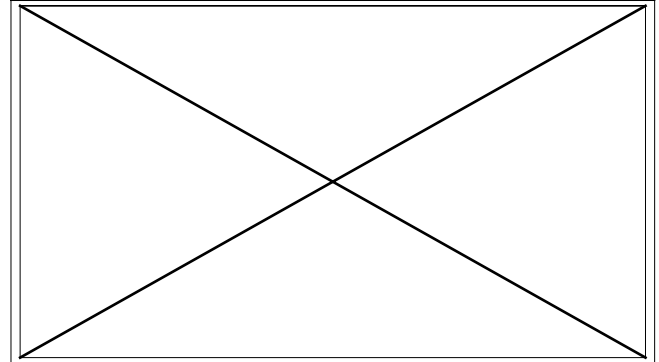
Scene	Duration	Panel	Duration
067	45:00	5	05:00



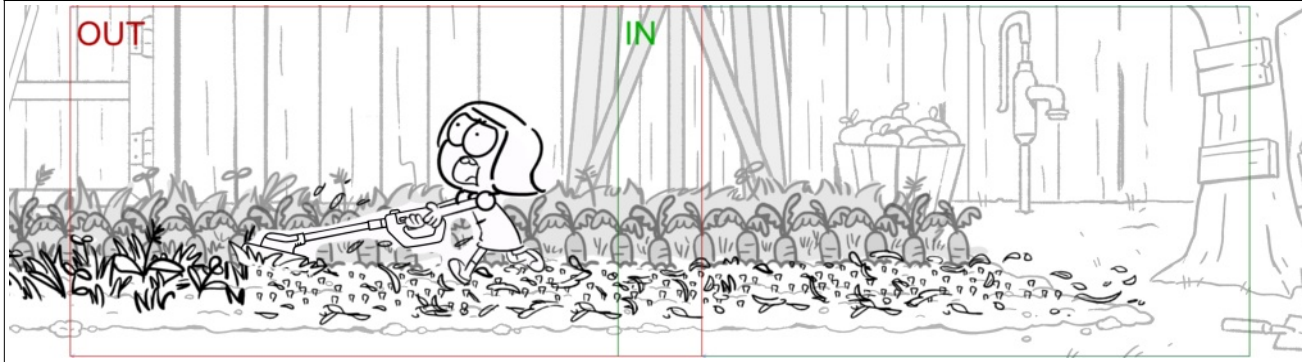
Dialog

#TILLY: FOR NOW!!

NO PANEL

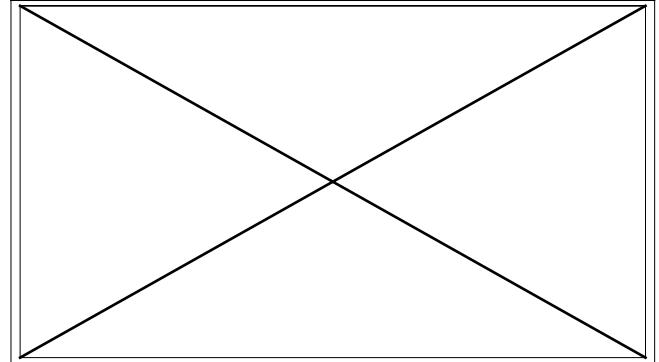


Scene	Duration	Panel	Duration
067	45:00	6	05:00

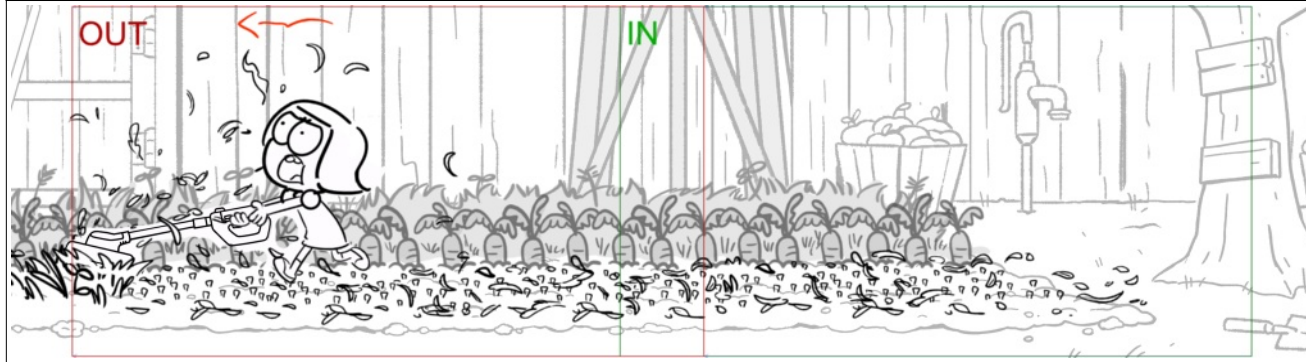
**Dialog**

#TILLY: FOR NOW!!

NO PANEL



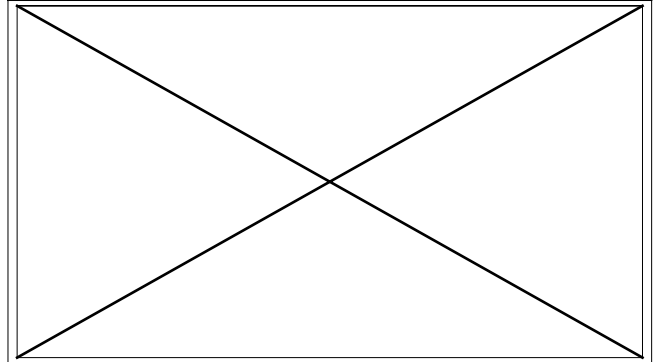
Scene	Duration	Panel	Duration
067	45:00	7	05:00



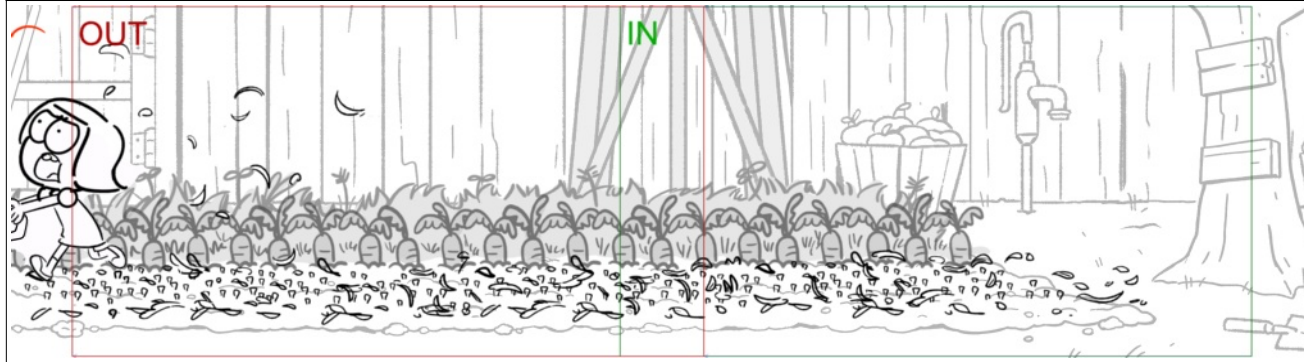
Dialog

#TILLY: FOR NOW!!

NO PANEL



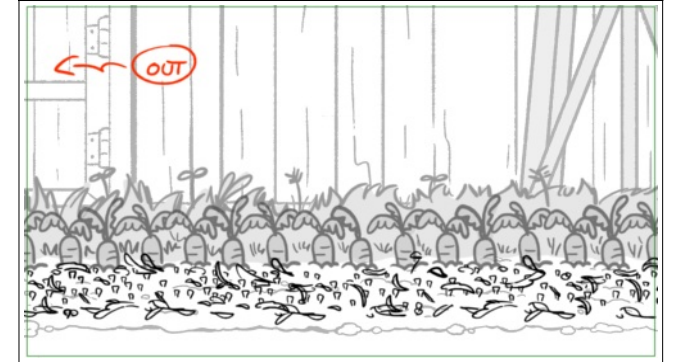
Scene	Duration	Panel	Duration
067	45:00	8	05:00



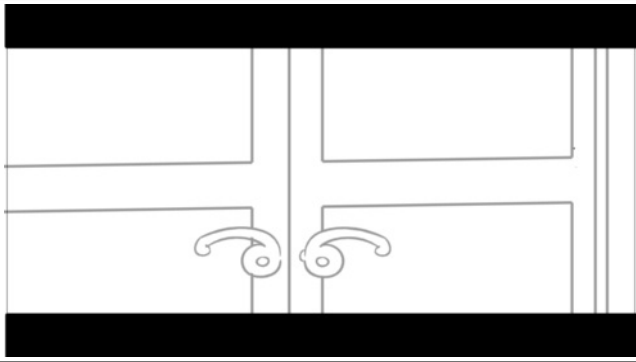
Dialog

#TILLY: FOR NOW!!

Scene	Duration	Panel	Duration
067	45:00	9	05:00



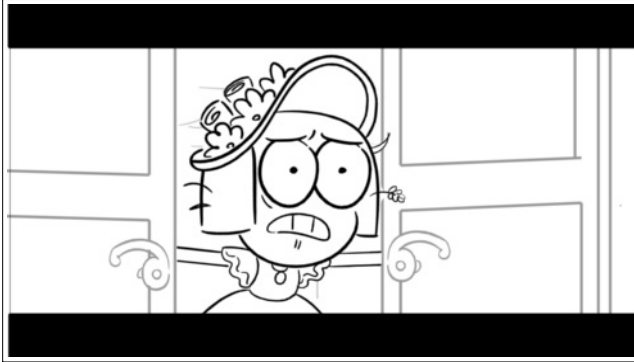
Scene	Duration	Panel	Duration
068	20:00	1	05:00

**Action Notes**

Screen is framed by letterbox bars

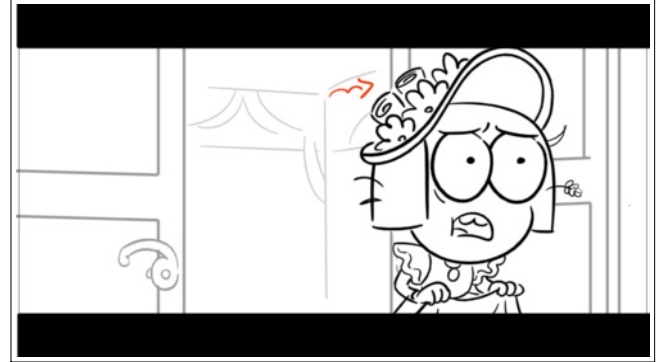
INT ARGYLE'S MANSION - DAY

Scene	Duration	Panel	Duration
068	20:00	2	05:00

**Action Notes**

Tilly bursts through the doors, chopped weeds are in her hair

Scene	Duration	Panel	Duration
068	20:00	3	05:00

**Dialog**

TILLY: <panting>

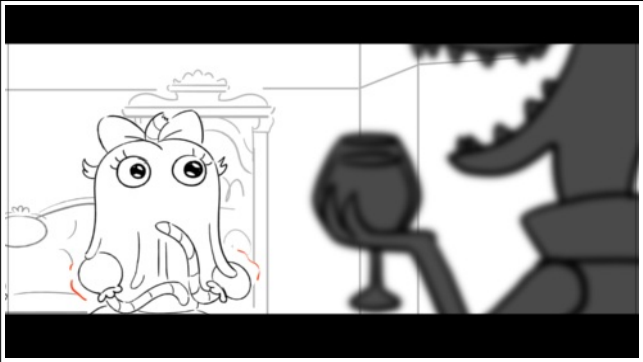
Scene	Duration	Panel	Duration
068	20:00	4	05:00



Dialog

TILLY: <panting>

Scene	Duration	Panel	Duration
069	55:00	1	05:00



Action Notes

Screen is framed by letterbox bars

Sir Velociraptor is in foreground, out of focus

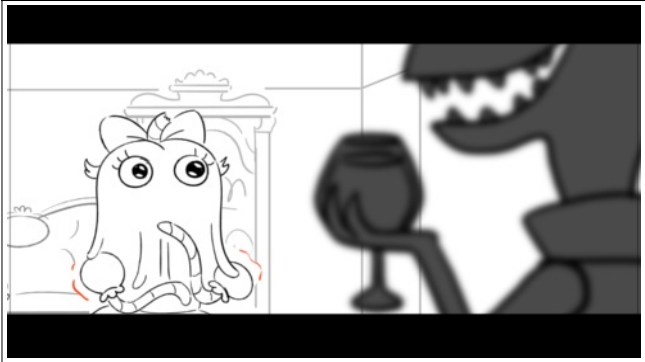
Dialog

#SIR VELOCIRAPTOR: I'm actually

Notes

VELOCIRAPTOR IN SOFT FOCUS

Scene	Duration	Panel	Duration
069	55:00	2	05:00



Dialog

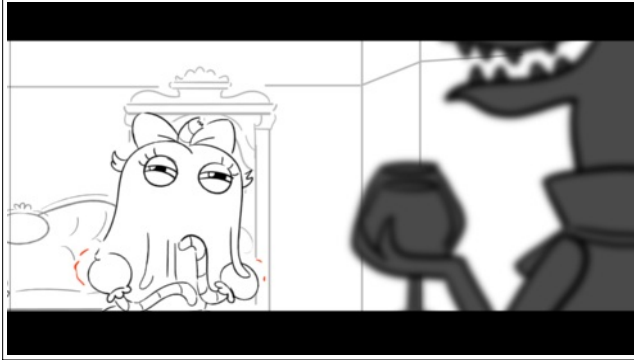
#SIR VELOCIRAPTOR: from the late

Scene	Duration	Panel	Duration
069	55:00	3	05:00

**Dialog**

#SIR VELOCIRAPTOR: cretaceous period

Scene	Duration	Panel	Duration
069	55:00	4	05:00

**Dialog**

#SIR VELOCIRAPTOR: not the

#LADY MOPSLEY: Oooh <giggles>

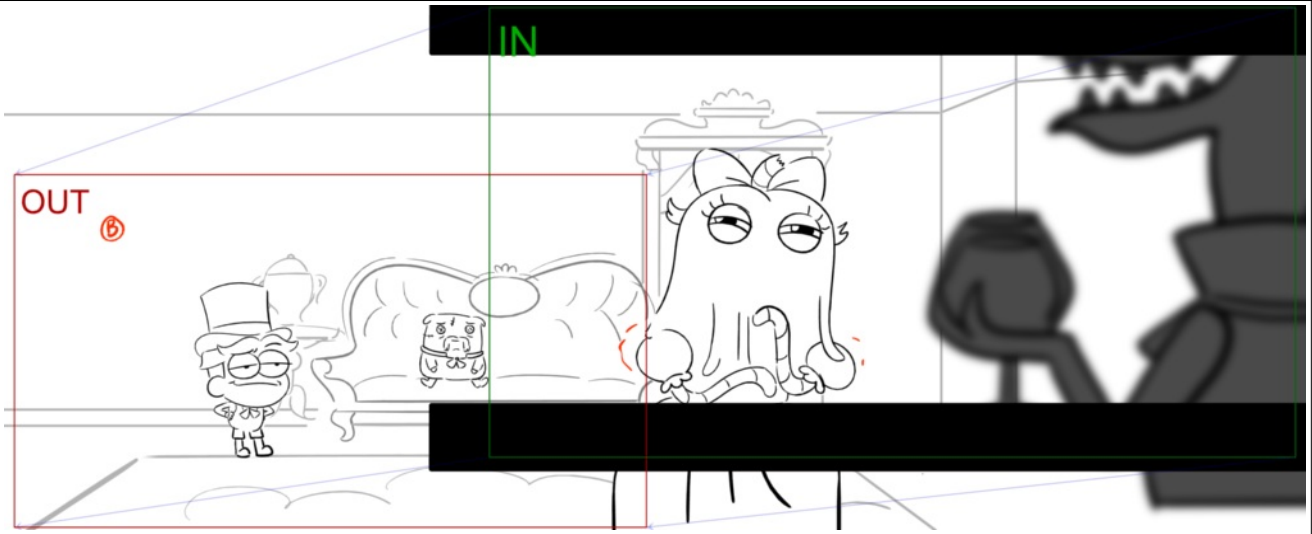
Scene	Duration	Panel	Duration
069	55:00	5	05:00

**Dialog**

#SIR VELOCIRAPTOR: jurassic.

#LADY MOPSLEY: Oooh <giggles>

Scene	Duration	Panel	Duration
069	55:00	6	05:00



Action Notes

Camera pan/ adj left to reveal Cricket and Saxon

Dialog

#SIR VELOCIRAPTOR: jurassic.

#LADY MOPSLEY: Oooh <giggles>

Scene	Duration	Panel	Duration
069	55:00	7	05:00



Dialog

#SIR VELOCIRAPTOR: jurassic.

#LADY MOPSLEY: Oooh <giggles>

Scene	Duration	Panel	Duration
069	55:00	8	05:00

**Dialog**

#SAXON: (sigh)

Scene	Duration	Panel	Duration
069	55:00	9	05:00

**Action Notes**

Tilly runs into frame from left

Dialog

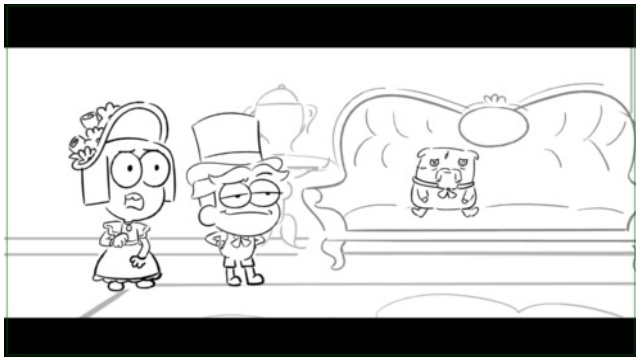
#TILLY: Cricket

Scene	Duration	Panel	Duration
069	55:00	10	05:00

**Dialog**

#TILLY: what

Scene	Duration	Panel	Duration
069	55:00	11	05:00



Dialog

#TILLY: is going on?!

Scene	Duration	Panel	Duration
070	25:00	1	05:00



Action Notes

Screen is framed by letterbox bars

Dialog

#CRICKET: Saxon needed

Scene	Duration	Panel	Duration
070	25:00	2	05:00



Dialog

#CRICKET: -- to loosen up--

Scene	Duration	Panel	Duration
070	25:00	3	05:00

**Dialog**

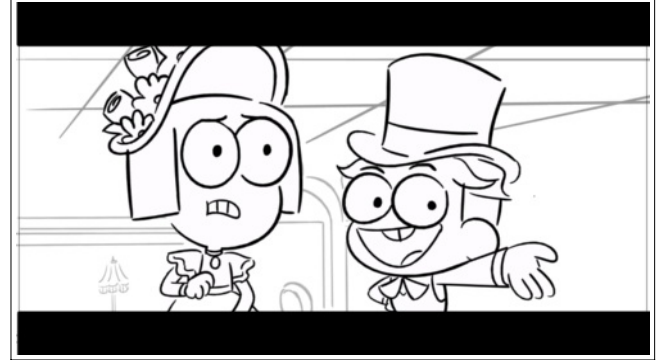
#CRICKET: so I thought what better way to relax than--

Scene	Duration	Panel	Duration
070	25:00	4	05:00

**Dialog**

#CRICKET: --to hang with--

Scene	Duration	Panel	Duration
070	25:00	5	05:00

**Dialog**

#CRICKET: --my boys.

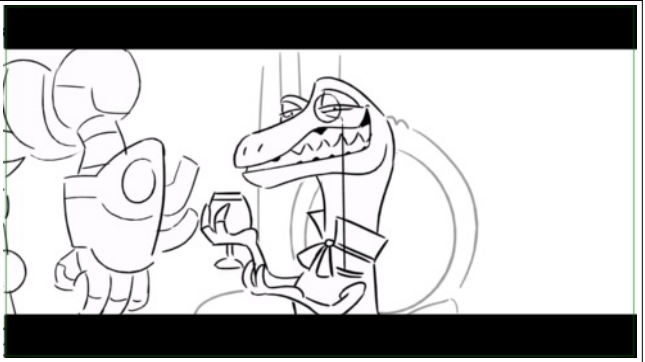
Scene	Duration	Panel	Duration
071	01:25:00	1	05:00



Action Notes
Screen is framed by letterbox bars

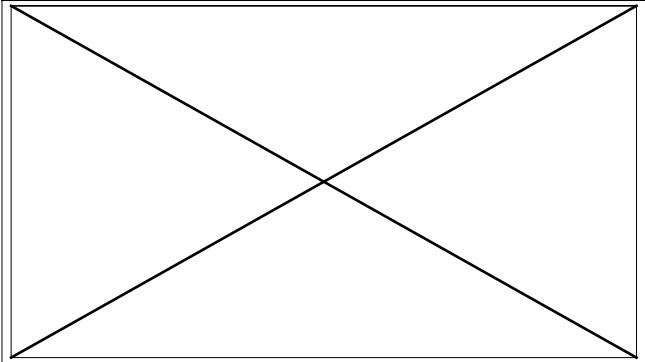
Dialog
#CRICKET (o.s.): Sir Velociraptor,

Scene	Duration	Panel	Duration
071	01:25:00	2	05:00

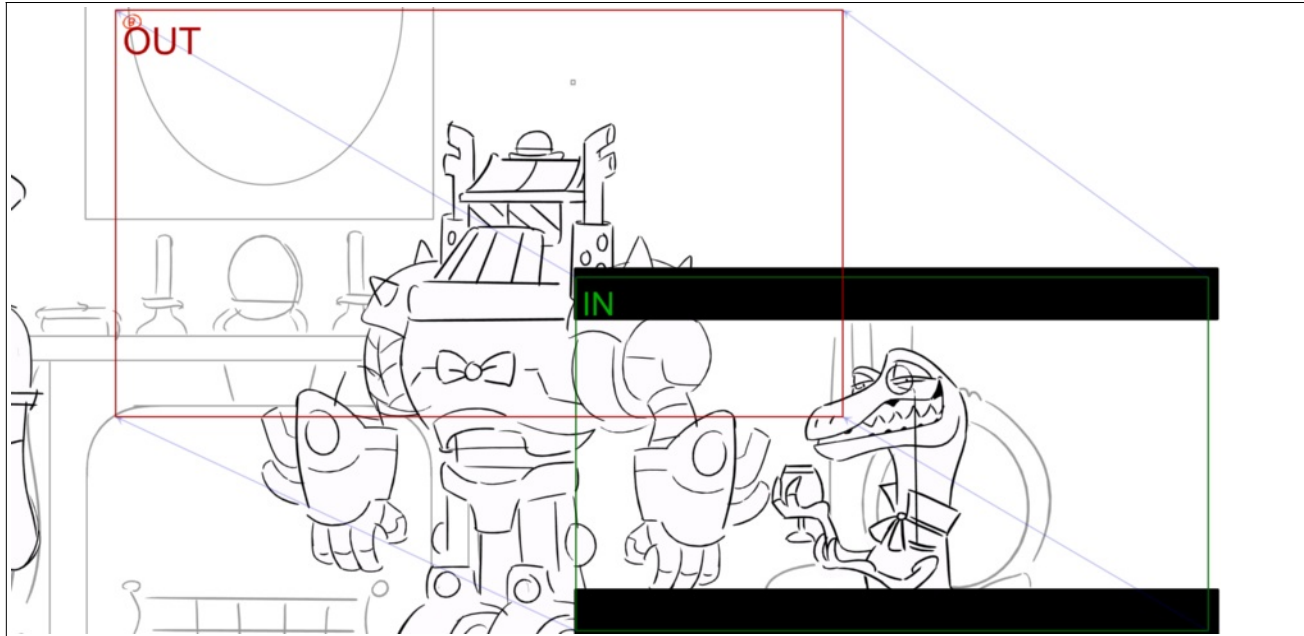


Dialog
#CRICKET (o.s.): Sir Velociraptor,

NO PANEL



Scene	Duration	Panel	Duration
071	01:25:00	3	05:00



Action Notes

Camera pan/ adj left to reveal Sir Truckbot

Dialog

#CRICKET (o.s.): Baron Truckbot,

Scene	Duration	Panel	Duration
071	01:25:00	4	05:00



Dialog

#CRICKET (o.s.): Baron Truckbot,

Scene	Duration	Panel	Duration
071	01:25:00	5	05:00



Dialog

#CRICKET (o.s.): Baron Truckbot,

Scene	Duration	Panel	Duration
071	01:25:00	6	05:00



Scene	Duration	Panel	Duration
071	01:25:00	7	05:00



Scene	Duration	Panel	Duration
071	01:25:00	8	05:00



Action Notes

Camera pan/ adj left to reveal Cowboy

Dialog

#CRICKET (o.s.): and of course--

Scene	Duration	Panel	Duration
071	01:25:00	9	05:00



Dialog

#CRICKET (o.s.): and of course--

Scene	Duration	Panel	Duration
071	01:25:00	10	05:00

**Dialog**

#CRICKET (o.s.): --the cowboy!

Scene	Duration	Panel	Duration
071	01:25:00	11	05:00

**Dialog**

#COWBOY: *hehe*

Scene	Duration	Panel	Duration
071	01:25:00	12	05:00

**Dialog**

#COWBOY: *hehe*

Scene	Duration	Panel	Duration
071	01:25:00	13	05:00

**Dialog**

#COWBOY: *hehe*

Scene	Duration	Panel	Duration
071	01:25:00	14	05:00

**Action Notes**

Cycle stars twinkling around the cowboy's head as needed

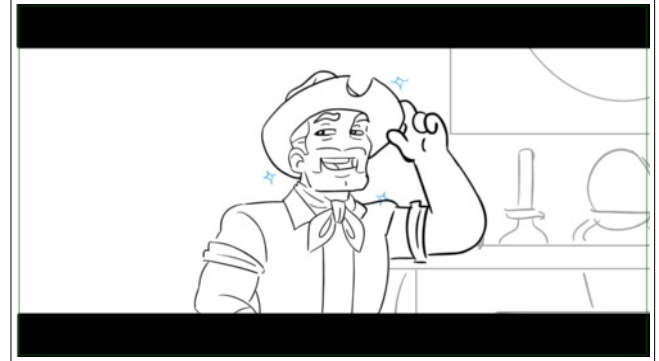
Dialog

#COWBOY:--I'm the--

Notes

SPARKLE EFX

Scene	Duration	Panel	Duration
071	01:25:00	15	05:00

**Dialog**

#COWBOY:--I'm the--

Scene	Duration	Panel	Duration
071	01:25:00	16	05:00



Dialog

#COWBOY:--cowboy.

Scene	Duration	Panel	Duration
071	01:25:00	17	05:00



Dialog

#COWBOY:--cowboy.

Scene	Duration	Panel	Duration
072	40:00	1	05:00



Action Notes

Screen is framed by letterbox bars

Dialog

#CRICKET: Trust me.

Scene	Duration	Panel	Duration
072	40:00	2	05:00

**Dialog**

#CRICKET: -- These are the-

Scene	Duration	Panel	Duration
072	40:00	3	05:00

**Dialog**

#CRICKET: -- best guys I know!

Scene	Duration	Panel	Duration
072	40:00	4	05:00

**Dialog**

#TILLY: That's precisely--

Scene	Duration	Panel	Duration
072	40:00	5	05:00

**Dialog**

#TILLY: -- the problem.

Scene	Duration	Panel	Duration
072	40:00	6	05:00

**Dialog**

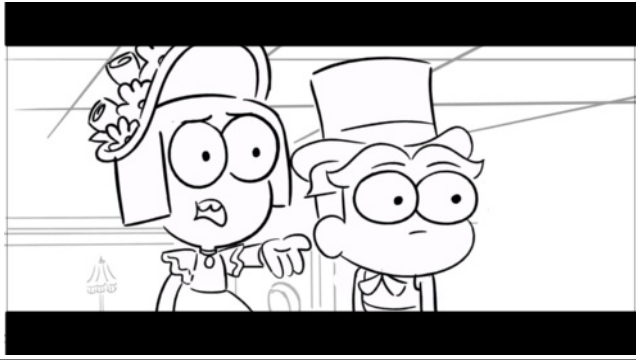
#TILLY: They're all so charming--

Scene	Duration	Panel	Duration
072	40:00	7	05:00

**Dialog**

#TILLY: They're gonna--

Scene	Duration	Panel	Duration
072	40:00	8	05:00

**Dialog**

#TILLY:--outshine Saxon!

Scene	Duration	Panel	Duration
073	20:00	1	05:00

**Action Notes**

Screen is framed by letterbox bars

Dialog

#COWBOY: ...And so I --

Scene	Duration	Panel	Duration
073	20:00	2	05:00

**Dialog**

#COWBOY: --scaled the grand canyon--

Scene	Duration	Panel	Duration
073	20:00	3	05:00

**Dialog**

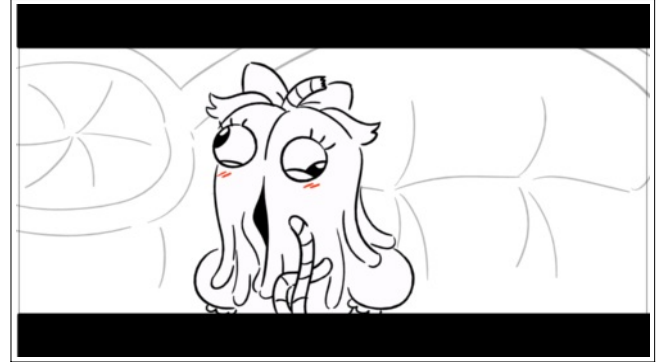
#COWBOY: -- with my --

Scene	Duration	Panel	Duration
073	20:00	4	05:00

**Dialog**

#COWBOY: -- bare hands.

Scene	Duration	Panel	Duration
074	01:00:00	1	05:00

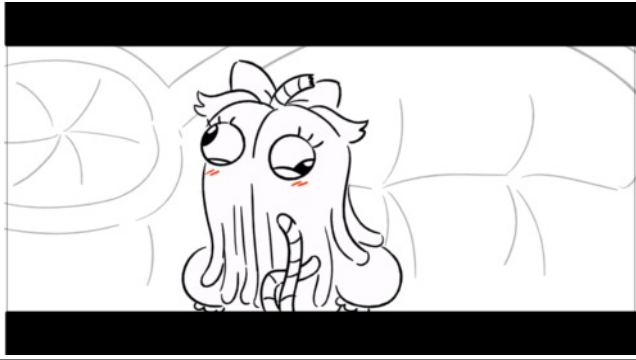
**Action Notes**

Screen is framed by letterbox bars

Dialog

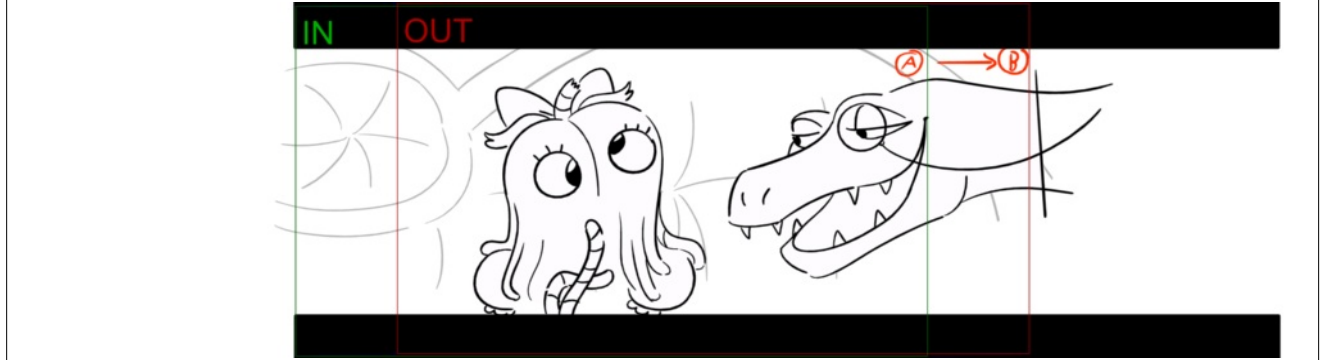
#LADY MOPSLEY: My, so strong!

Scene	Duration	Panel	Duration
074	01:00:00	2	05:00

**Dialog**

#LADY MOPSLEY: My, so strong!

Scene	Duration	Panel	Duration
074	01:00:00	3	05:00

**Action Notes**

Camera pan/ adj right as Sir Velociraptor's head enters frame right

Dialog

#SIR VELOCIRAPTOR: You know,

Scene	Duration	Panel	Duration
074	01:00:00	4	05:00

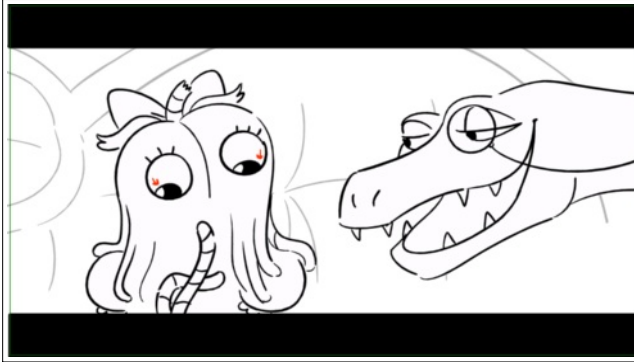
**Action Notes**

Mopsley's pupils roll around like googly eyes

Dialog

#SIR VELOCIRAPTOR: You know,

Scene	Duration	Panel	Duration
074	01:00:00	5	05:00

**Dialog**

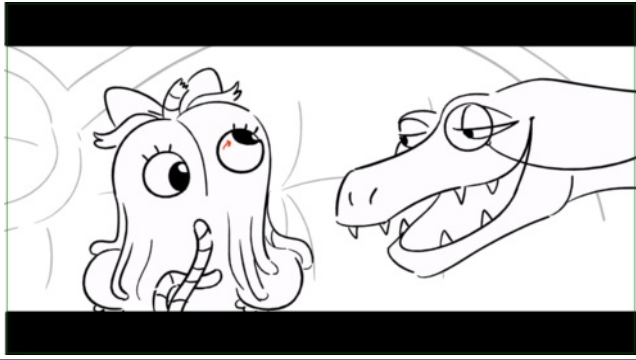
#SIR VELOCIRAPTOR: I

Scene	Duration	Panel	Duration
074	01:00:00	6	05:00

**Dialog**

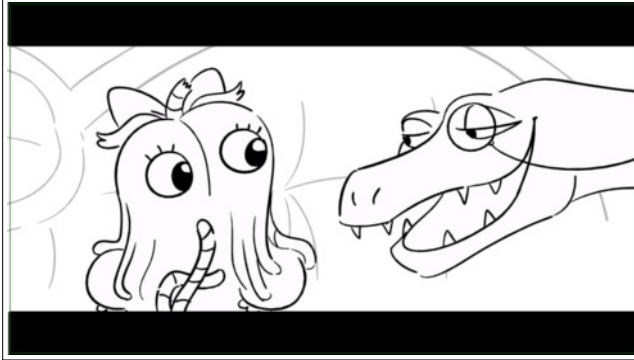
#SIR VELOCIRAPTOR: myself

Scene	Duration	Panel	Duration
074	01:00:00	7	05:00

**Dialog**

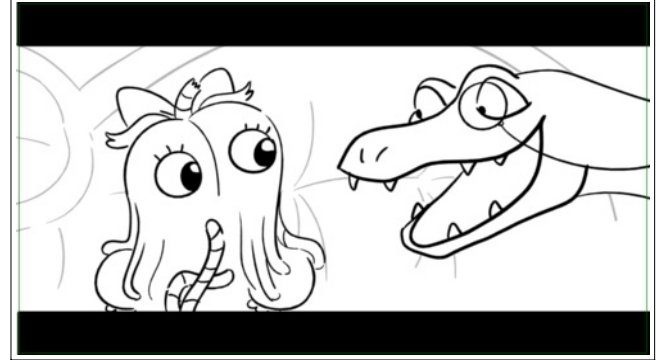
#SIR VELOCIRAPTOR: myself

Scene	Duration	Panel	Duration
074	01:00:00	8	05:00

**Dialog**

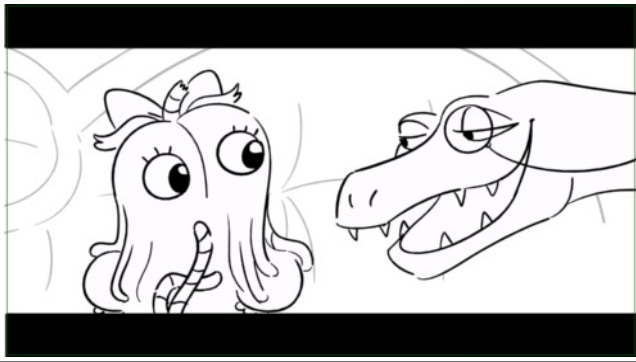
#SIR VELOCIRAPTOR: preferred how it looked

Scene	Duration	Panel	Duration
074	01:00:00	9	05:00

**Dialog**

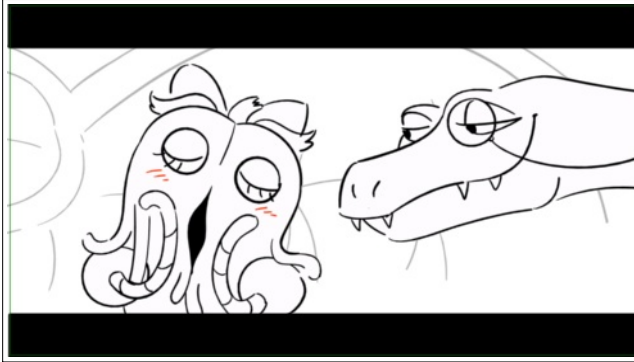
#SIR VELOCIRAPTOR: --BEFORE --

Scene	Duration	Panel	Duration
074	01:00:00	10	05:00

**Dialog**

#SIR VELOCIRAPTOR: --there was a canyon there.

Scene	Duration	Panel	Duration
074	01:00:00	11	05:00

**Dialog**

#LADY MOPSLEY: Oh--

Notes

EFX CHARACTER BLUSH

Scene	Duration	Panel	Duration
074	01:00:00	12	05:00

**Dialog**

#LADY MOPSLEY: -- so worldly!

Scene	Duration	Panel	Duration
075	01:05:00	1	05:00

**Action Notes**

Screen is framed by letterbox bars

Sir Truckbot rolls into frame from right

Dialog

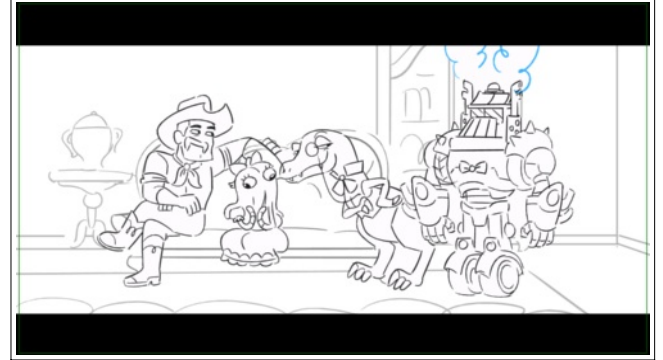
#BARON TRUCKBOT: (engine noises)

Scene	Duration	Panel	Duration
075	01:05:00	2	05:00

**Dialog**

#BARON TRUCKBOT: (engine noises)

Scene	Duration	Panel	Duration
075	01:05:00	3	05:00

**Action Notes**

Sir Truckbot shoots steam out of his head.
Cycle as needed

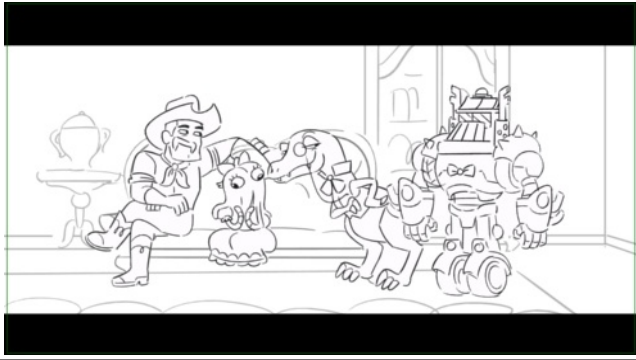
Dialog

#BARON TRUCKBOT: (toot toot)

Notes

SMOKE EFX

Scene	Duration	Panel	Duration
075	01:05:00	4	05:00

**Dialog**

#BARON TRUCKBOT: (toot toot)

Scene	Duration	Panel	Duration
075	01:05:00	5	05:00

**Dialog**

#BARON TRUCKBOT: (toot toot)

Scene	Duration	Panel	Duration
075	01:05:00	6	05:00

**Dialog**

#LADY MOPSLEY: Haha!

Scene	Duration	Panel	Duration
075	01:05:00	7	05:00

**Dialog**

#LADY MOPSLEY: Haha!

Scene	Duration	Panel	Duration
075	01:05:00	8	05:00

**Dialog**

#LADY MOPSLEY: Oh, --

Scene	Duration	Panel	Duration
075	01:05:00	9	05:00

**Dialog**

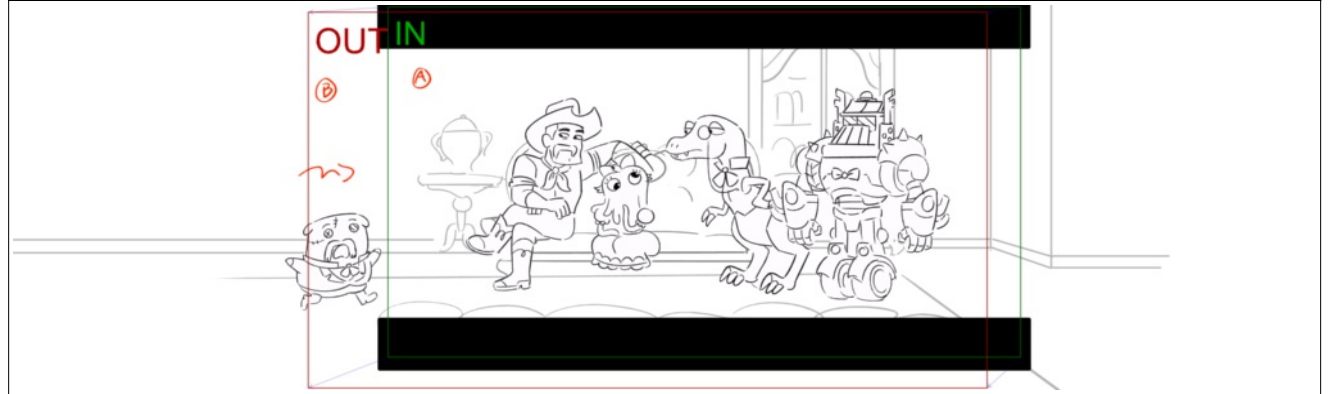
#LADY MOPSLEY: -- witty as --

Scene	Duration	Panel	Duration
075	01:05:00	10	05:00

**Dialog**

#LADY MOPSLEY: -- ever Baron Truckbot!

Scene	Duration	Panel	Duration
075	01:05:00	11	05:00

**Action Notes**

Camera truck out to reveal Saxon walking into frame from left

Dialog

#SAXON: <awakard laugh>

Scene	Duration	Panel	Duration
075	01:05:00	12	05:00



Dialog

#SAXON: That's nothing!

Scene	Duration	Panel	Duration
075	01:05:00	13	05:00



Dialog

#SAXON: That's nothing!

Scene	Duration	Panel	Duration
076	35:00	1	05:00



Action Notes

Screen is framed by letterbox bars

Dialog

#SAXON: You see,--

Scene	Duration	Panel	Duration
076	35:00	2	05:00

**Dialog**

#SAXON: - I uh-

Scene	Duration	Panel	Duration
076	35:00	3	05:00

**Dialog**

#SAXON: I, um.

Scene	Duration	Panel	Duration
076	35:00	4	05:00

**Dialog**

#SAXON: I o-once held...

Scene	Duration	Panel	Duration
076	35:00	5	05:00



Scene	Duration	Panel	Duration
076	35:00	6	05:00



Dialog

#SAXON: potatoes...

Scene	Duration	Panel	Duration
076	35:00	7	05:00



Scene	Duration	Panel	Duration
077	40:00	1	05:00

**Action Notes**

Screen is framed by letterbox bars

Scene	Duration	Panel	Duration
077	40:00	2	05:00

**Dialog**

LADY MOPSLEY/SIR VELOCIRAPTOR/COWBOY:
<awkward effort>

Scene	Duration	Panel	Duration
077	40:00	3	05:00

**Dialog**

#SIR VELOCIRAPTOR: I suppose that's why
he's so--

Scene	Duration	Panel	Duration
077	40:00	4	05:00

**Dialog**

#SIR VELOCIRAPTOR: -- down to--

Scene	Duration	Panel	Duration
077	40:00	5	05:00

**Dialog**

#SIR VELOCIRAPTOR: -- earth.

Scene	Duration	Panel	Duration
077	40:00	6	05:00

**Action Notes**

Mopsley's pupils roll around like googly eyes

Dialog

Cowboy and Velociraptor: (laughter)

Scene	Duration	Panel	Duration
077	40:00	7	05:00

**Dialog**

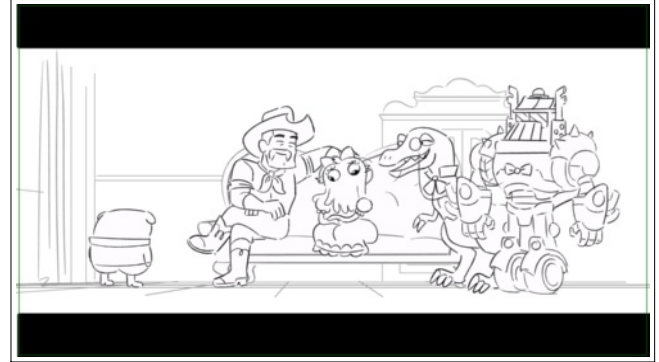
Cowboy and Velociraptor: (laughter)

Scene	Duration	Panel	Duration
077	40:00	8	05:00

**Dialog**

Cowboy and Velociraptor: (laughter)

Scene	Duration	Panel	Duration
078	01:15:00	1	05:00

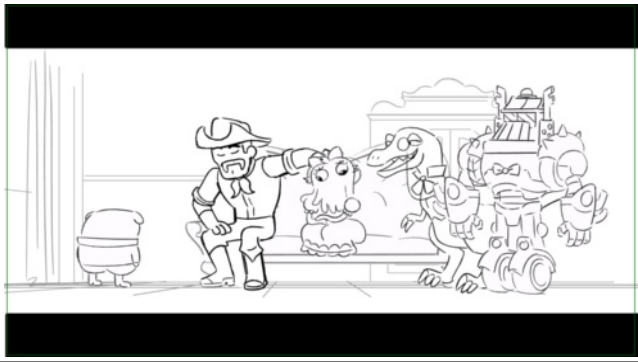
**Action Notes**

Screen is framed by letterbox bars

Dialog

#SIR VELOCIRAPTOR: Come now friends.

Scene	Duration	Panel	Duration
078	01:15:00	2	05:00

**Dialog**

#SIR VELOCIRAPTOR: Come now friends.

Scene	Duration	Panel	Duration
078	01:15:00	3	05:00

**Dialog**

#SIR VELOCIRAPTOR: let us

Scene	Duration	Panel	Duration
078	01:15:00	4	05:00

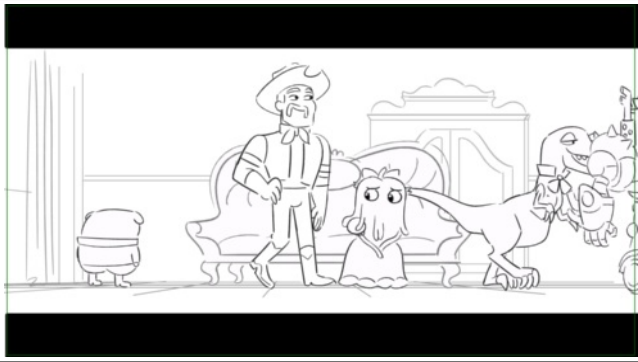
**Action Notes**

Cowboy, Mopsley, Velociraptor and Truckbot exits frame right

Dialog

#SIR VELOCIRAPTOR: continue

Scene	Duration	Panel	Duration
078	01:15:00	5	05:00

**Dialog**

#SIR VELOCIRAPTOR: with our frivolity

Scene	Duration	Panel	Duration
078	01:15:00	6	05:00

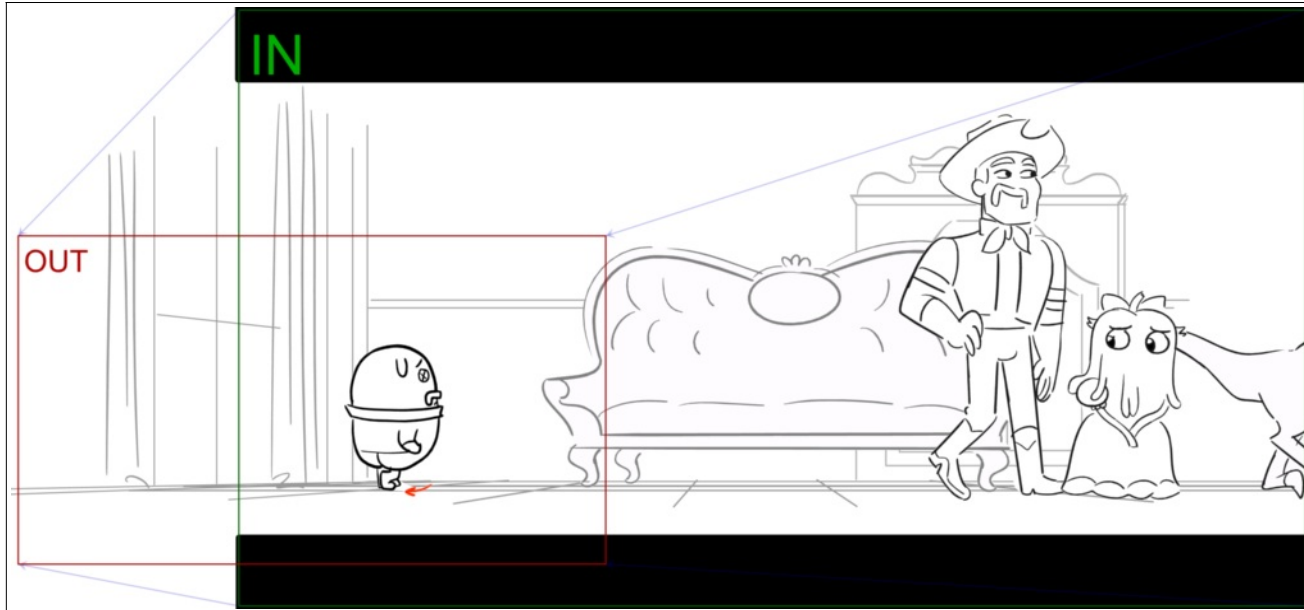
**Action Notes**

Camera truck in/ adj closer on Saxon

Dialog

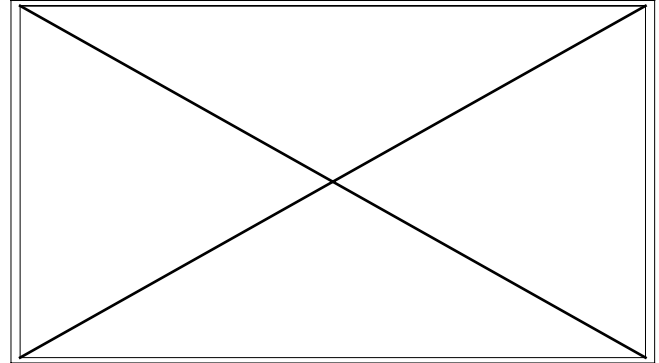
#SIR VELOCIRAPTOR: over here.

Scene	Duration	Panel	Duration
078	01:15:00	7	05:00

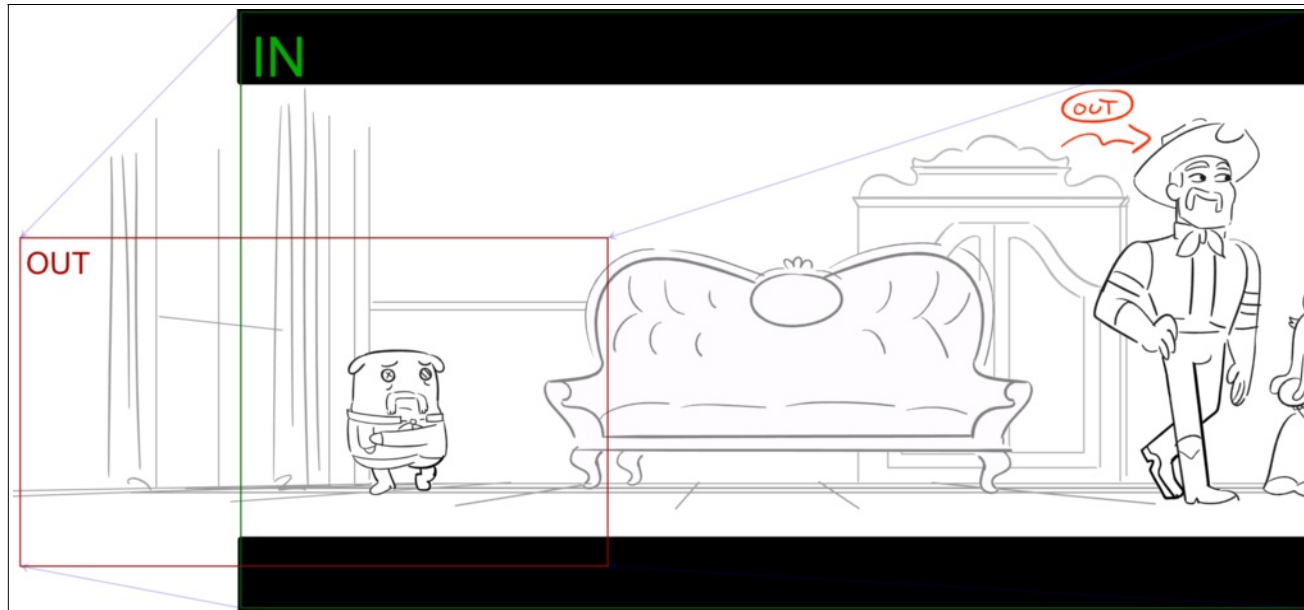
**Dialog**

#SIR VELOCIRAPTOR: over here.

NO PANEL



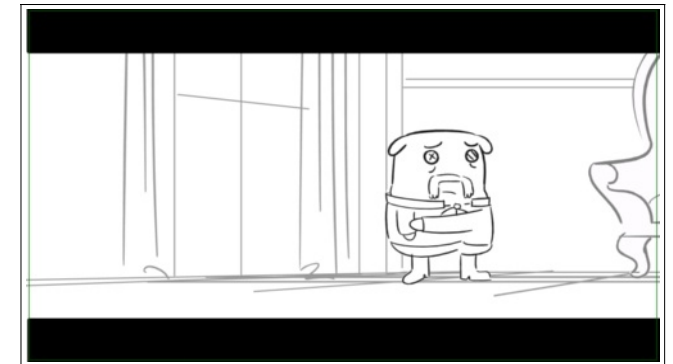
Scene	Duration	Panel	Duration
078	01:15:00	8	05:00



Dialog

#SIR VELOCIRAPTOR: over here.

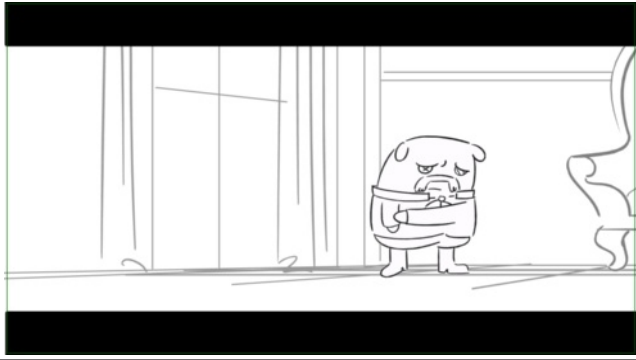
Scene	Duration	Panel	Duration
078	01:15:00	9	05:00



Dialog

TILLY (OS): Oh,

Scene	Duration	Panel	Duration
078	01:15:00	10	05:00

**Dialog**

TILLY (OS): Oh,

Scene	Duration	Panel	Duration
078	01:15:00	11	05:00

**Action Notes**

Tilly runs into frame from left

Dialog

#TILLY: Saxon!

Scene	Duration	Panel	Duration
078	01:15:00	12	05:00

**Dialog**

#TILLY: Saxon!

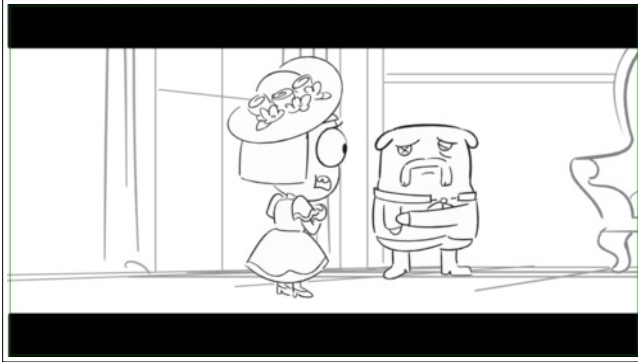
Scene	Duration	Panel	Duration
078	01:15:00	13	05:00



Dialog

#TILLY: I'm so sorry!

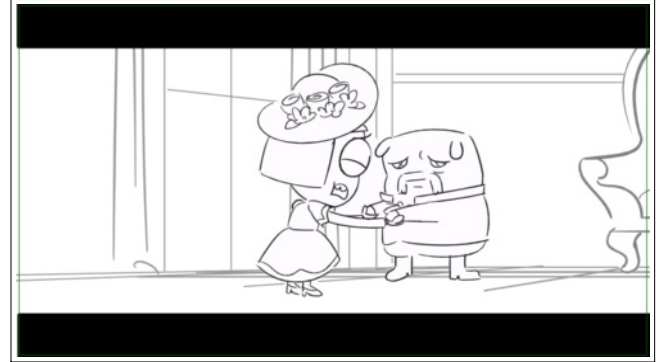
Scene	Duration	Panel	Duration
078	01:15:00	14	05:00



Dialog

#TILLY: I should have

Scene	Duration	Panel	Duration
078	01:15:00	15	05:00



Dialog

#TILLY: been here.

Scene	Duration	Panel	Duration
079	15:00	1	05:00

**Action Notes**

Screen is framed by letterbox bars

Dialog

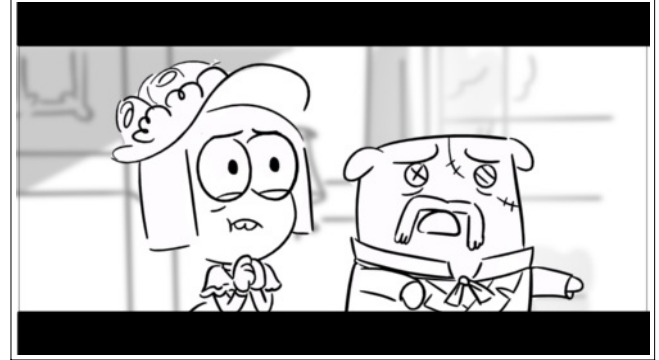
#SAXON: It's --

Scene	Duration	Panel	Duration
079	15:00	2	05:00

**Dialog**

#SAXON: --not your fault...

Scene	Duration	Panel	Duration
079	15:00	3	05:00

**Dialog**

#SAXON: even with your help, I doubt I--

Scene	Duration	Panel	Duration
080	25:00	1	05:00



Action Notes

Screen is framed by letterbox bars

Cycle Truckbot, Mosphey and Cowboy dancing as needed. Velociraptor plays piano, cycle as needed

Dialog

#SAXON (o.s.): could

Scene	Duration	Panel	Duration
080	25:00	2	05:00



Dialog

#SAXON (o.s.): compete

Scene	Duration	Panel	Duration
080	25:00	3	05:00



Dialog

#SAXON (o.s.): with

Scene	Duration	Panel	Duration
080	25:00	4	05:00

**Dialog**

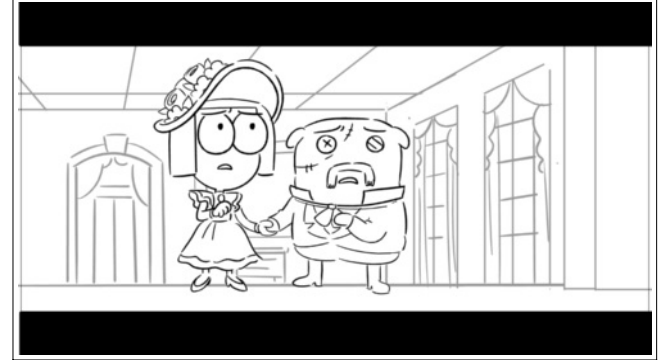
#SAXON (o.s.): such

Scene	Duration	Panel	Duration
080	25:00	5	05:00

**Dialog**

#SAXON (o.s.): fine suitors.

Scene	Duration	Panel	Duration
081	30:00	1	05:00

**Action Notes**

Screen is framed by letterbox bars

Scene	Duration	Panel	Duration
081	30:00	2	05:00

**Dialog**

#SAXON: <sigh>

Scene	Duration	Panel	Duration
081	30:00	3	05:00

**Dialog**

#TILLY: Saxon!

Scene	Duration	Panel	Duration
081	30:00	4	05:00

**Dialog**

#TILLY: You--

Scene	Duration	Panel	Duration
081	30:00	5	05:00



Dialog

#TILLY: --- WILL win

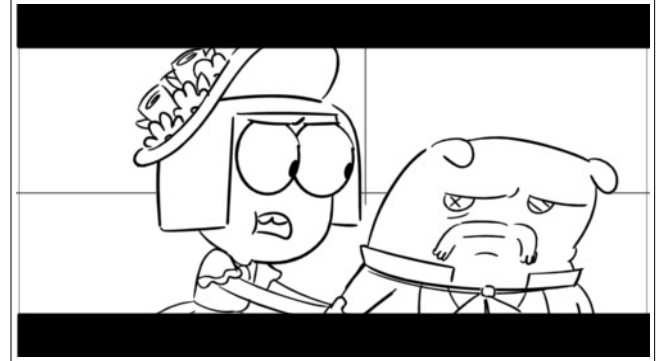
Scene	Duration	Panel	Duration
081	30:00	6	05:00



Dialog

#TILLY: Lady Mopsley's heart!

Scene	Duration	Panel	Duration
082	50:00	1	05:00



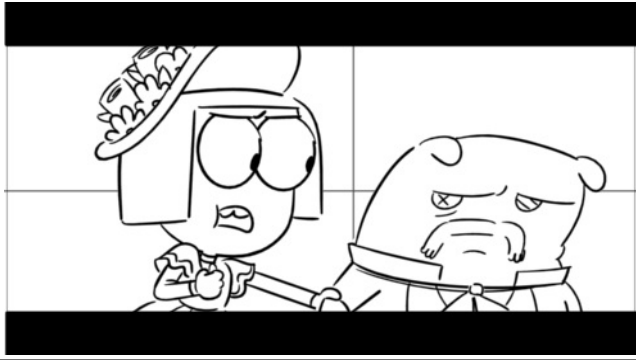
Action Notes

Screen is framed by letterbox bars

Dialog

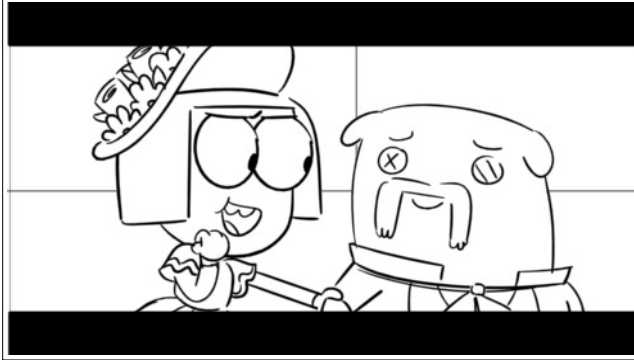
#TILLY: I promise -

Scene	Duration	Panel	Duration
082	50:00	2	05:00

**Dialog**

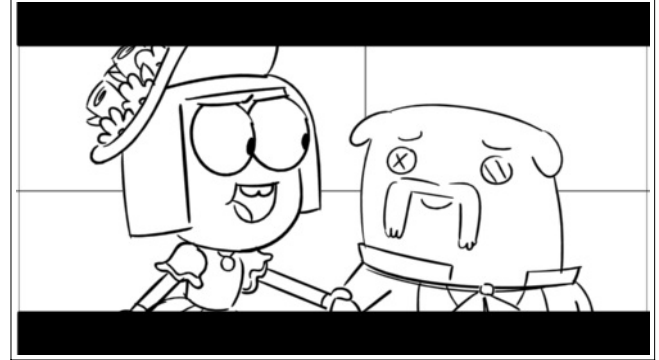
#TILLY: -- I will spend the rest of the day --

Scene	Duration	Panel	Duration
082	50:00	3	05:00

**Dialog**

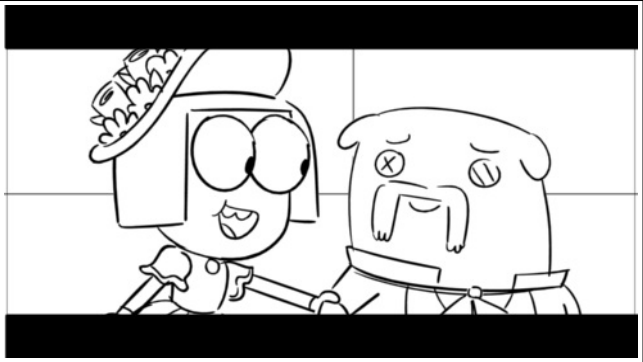
#TILLY: --preparing you for the ball --

Scene	Duration	Panel	Duration
082	50:00	4	05:00

**Dialog**

#TILLY: -- no matter--

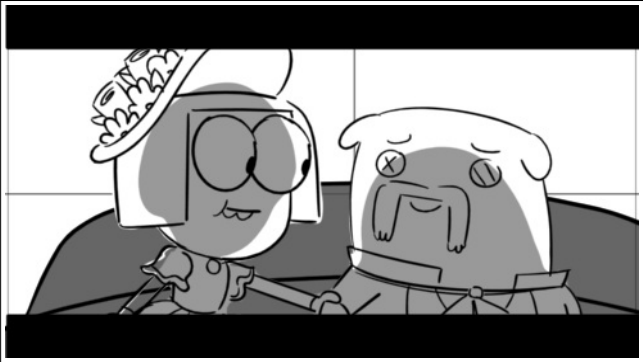
Scene	Duration	Panel	Duration
082	50:00	5	05:00



Dialog

#TILLY: -- what!

Scene	Duration	Panel	Duration
082	50:00	6	05:00



Action Notes

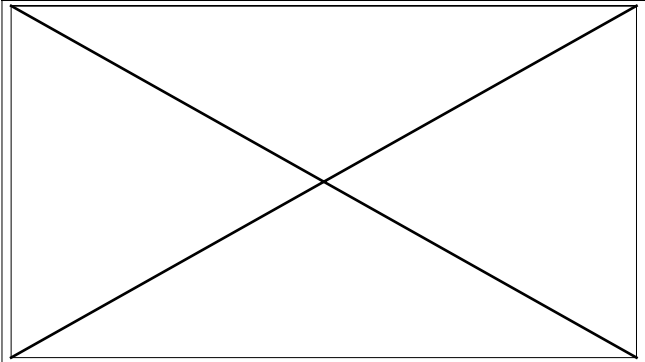
Giant Bill head rises up in the window in the background

SHADOWS ANIMATE ON TILLY/SAXON

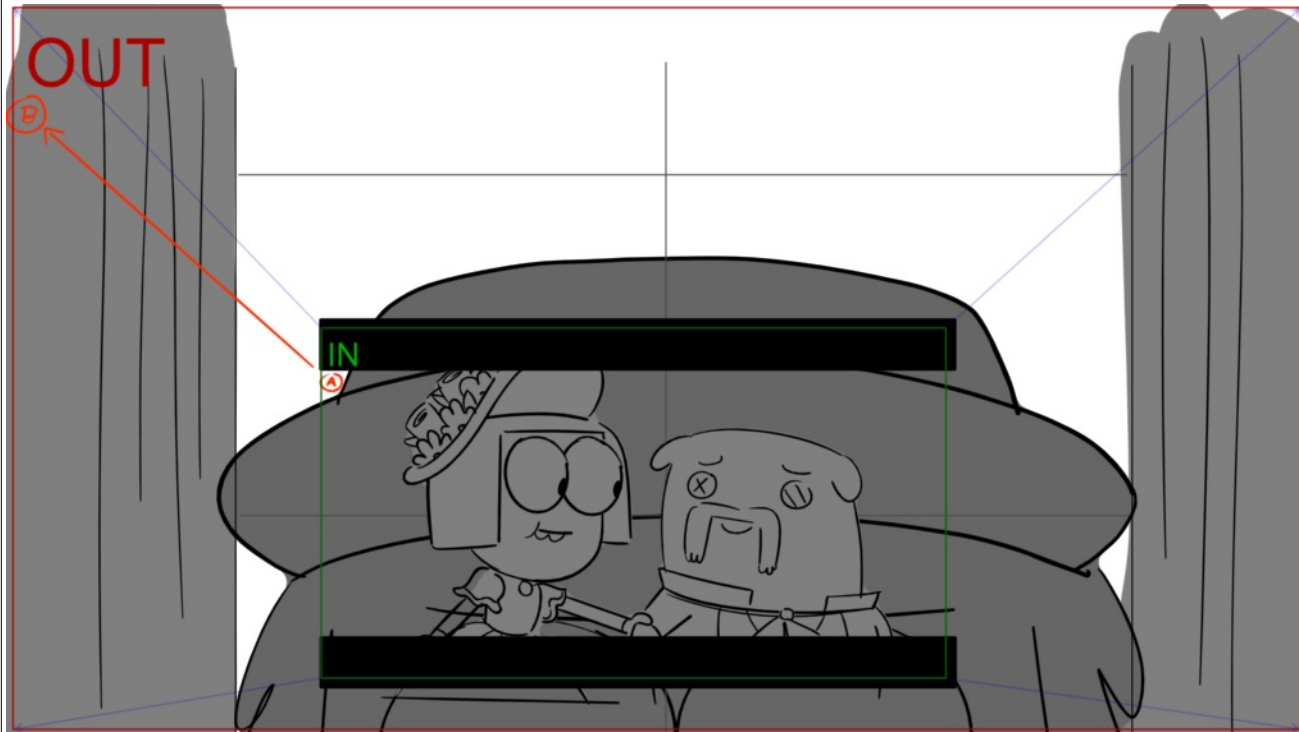
Notes

CHARACTER SHADOWS.

Scene	Duration	Panel	Duration



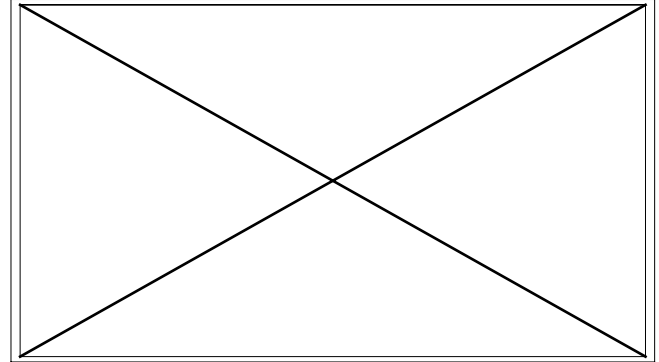
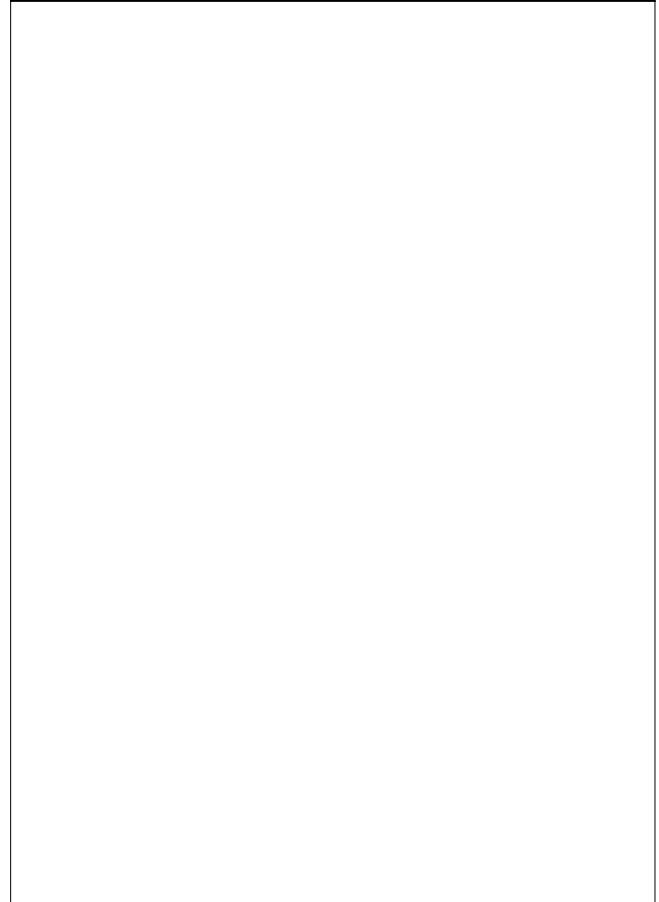
Scene	Duration	Panel	Duration
082	50:00	7	05:00



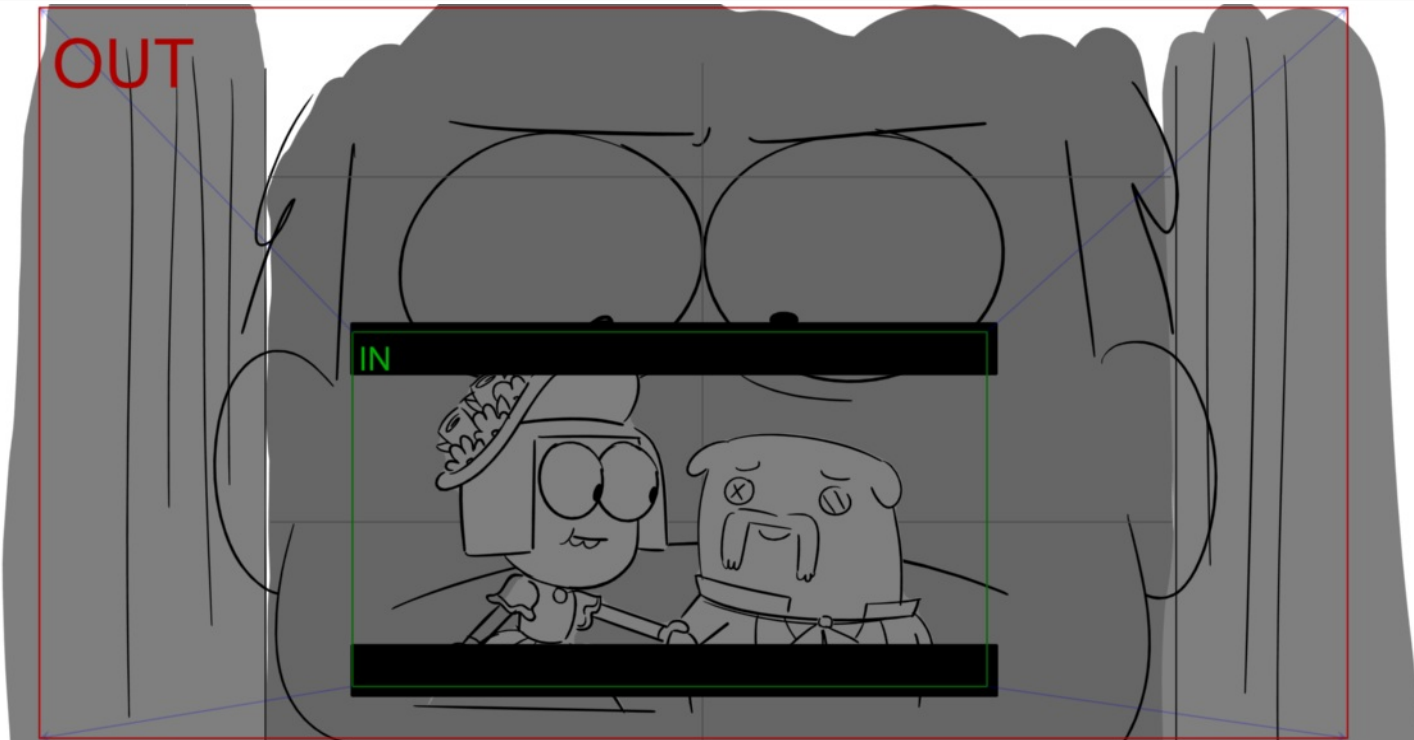
Action Notes

Camera truck out/ adj to reveal Giant Bill head rising up into window frame

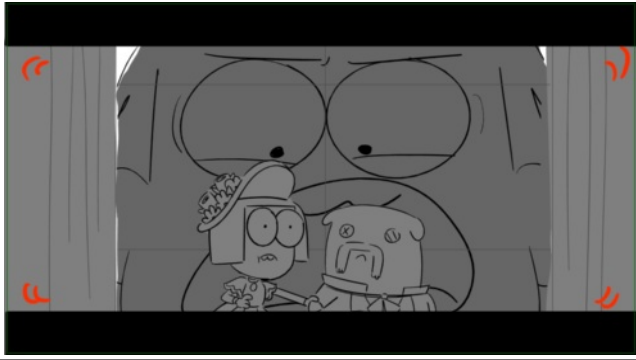
NO PANEL



Scene	Duration	Panel	Duration
082	50:00	8	05:00



Scene	Duration	Panel	Duration
082	50:00	9	05:00

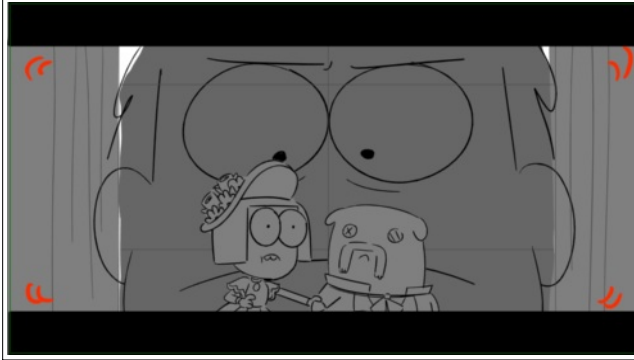
**Action Notes**

CAM SHAKE

Dialog

#BILL: TILLY!!

Scene	Duration	Panel	Duration
082	50:00	10	05:00

**Action Notes**

CAM SHAKE

Scene	Duration	Panel	Duration
083	10:00	1	05:00

**Action Notes**

INT CRICKET AND TILLY'S ROOM - DAY

Dialog

#BILL: I don't know what's--

Scene	Duration	Panel	Duration
083	10:00	2	05:00

**Dialog**

#BILL: -- gotten into you!

Scene	Duration	Panel	Duration
084	35:00	1	05:00

**Dialog**

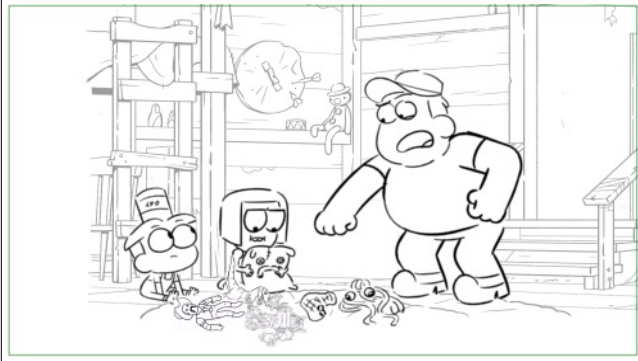
#BILL: I specifically asked you--

Scene	Duration	Panel	Duration
084	35:00	2	05:00

**Dialog**

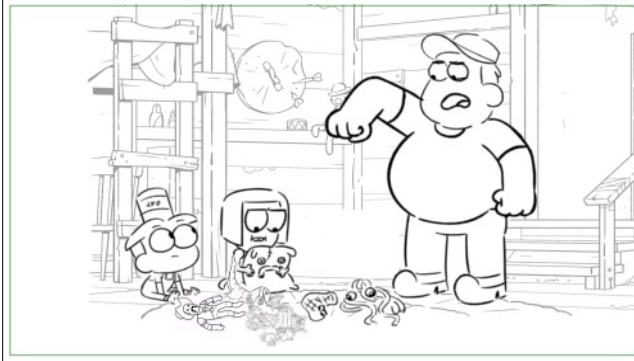
#BILL: I specifically

Scene	Duration	Panel	Duration
084	35:00	3	05:00

**Dialog**

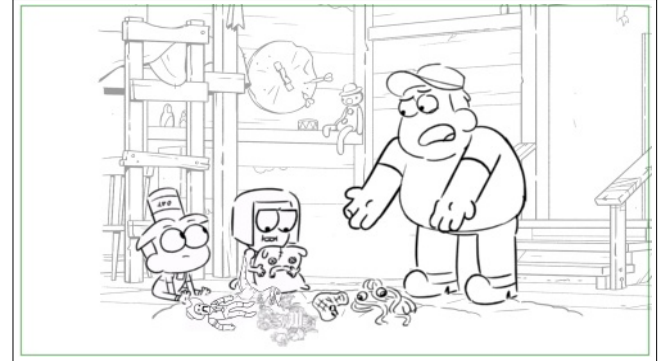
#BILL: asked you to

Scene	Duration	Panel	Duration
084	35:00	4	05:00

**Dialog**

#BILL: -- pull the weeds,--

Scene	Duration	Panel	Duration
084	35:00	5	05:00

**Dialog**

#BILL: -- not cut them!

Scene	Duration	Panel	Duration
084	35:00	6	05:00

**Dialog**

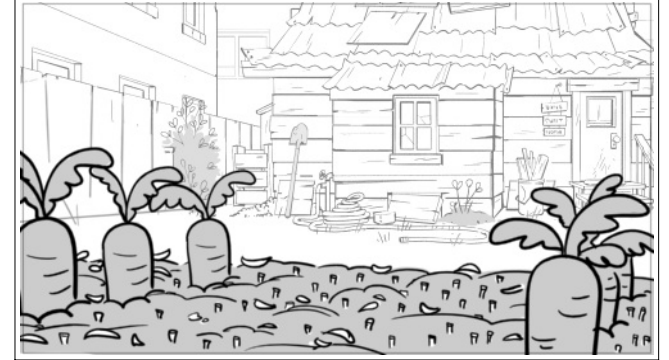
#BILL: Now the-

Scene	Duration	Panel	Duration
084	35:00	7	05:00

**Dialog**

#BILL: -- garden is full of--

Scene	Duration	Panel	Duration
085	25:00	1	05:00

**Action Notes**

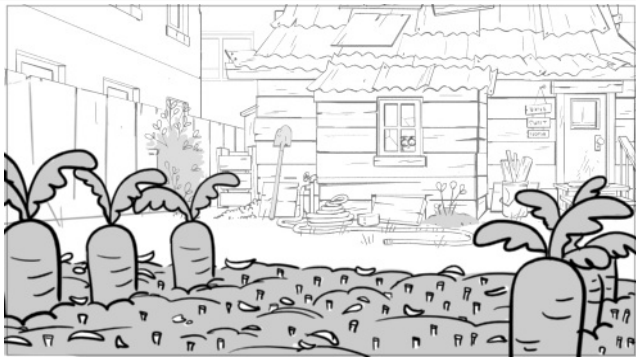
EXT GREEN'S BACKYARD - DAY

chopped leaves and Weed stumps poke out from the vegetable garden

Dialog

Bill (o.s.) lil weed stumps!

Scene	Duration	Panel	Duration
085	25:00	2	05:00

**Action Notes**

Cricket's head pops up in the window

Dialog

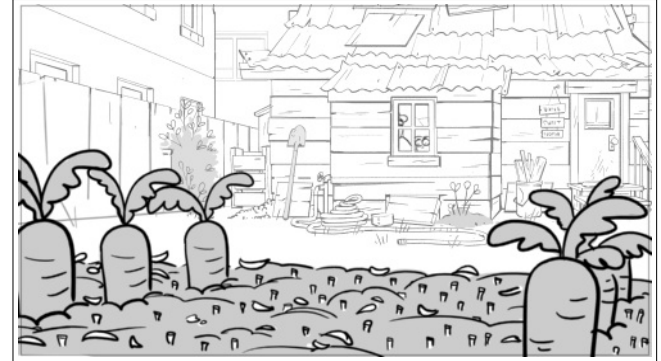
Bill (o.s.) lil weed stumps!

Scene	Duration	Panel	Duration
085	25:00	3	05:00

**Dialog**

#CRICKET: I literally can't see anything.

Scene	Duration	Panel	Duration
085	25:00	4	05:00

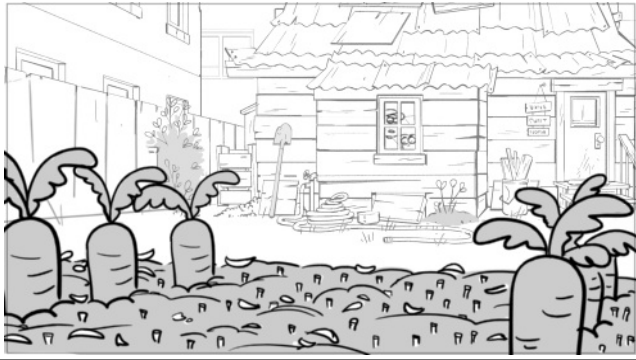
**Action Notes**

Bill moves into the window from the left

Dialog

#BILL: (grim) That's

Scene	Duration	Panel	Duration
085	25:00	5	05:00

**Dialog**

#BILL: (grim) how stumpy they are.

Scene	Duration	Panel	Duration
086	35:00	1	05:00

**Action Notes**

INT CRICKET AND TILLY'S ROOM - DAY

Dialog

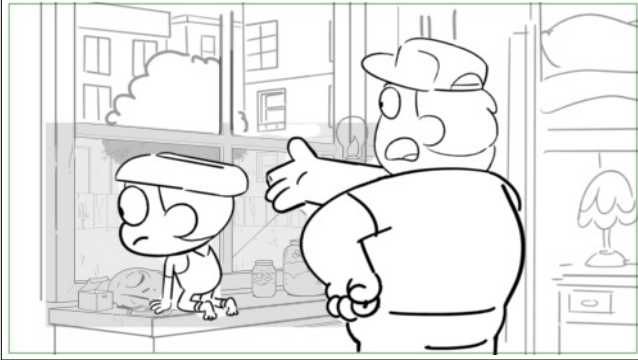
#BILL: They're even --

Scene	Duration	Panel	Duration
086	35:00	2	05:00

**Dialog**

#BILL: -- harder to pull up when they're --

Scene	Duration	Panel	Duration
086	35:00	3	05:00

**Dialog**

#BILL: --cut this short,

Scene	Duration	Panel	Duration
086	35:00	4	05:00

**Dialog**

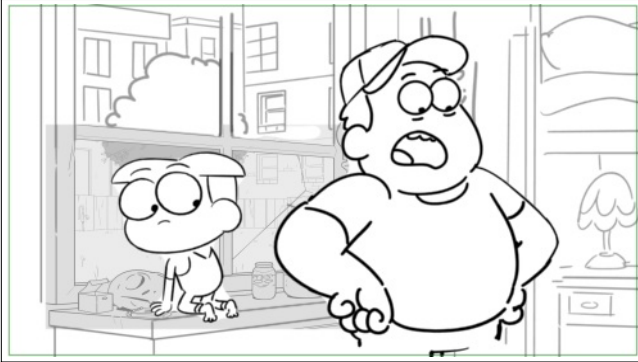
#BILL: so I trust--

Scene	Duration	Panel	Duration
086	35:00	5	05:00

**Dialog**

#BILL: -- you'll do it --

Scene	Duration	Panel	Duration
086	35:00	6	05:00

**Dialog**

#BILL: --properly --

Scene	Duration	Panel	Duration
086	35:00	7	05:00

**Dialog**

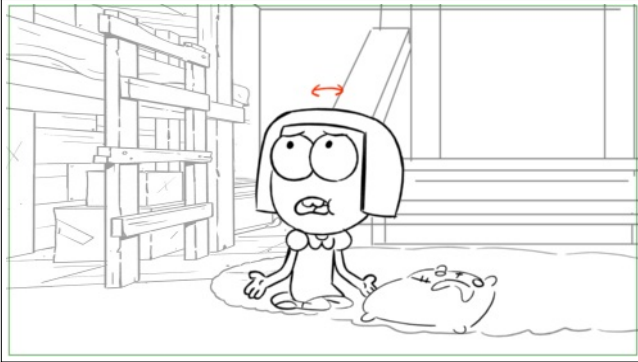
#BILL: --the second time.

Scene	Duration	Panel	Duration
087	39:20	1	05:00

**Dialog**

#TILLY: But-

Scene	Duration	Panel	Duration
087	39:20	2	05:00

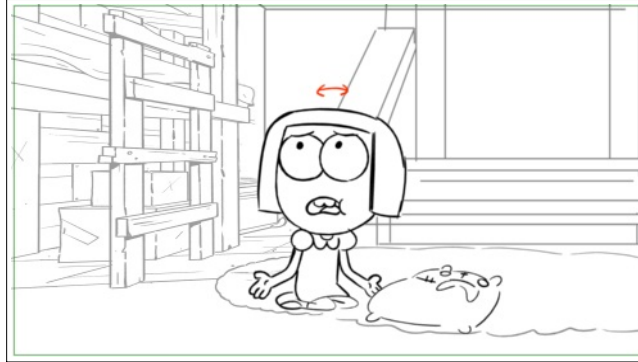
**Action Notes**

Tilly shakes her head 2x

Dialog

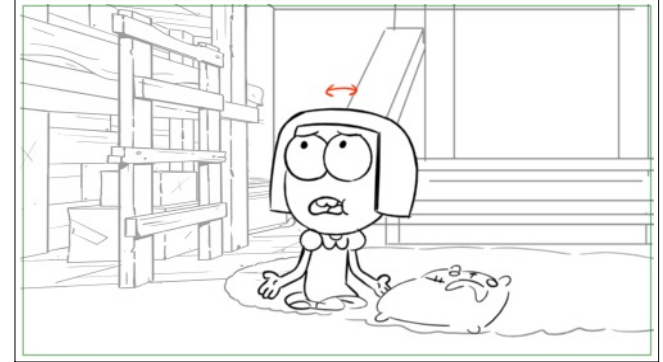
#TILLY: --I can't!

Scene	Duration	Panel	Duration
087	39:20	3	05:00

**Dialog**

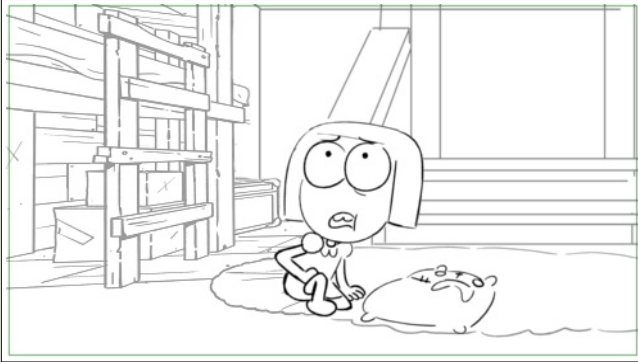
#TILLY: --I can't!

Scene	Duration	Panel	Duration
087	39:20	4	05:00

**Dialog**

#TILLY: --I can't!

Scene	Duration	Panel	Duration
087	39:20	5	04:23

**Dialog**

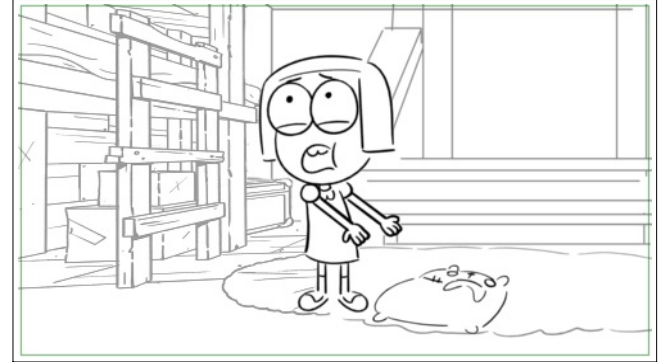
#TILLY: I made --

Scene	Duration	Panel	Duration
087	39:20	6	04:23

**Dialog**

#TILLY: --a --

Scene	Duration	Panel	Duration
087	39:20	7	04:23

**Dialog**

#TILLY: --promise to Saxon--

Scene	Duration	Panel	Duration
087	39:20	8	04:23

**Dialog**

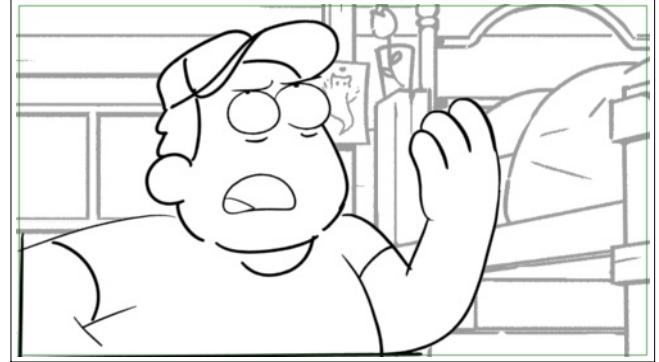
#TILLY: -- to find love-- --

Scene	Duration	Panel	Duration
088	15:00	1	05:00

**Dialog**

#BILL: You can play with--

Scene	Duration	Panel	Duration
088	15:00	2	05:00

**Dialog**

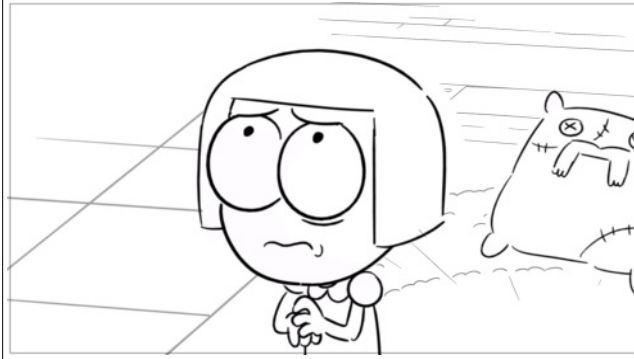
#BILL: -- Saxon--

Scene	Duration	Panel	Duration
088	15:00	3	05:00

**Dialog**

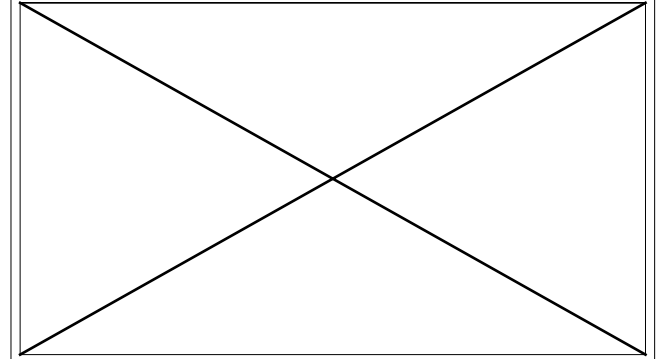
#BILL: --tomorrow

Scene	Duration	Panel	Duration
089	15:00	1	05:00

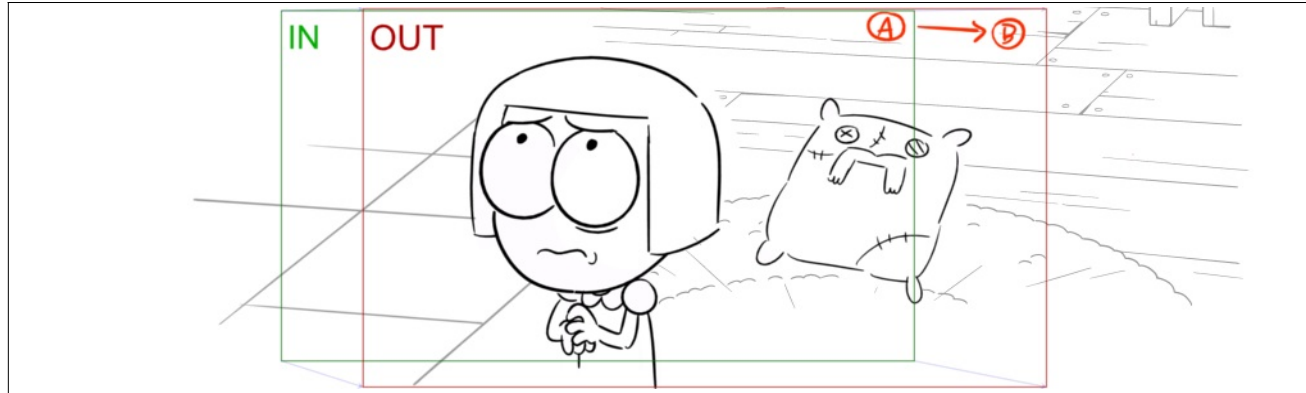
**Dialog**

#BILL: but I need you to finish

NO PANEL



Scene	Duration	Panel	Duration
089	15:00	2	05:00



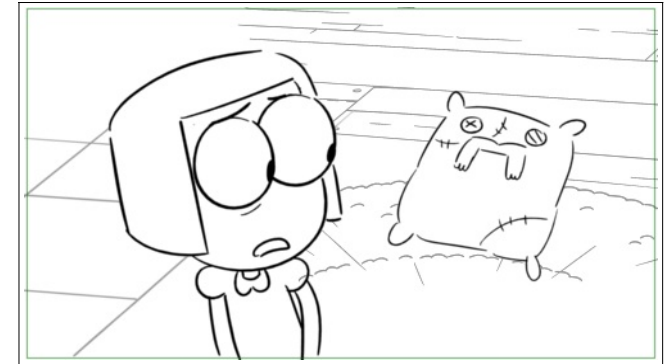
Action Notes

Camera pan/ adj right

Dialog

#BILL: the weeding

Scene	Duration	Panel	Duration
089	15:00	3	05:00



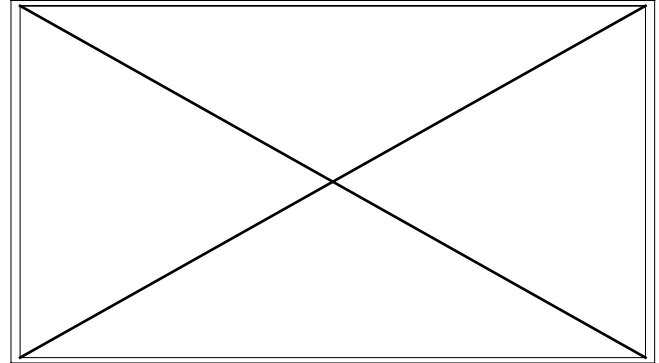
Dialog

#BILL: today.

Scene	Duration	Panel	Duration
090	05:00	1	05:00



NO PANEL



Action Notes

Camera drift in

Scene	Duration	Panel	Duration
091	15:00	1	05:00



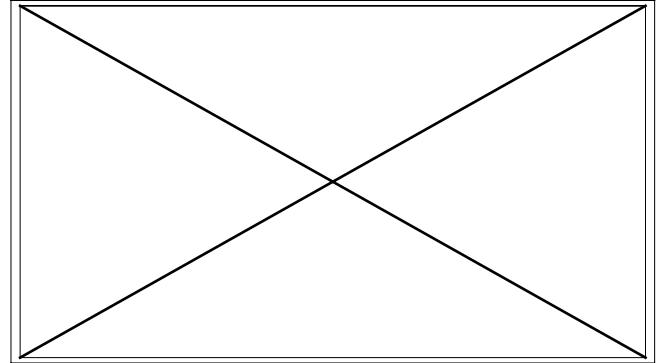
Action Notes

MULTI-PLANE Camera drift in

Notes

CHARACTER SHADOWS

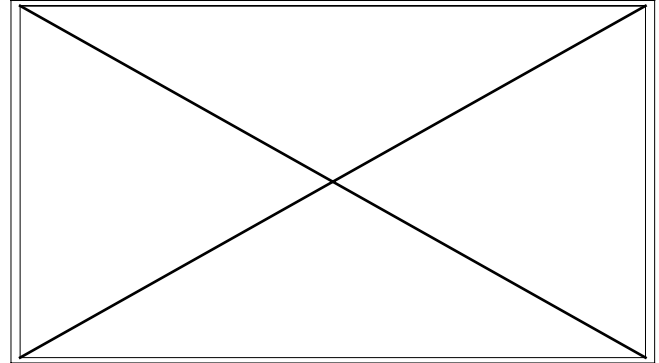
NO PANEL



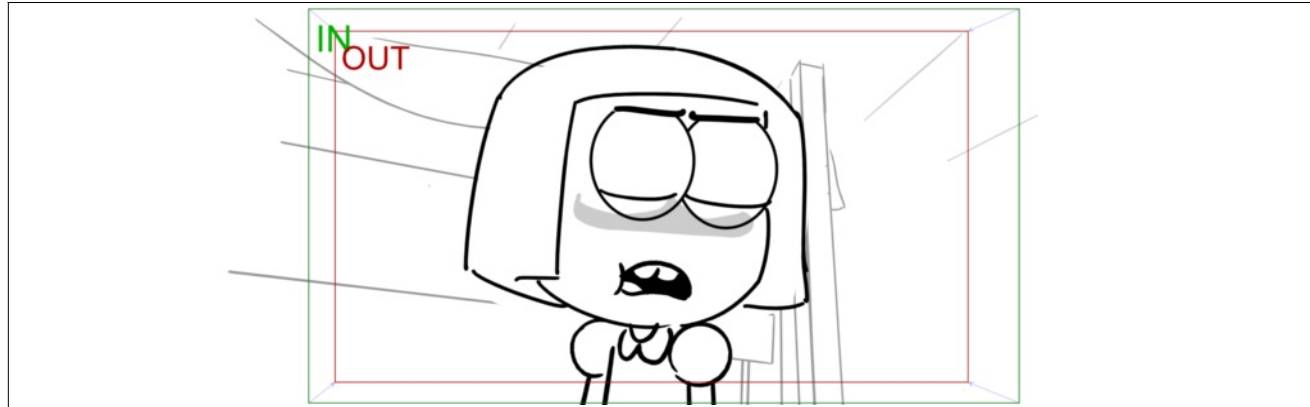
Scene	Duration	Panel	Duration
091	15:00	2	05:00



NO PANEL

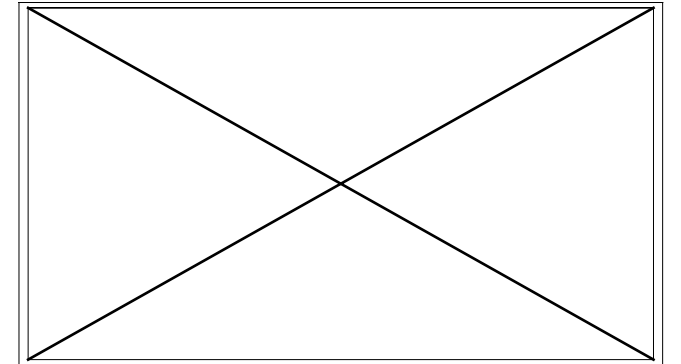
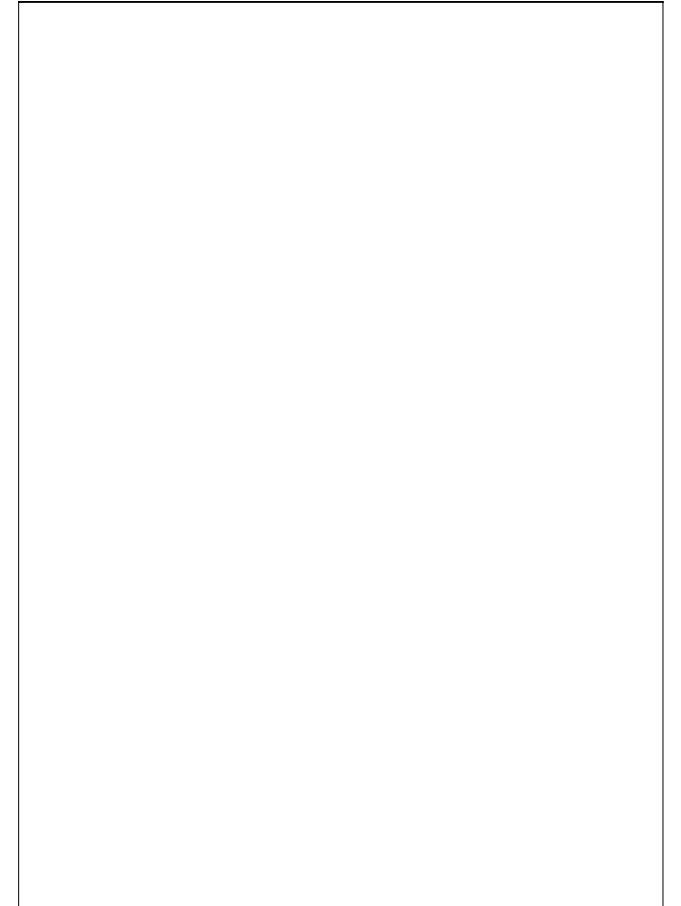


Scene	Duration	Panel	Duration
091	15:00	3	05:00

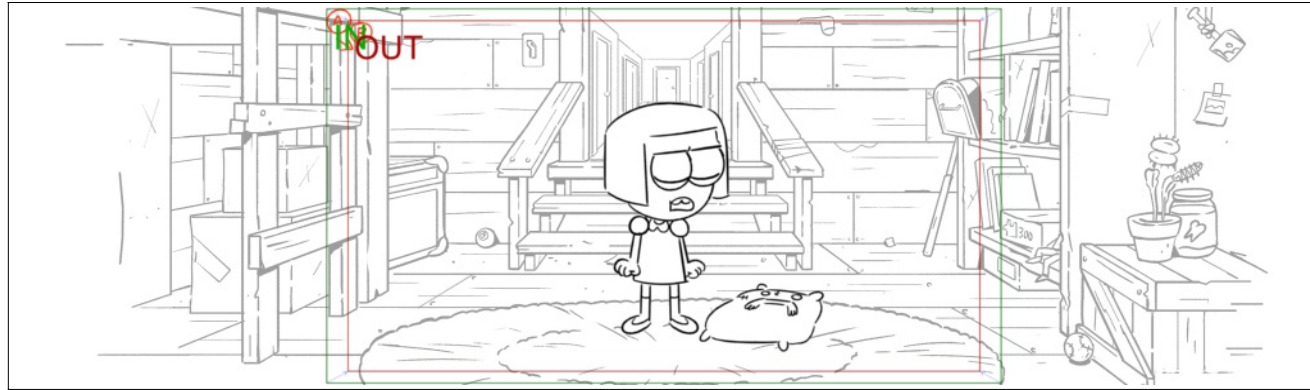


Dialog
#TILLY: Well papa...

NO PANEL



Scene	Duration	Panel	Duration
092	20:00	1	05:00



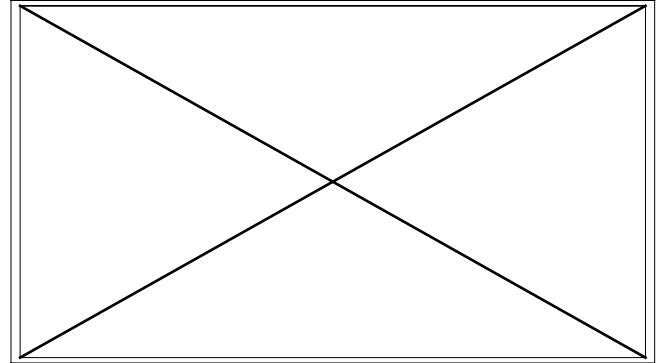
Action Notes

Camera drift in

Dialog

#TILLY: I'm gonna--

NO PANEL

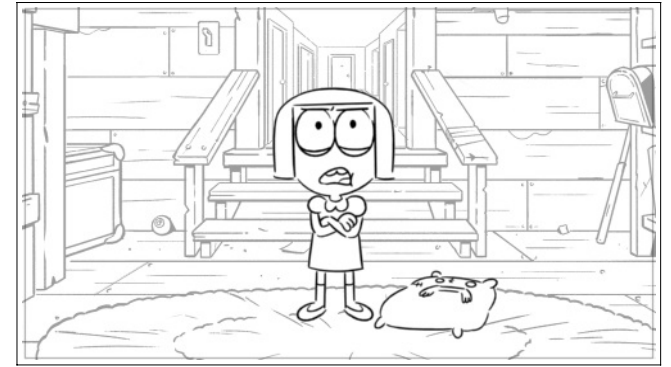


Scene	Duration	Panel	Duration
092	20:00	2	05:00

**Dialog**

#TILLY: --have to say...

Scene	Duration	Panel	Duration
092	20:00	3	05:00

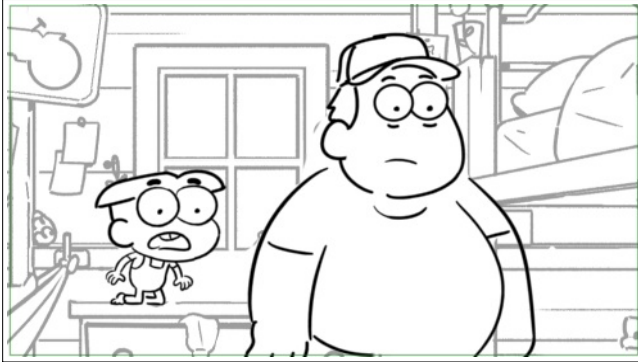
**Dialog**

#TILLY: ...no.

Scene	Duration	Panel	Duration
092	20:00	4	05:00

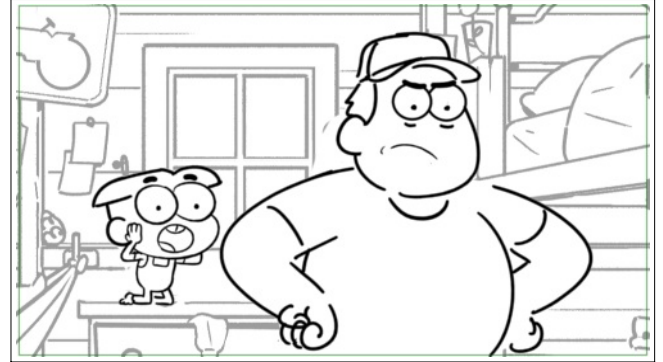


Scene	Duration	Panel	Duration
093	10:00	1	05:00

**Dialog**

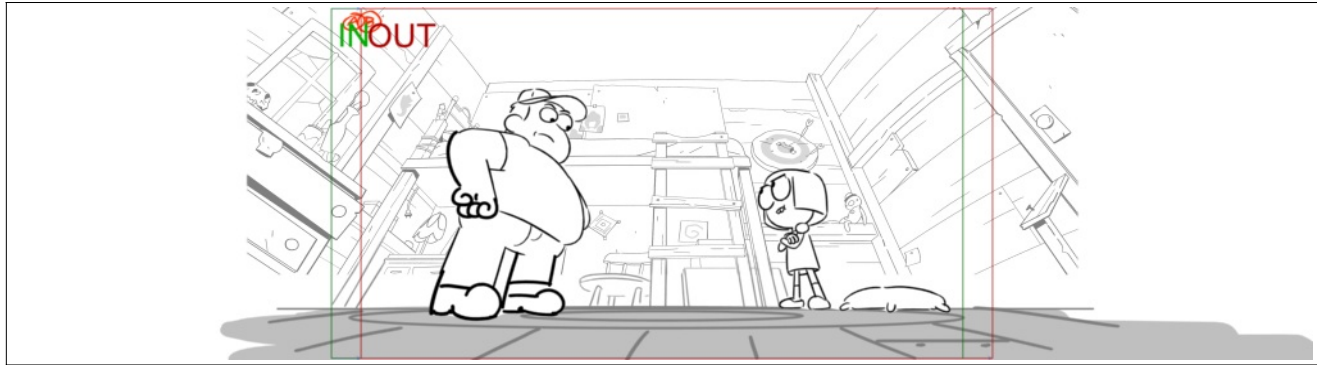
#CRICKET: (gaaaasssspppp)

Scene	Duration	Panel	Duration
093	10:00	2	05:00

**Dialog**

#CRICKET: (gaaaasssspppp)

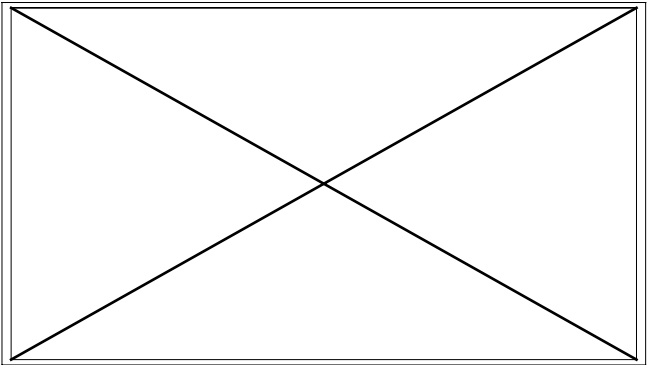
Scene	Duration	Panel	Duration
094	05:00	1	05:00



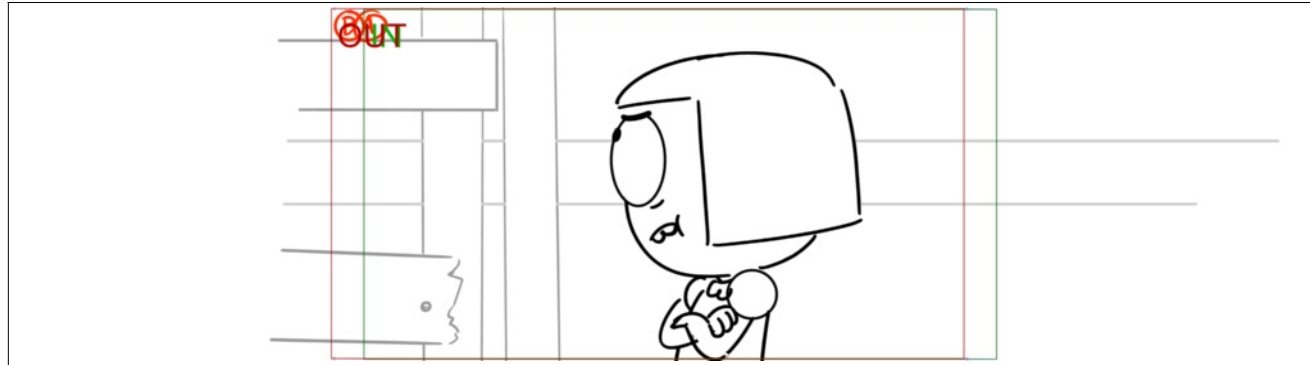
Action Notes
Camera drift right

Dialog
#CRICKET (o.s.): (continued gaaaasssspppp)

NO PANEL



Scene	Duration	Panel	Duration
095	10:00	1	05:00



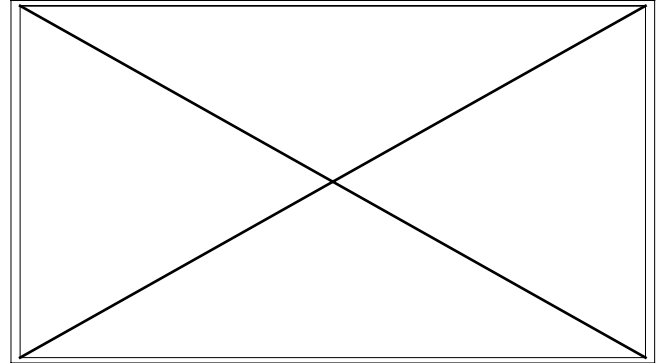
Action Notes

MULTI-PLANE Camera drift left

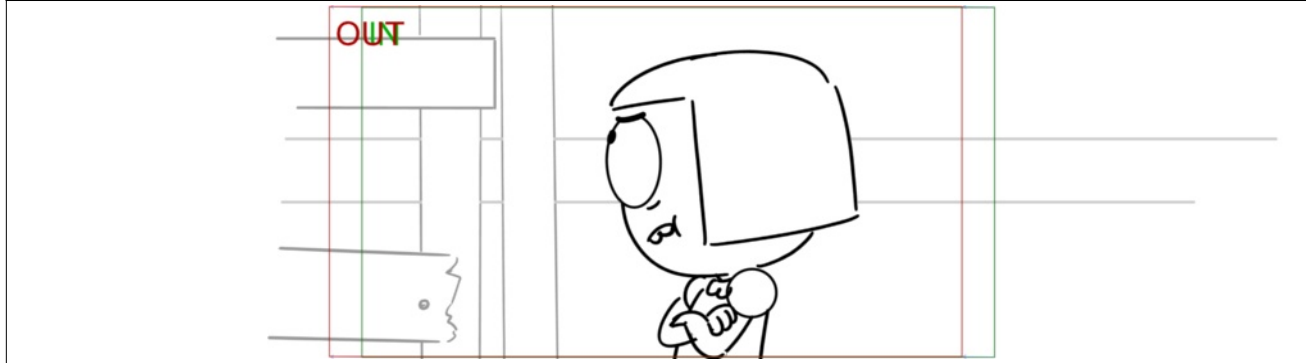
Dialog

#CRICKET (o.s.): (continued gaaaasssspppp)

NO PANEL

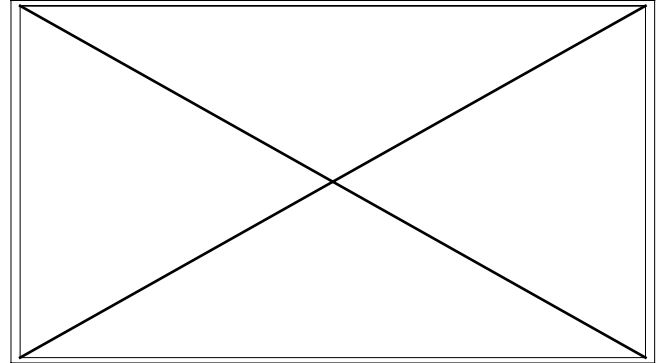


Scene	Duration	Panel	Duration
095	10:00	2	05:00

**Dialog**

#CRICKET (o.s.): (continued gaaaasssssp PPPP)

NO PANEL



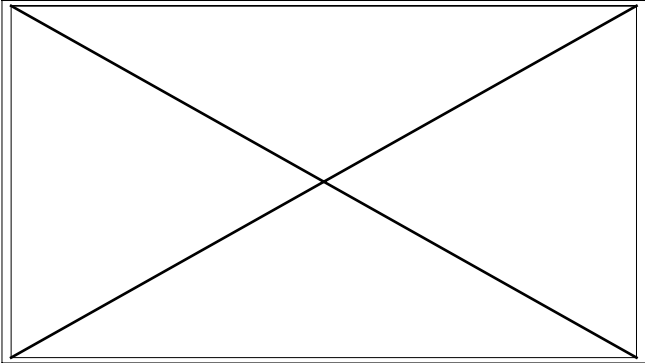
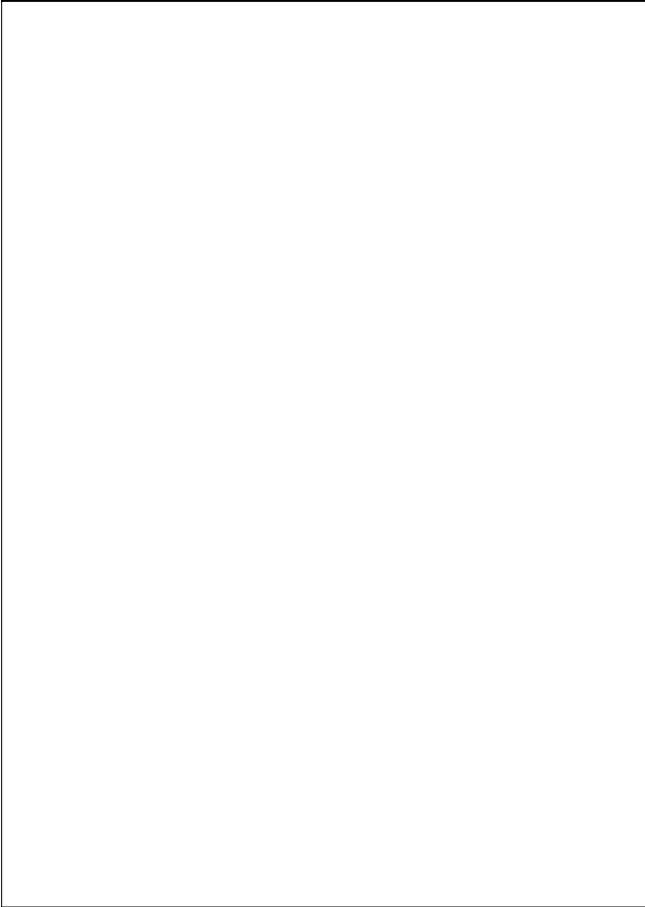
Scene	Duration	Panel	Duration
096	30:00	1	05:00



Action Notes

MULTI-PLANE Camera drift right

NO PANEL



Scene	Duration	Panel	Duration
096	30:00	2	05:00



Scene	Duration	Panel	Duration
096	30:00	3	05:00



Action Notes
EASE OUT OF DRIFT PAN

Scene	Duration	Panel	Duration
096	30:00	4	05:00

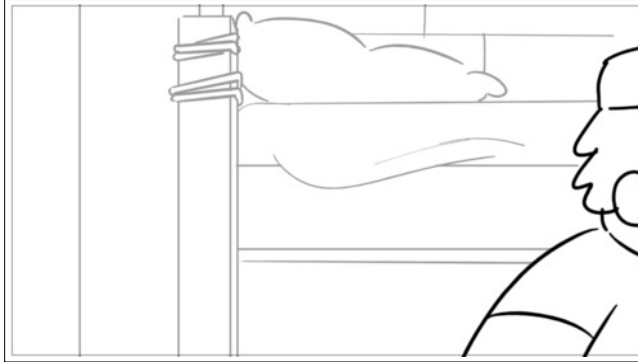
**Action Notes**

Bill walks off screen right

Dialog

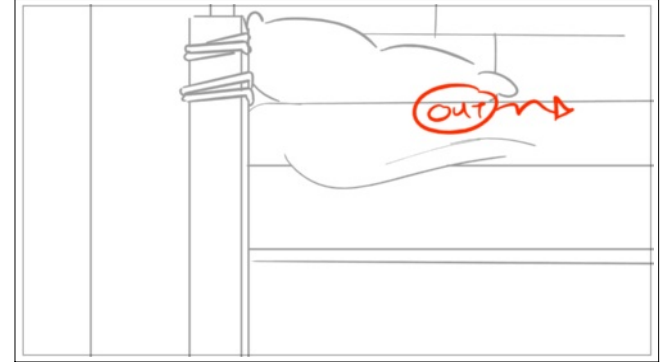
#BILL: Alright then.

Scene	Duration	Panel	Duration
096	30:00	5	05:00

**Dialog**

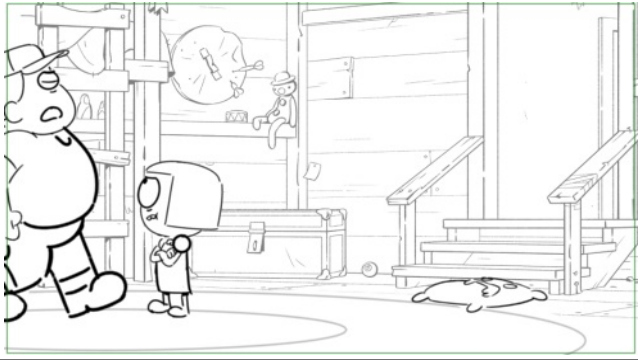
#BILL: Alright then.

Scene	Duration	Panel	Duration
096	30:00	6	05:00

**Dialog**

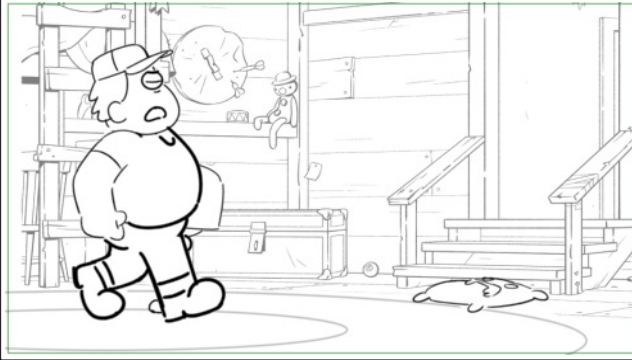
#BILL: Alright then.

Scene	Duration	Panel	Duration
097	25:00	1	05:00

**Dialog**

#BILL: I didn't

Scene	Duration	Panel	Duration
097	25:00	2	05:00

**Action Notes**

Bill walks in front of Tilly

Dialog

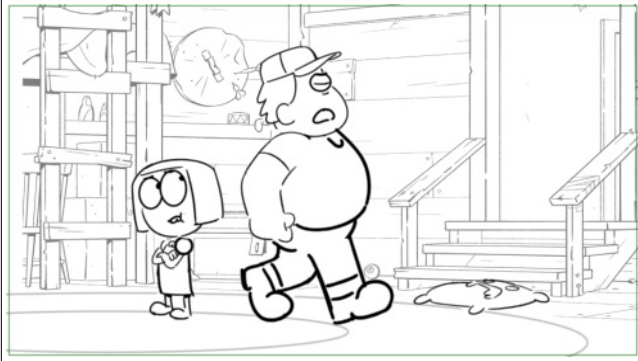
#BILL: want to

Scene	Duration	Panel	Duration
097	25:00	3	05:00

**Dialog**

#BILL: have to

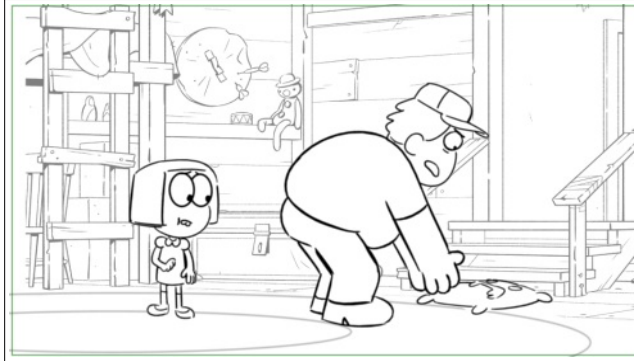
Scene	Duration	Panel	Duration
097	25:00	4	05:00



Dialog

#BILL: do

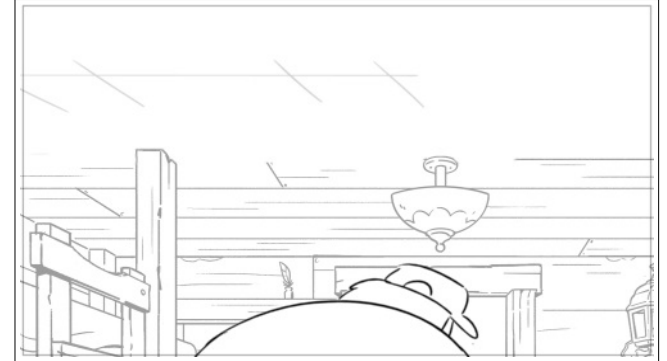
Scene	Duration	Panel	Duration
097	25:00	5	05:00



Dialog

#BILL: this...

Scene	Duration	Panel	Duration
098	15:00	1	05:00



Scene	Duration	Panel	Duration
098	15:00	2	05:00

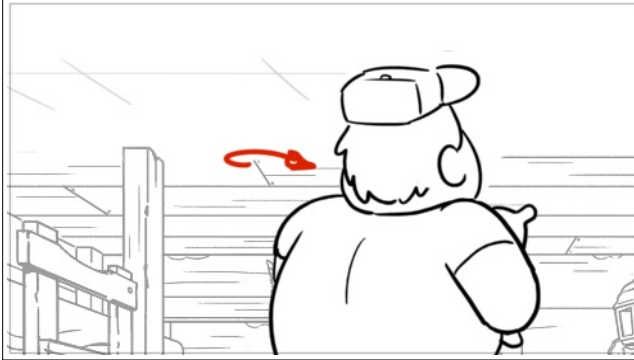
**Action Notes**

Bill rises into frame holding Saxon

Dialog

#BILL: ...but you've given me no choice.

Scene	Duration	Panel	Duration
098	15:00	3	05:00

**Action Notes**

Bill turns around and walks towards screen right

Scene	Duration	Panel	Duration
099	10:00	1	05:00

**Dialog**

#TILLY: papa--

Scene	Duration	Panel	Duration
099	10:00	2	05:00

**Dialog**

#TILLY: --what're you doing?

Scene	Duration	Panel	Duration
100	10:00	1	05:00

**Dialog**

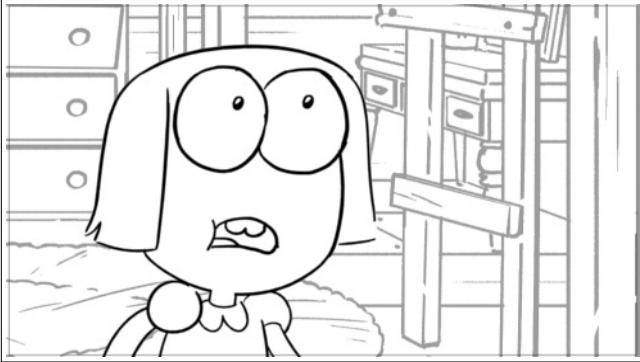
#BILL: You can

Scene	Duration	Panel	Duration
100	10:00	2	05:00

**Dialog**

#BILL: have Saxon back when you finish the weeding.

Scene	Duration	Panel	Duration
101	10:00	1	05:00



Dialog

#TILLY: Saxon?

Scene	Duration	Panel	Duration
101	10:00	2	05:00



Dialog

#TILLY: Saxon?

Scene	Duration	Panel	Duration
102	10:00	1	05:00



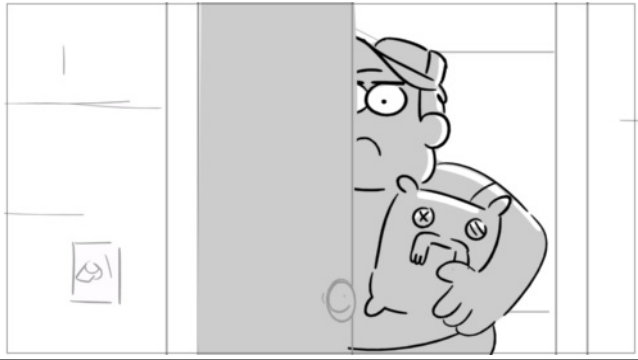
Dialog

#TILLY (OS): SAXOOOOONN!!!

Notes

CHARACTER SHADOWS/RIMLIGHT

Scene	Duration	Panel	Duration
102	10:00	2	05:00

**Action Notes**

Bill closes Tilly's door

Dialog

#TILLY (OS): SAXOOOOONN!!!

Scene	Duration	Panel	Duration
103	10:00	1	05:00

**Action Notes**

The door slowly closes in front of Saxon

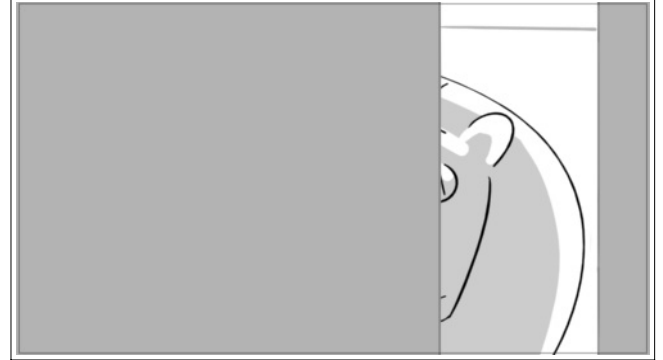
Dialog

#TILLY (OS): SAXOOOOONN!!!

Notes

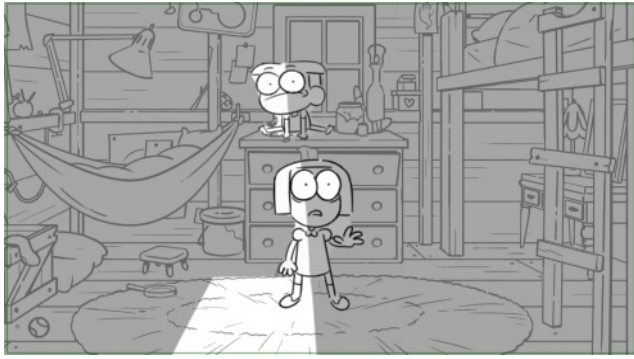
CHARACTER SHADOWS/RIMLIGHT

Scene	Duration	Panel	Duration
103	10:00	2	05:00

**Dialog**

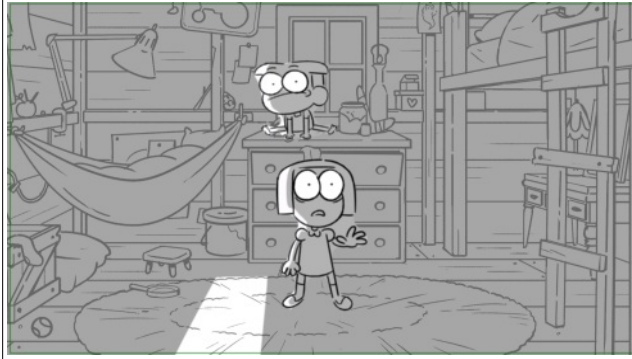
#TILLY (OS): SAXOOOOONN!!!

Scene	Duration	Panel	Duration
104	45:00	1	05:00

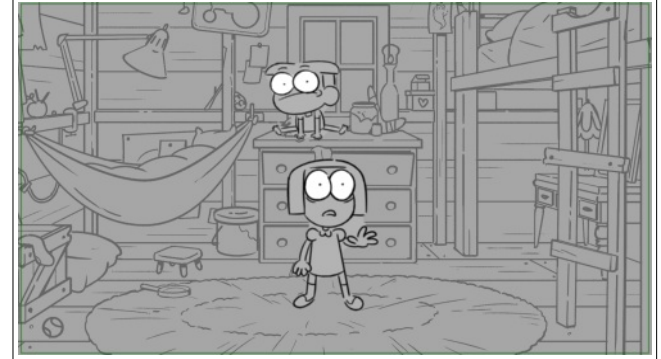
**Action Notes**

Light from the doorway moves across Tilly and Cricket as the door closes

Scene	Duration	Panel	Duration
104	45:00	2	05:00

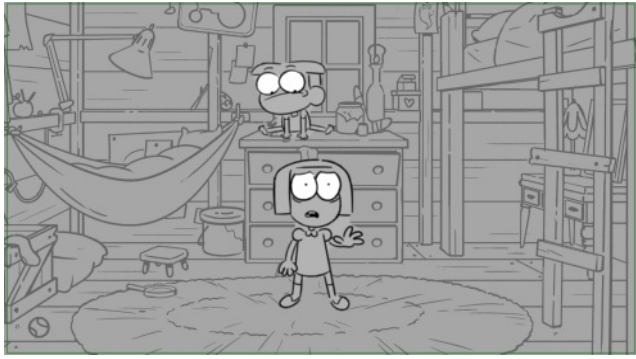


Scene	Duration	Panel	Duration
104	45:00	3	05:00

**Action Notes**

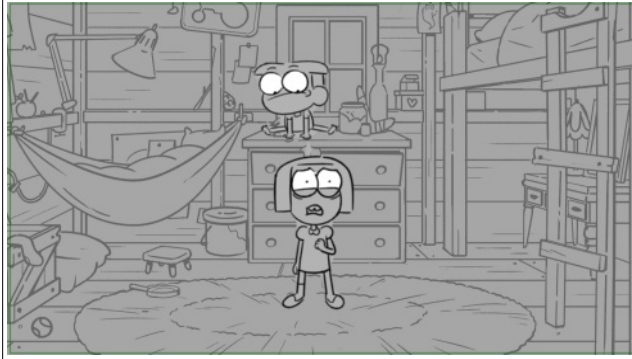
Tilly and Cricket are in slight shadow for dramatic effect

Scene	Duration	Panel	Duration
104	45:00	4	05:00

**Dialog**

#TILLY: He..

Scene	Duration	Panel	Duration
104	45:00	5	05:00

**Dialog**

#TILLY: took Saxon...

Scene	Duration	Panel	Duration
104	45:00	6	05:00

**Dialog**

#CRICKET: Yeah, that's rough.

Scene	Duration	Panel	Duration
104	45:00	7	05:00

**Dialog**

#CRICKET: welp--

Scene	Duration	Panel	Duration
104	45:00	8	05:00

**Dialog**

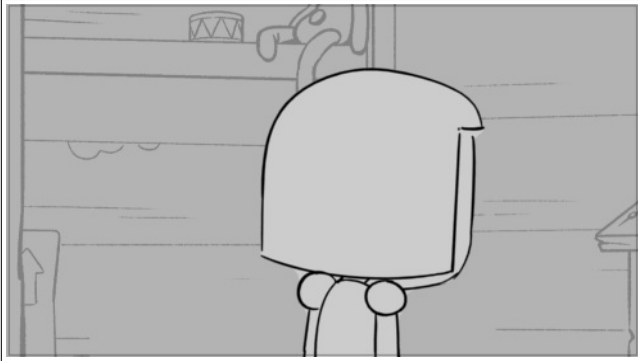
#CRICKET: This is the point --

Scene	Duration	Panel	Duration
104	45:00	9	05:00

**Dialog**

#CRICKET: --where you do what Dad says.

Scene	Duration	Panel	Duration
105	25:00	1	05:00

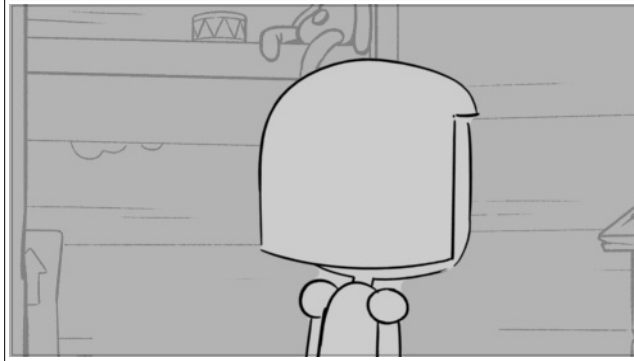
**Action Notes**

Tilly is in slight shadow for dramatic effect

Dialog

#TILLLY: Nnn--

Scene	Duration	Panel	Duration
105	25:00	2	05:00

**Dialog**

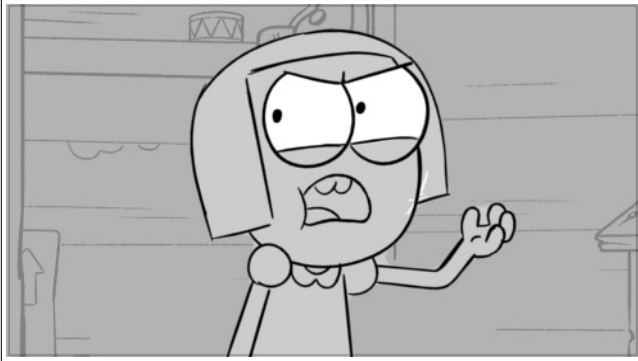
#TILLLY: --No...

Scene	Duration	Panel	Duration
105	25:00	3	05:00

**Dialog**

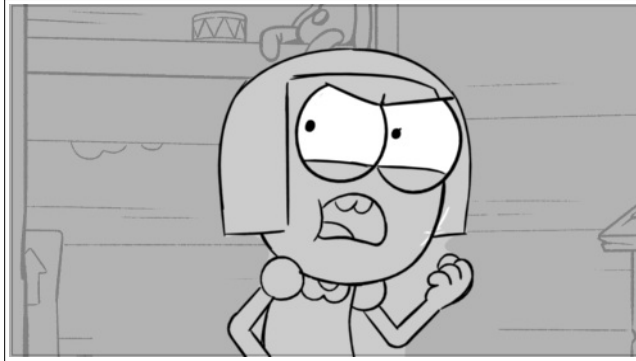
#TILLLY: I'm taking Saxon back--

Scene	Duration	Panel	Duration
105	25:00	4	05:00

**Dialog**

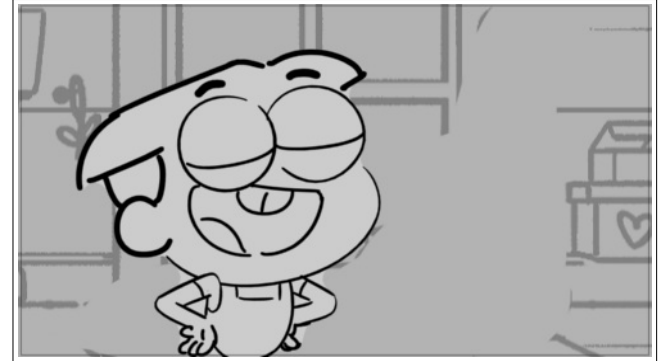
#TILLY: -- my --

Scene	Duration	Panel	Duration
105	25:00	5	05:00

**Dialog**

#TILLY: -- self!

Scene	Duration	Panel	Duration
106	10:00	1	05:00

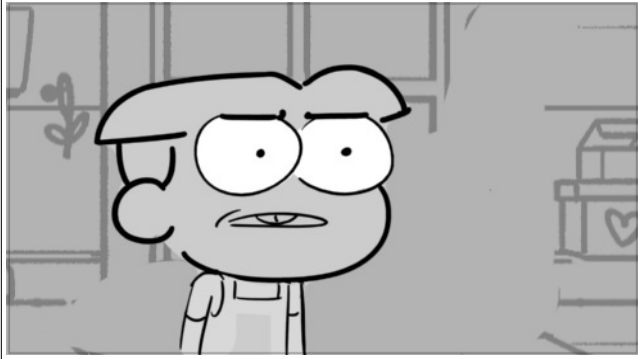
**Action Notes**

Cricket is in slight shadow for dramatic effect

Dialog

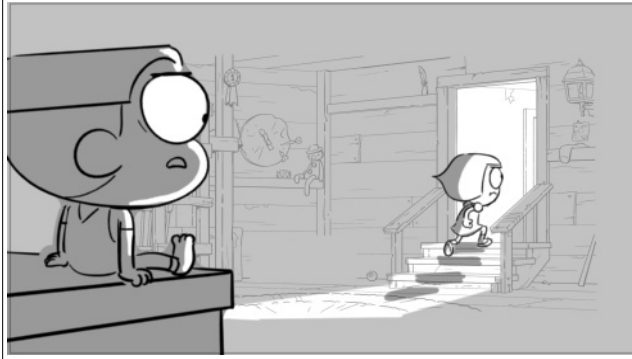
#CRICKET: Exactly-

Scene	Duration	Panel	Duration
106	10:00	2	05:00

**Dialog**

#CRICKET: wait --

Scene	Duration	Panel	Duration
107	15:00	1	05:00

**Action Notes**

Tilly runs up the stairs out the bedroom door.

Light from the hallway illuminates part of the room

Dialog

#CRICKET: Tilly --

Notes

CHARACTER SHADOWS/RIMLIGHT

CAST SHADOWS

Scene	Duration	Panel	Duration
107	15:00	2	05:00

**Dialog**

#CRICKET: WHAT''RE YOU DOING?!

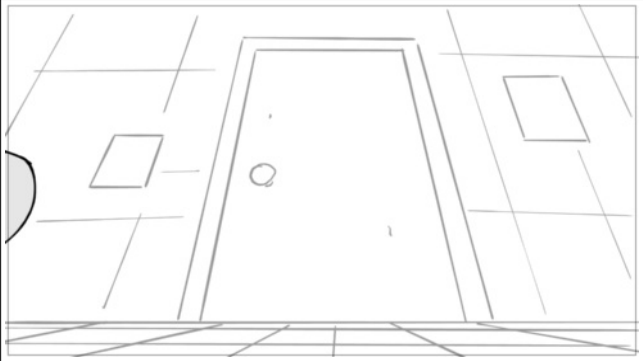
Scene	Duration	Panel	Duration
107	15:00	3	05:00



Dialog

#CRICKET: WHAT''RE YOU DOING?!

Scene	Duration	Panel	Duration
108	30:00	1	05:00



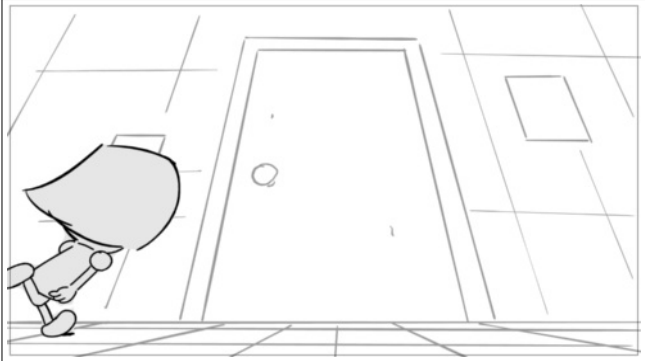
Action Notes

INT GREEN'S HALLWAY

Notes

Door is Bill's Bedroom Door

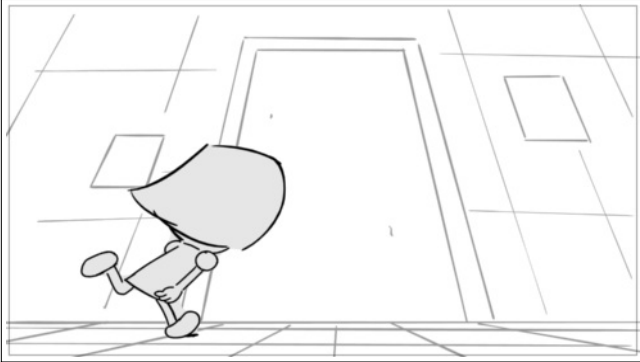
Scene	Duration	Panel	Duration
108	30:00	2	05:00



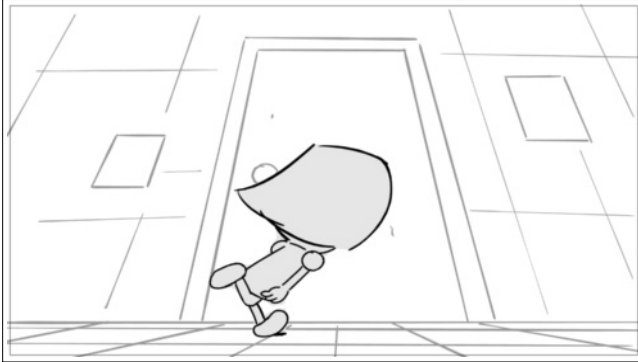
Action Notes

*****TIMING NOTE: Tilly runs into frame from left*****

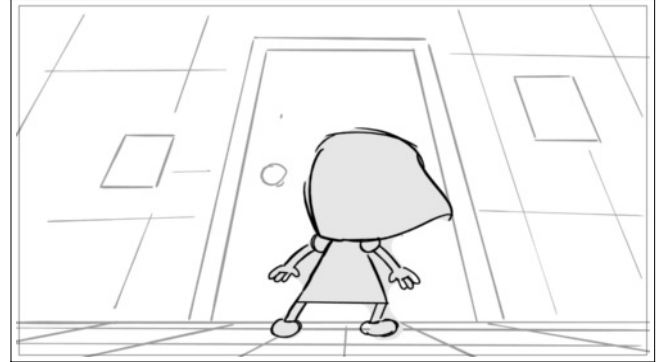
Scene	Duration	Panel	Duration
108	30:00	3	05:00



Scene	Duration	Panel	Duration
108	30:00	4	05:00



Scene	Duration	Panel	Duration
108	30:00	5	05:00



Action Notes

Tilly stops in front of Bill's room door

Notes

DETERMINED MUSIC STING