

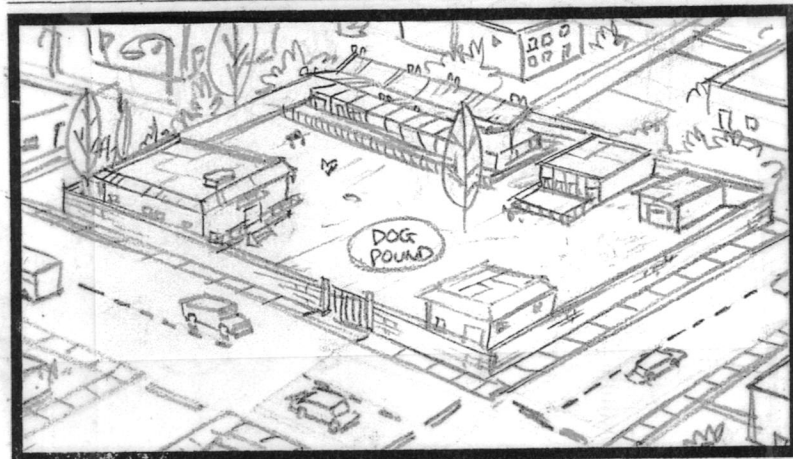
Scene

Panel

Dialogue

Action

Notes



Scene ①

Panel 1

1 OLAF
(whistles a tune - get long)

-CONT.

Action EST SHOT OF POUND

Notes (CUT)



Scene ②

Panel 1

Dialogue WHISTLING

Action OLAF WALKING HAPPY
(HAPPY)

Notes



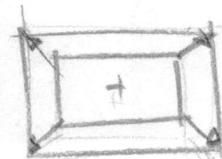
Scene Panel 2

Dialogue 2 SQUIRRELS
(chittering)

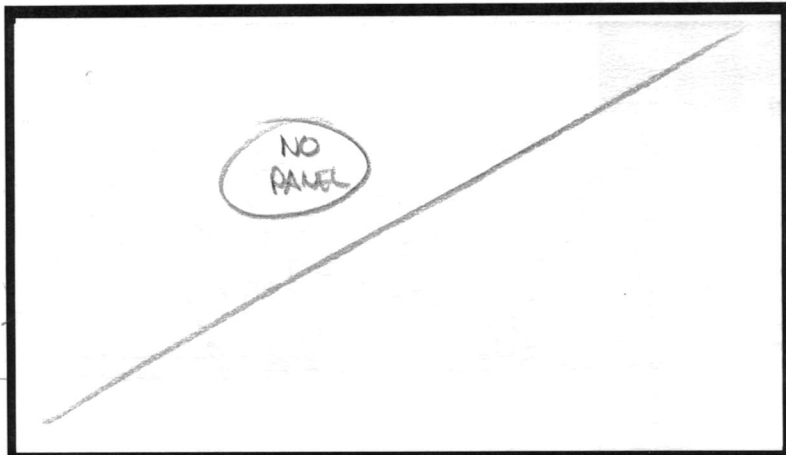
Action SQUIRRELS ON LEDGE

Notes

(CUT)



TRUCK CUT



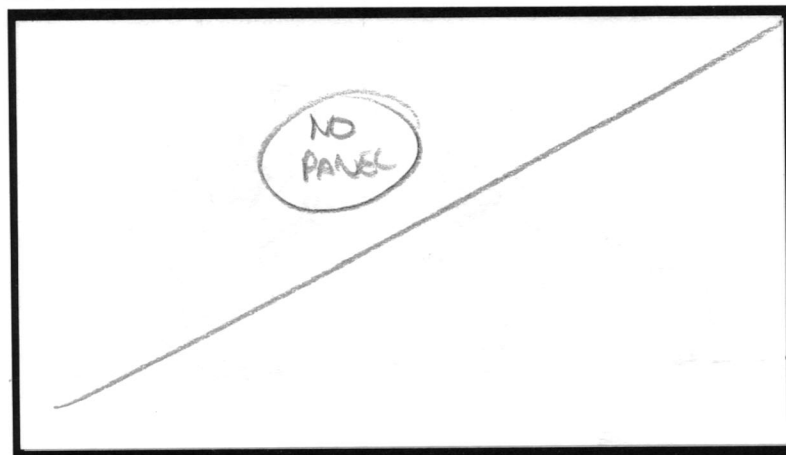
Scene

Panel

Dialogue

Action

Notes



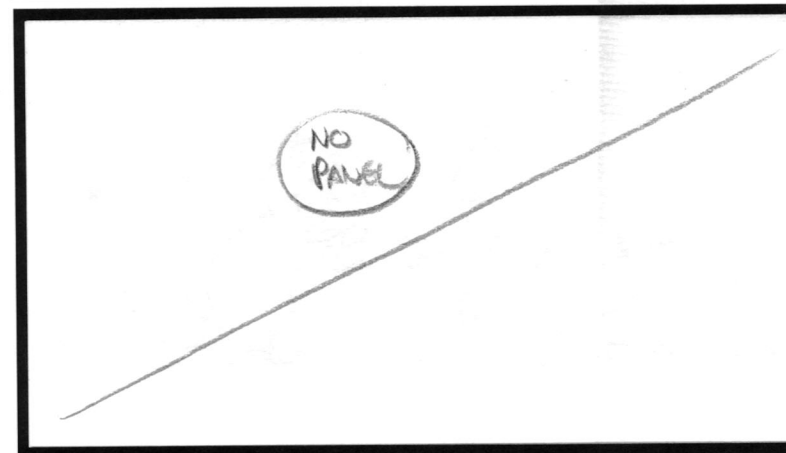
Scene

Panel

Dialogue

Action

Notes



Scene

Panel

Dialogue

Action

Notes



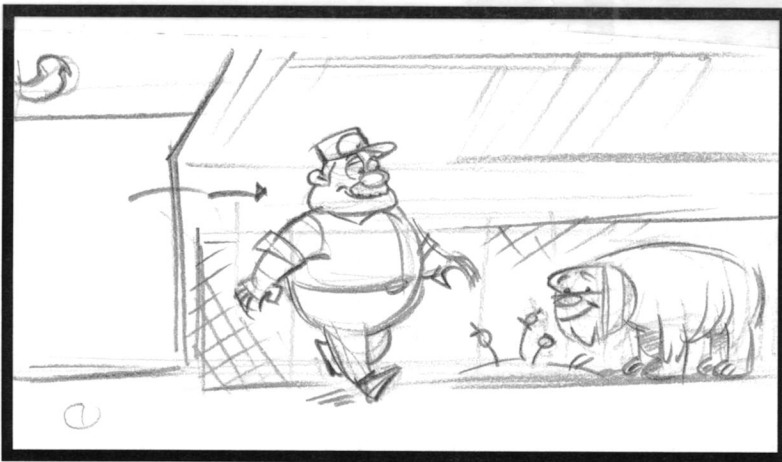
Scene ③

Panel 1

Dialogue

CUT PASSES, WE FOLLOW.
 ACTION CUT LOOKING UP AT THE SQUIRRELS.

Notes

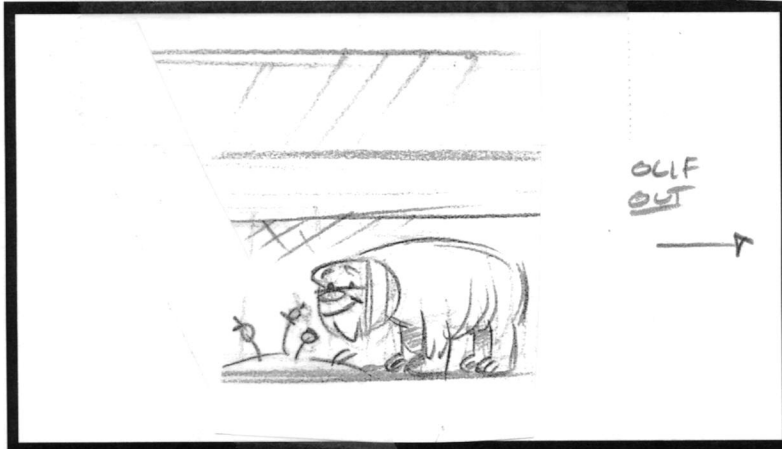


Scene Panel 2

Dialogue

Action MIBLET PAUS W

Notes



Scene Panel 3

Dialogue

Action HOLD ON MIBLET AS OLIF EXITS

Notes CLT (HU)

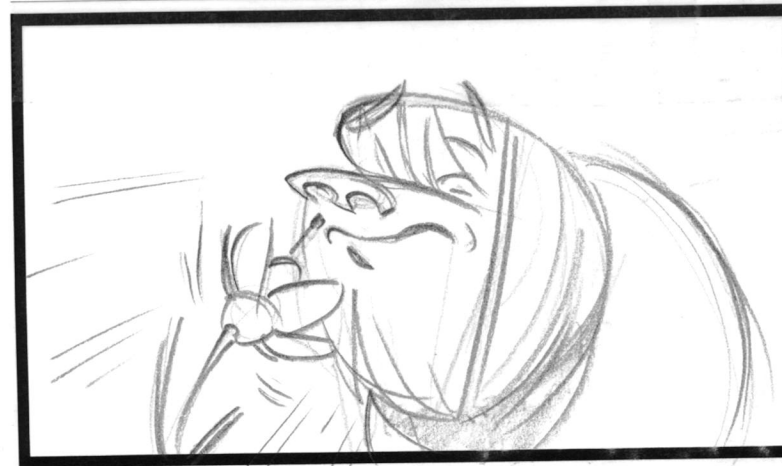


Scene (4) Panel 1

Dialogue

Action AWTIC

Notes

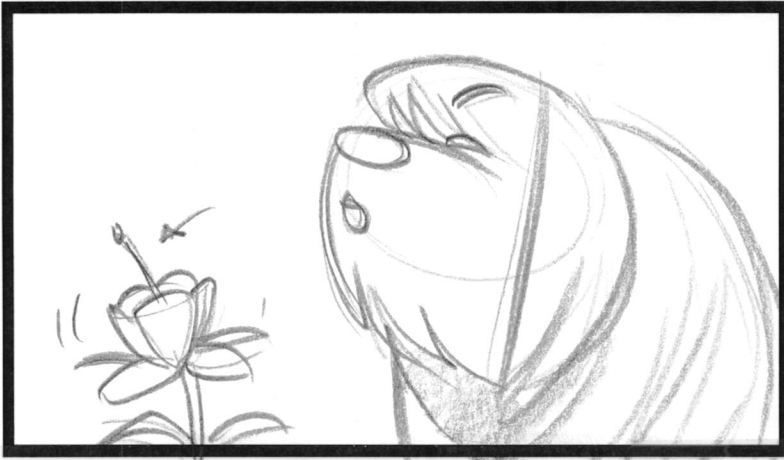


Scene Panel 2

Dialogue

Action BIG SNIFF..

Notes



Scene Panel 3
3 CONT.

Dialogue GH NIBLET: OH...

Action NIBLET SINGING TO FLOWER.

Notes



Scene Panel 4

Dialogue NIBLET: 3 CONT.
my pretty daffodil, DIL

Action

Notes

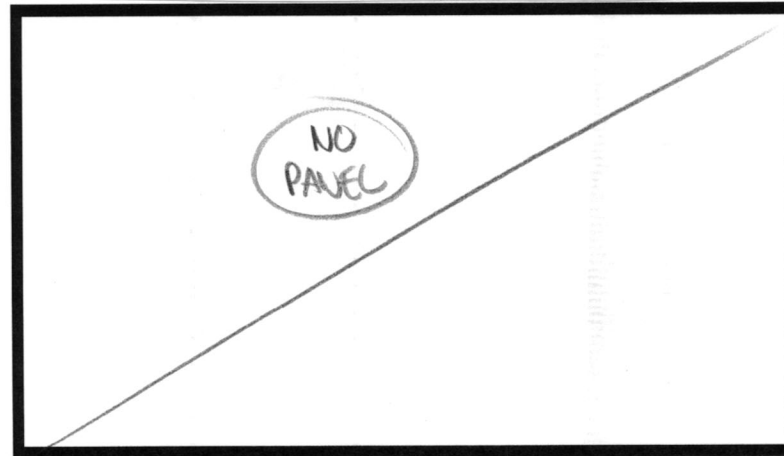


Scene Panel 5

Dialogue NIBLET: 3 CONT.
how do you ^{SO} smell
smell so sweet?
~~SWEET~~

Action

Notes



Scene Panel

Dialogue

Action

Notes



Scene Panel 6

Dialogue NIBLET / CONT 3
/Sweeter than a
ketchup stain.

Action

Notes



Scene Panel 7

Dialogue NIBLET; CONT. 3
on a pair of sweaty
feet. / *EATY*

Action

Notes *BLT* *HU*

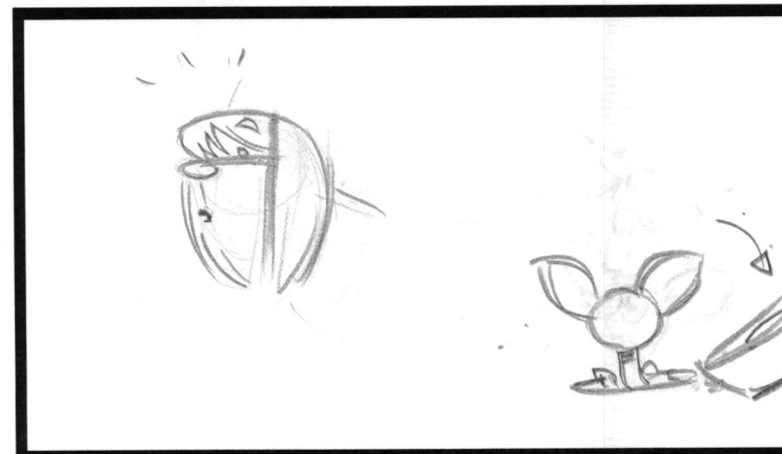


Scene *5* Panel 1

Dialogue NIBLET; CONT 3
Sweeter than a--

Action ** NOTE*

Notes

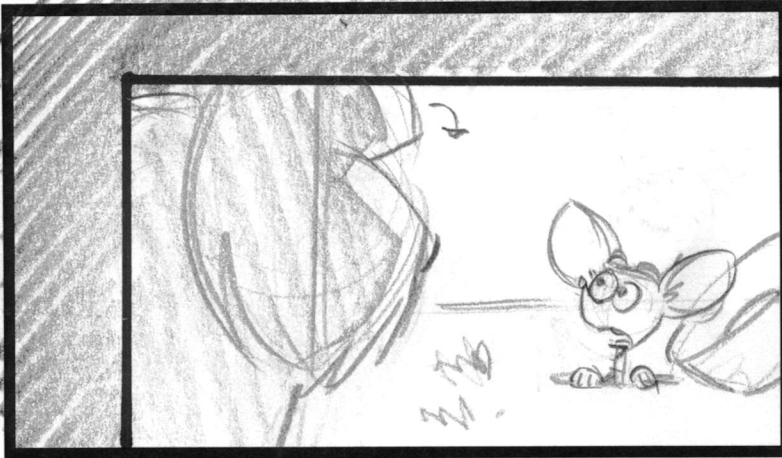


Scene Panel 2

Dialogue 4 Niblet, SQUIRT

- NIBLET REACT.
Action SQUIRT POPS UP FROM TUNNEL

Notes *CT*



Scene

Panel 3

SQUIRT, cont. 4

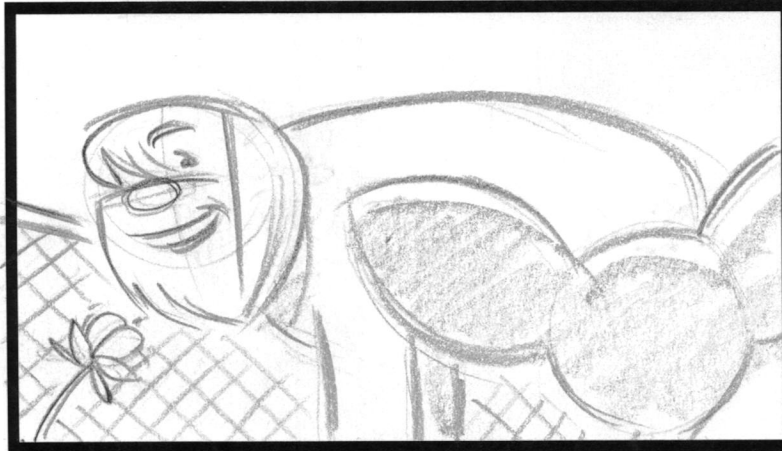
Dialogue

what the heck are you doing?!

Action

Notes

CUT



Scene

6

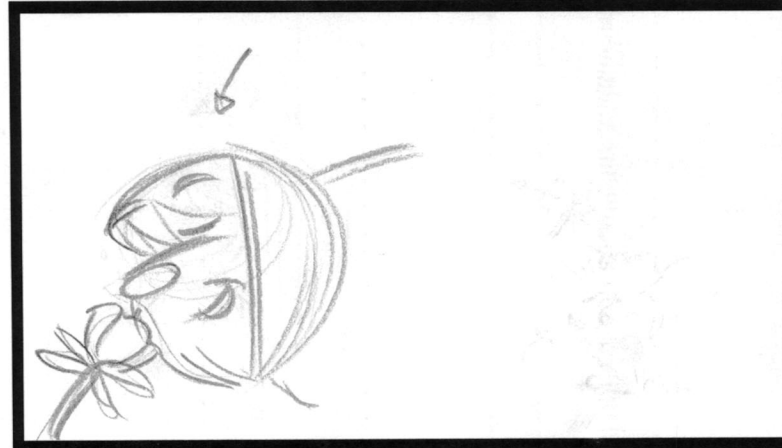
Panel 1

Dialogue

5 NIBLET
Oh, hey Squirt!

Action

Notes



Scene

Panel 2

NIBLET cont 5

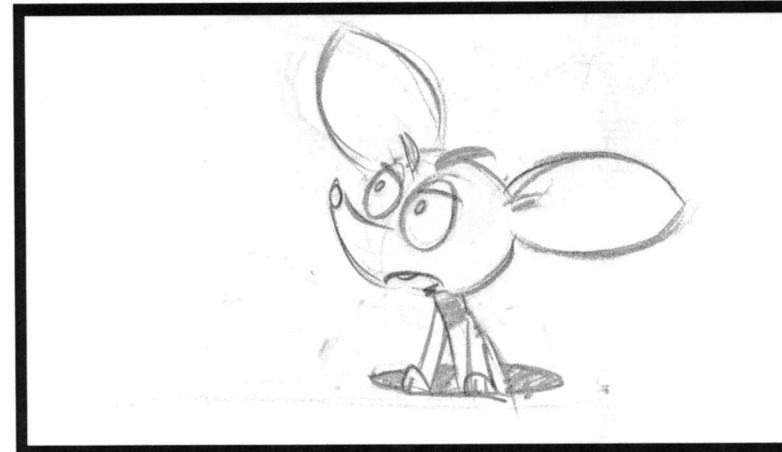
Dialogue

I'm just smellin' these perty flowers.

Action

Notes

CUT



Scene

7

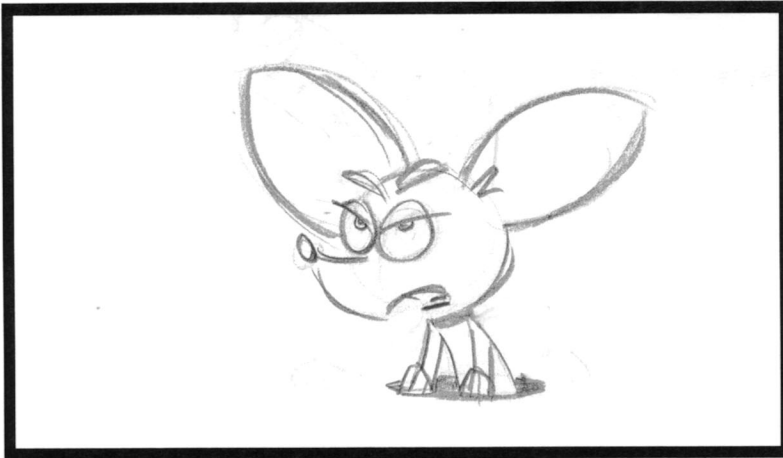
Panel 1

Dialogue

6 SQUIRT
Well quit it!

Action

Notes



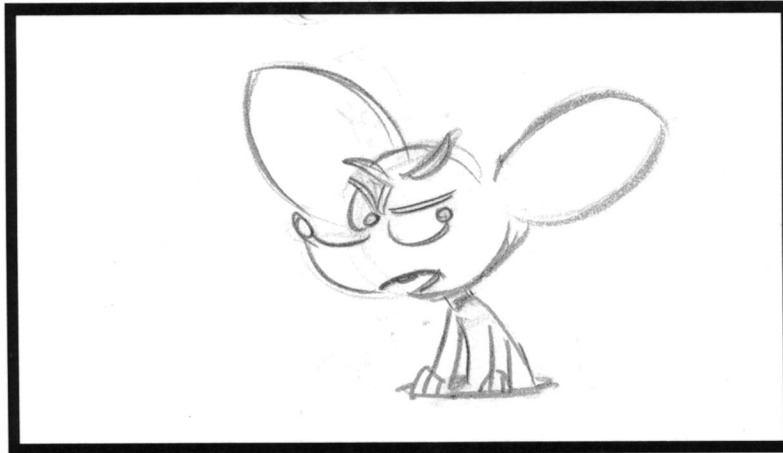
Scene

Panel 2

Dialogue *SQUIRT: 6 CONT.*
ALL RIGHT.

Action *SQUIRT ALL BUSINESS*

Notes



Scene

Panel 3

Dialogue *SQUIRT: 6. CONT.*
you're You're supposed to be on alert!

Action

Notes *CUT*



Scene *8*

Panel 1

Dialogue *NIBLET: 7*
OOH...

Action

Notes



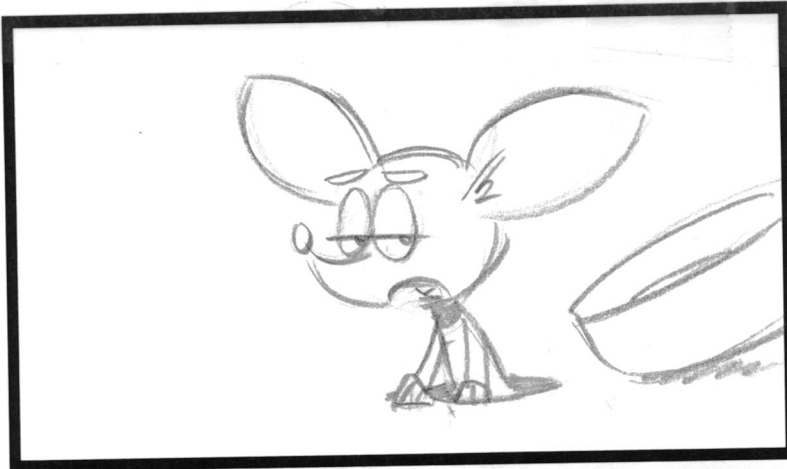
Scene

Panel 2

Dialogue *7* NIBLET
 sorry. I forgot. *left*

Action

Notes *CUT*



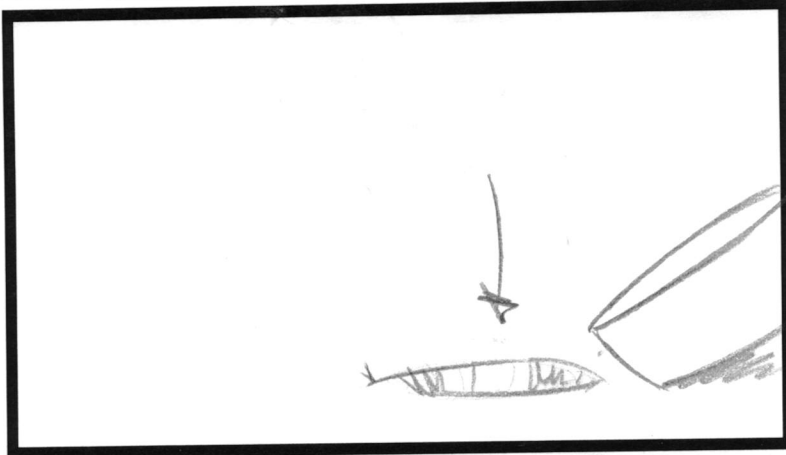
Scene 9

Panel 1

Dialogue 8 SQUIRT
(under his breath)
Goof ball...

Action

Notes

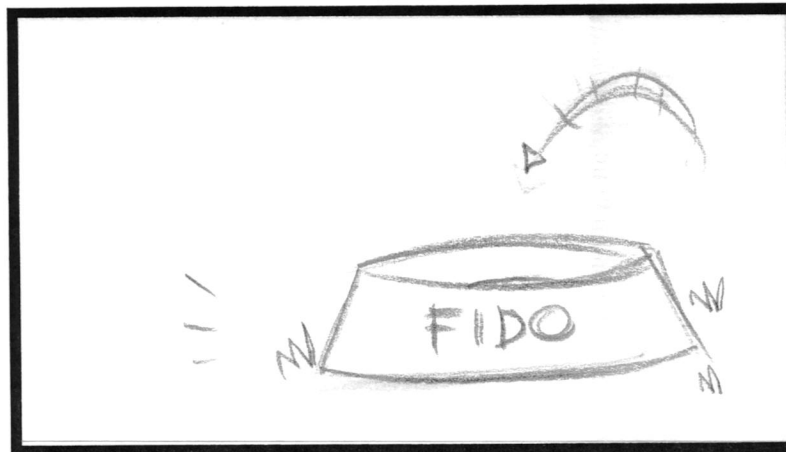


Scene Panel 2

Dialogue

Action SQUIRT EXITS.

Notes

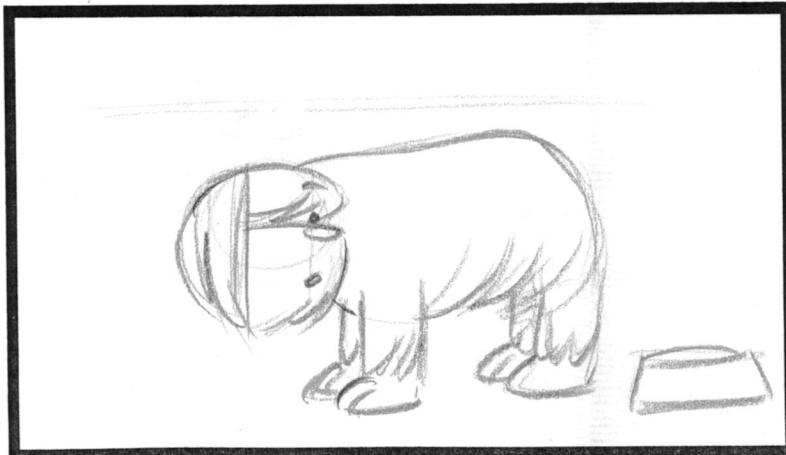


Scene Panel 3

Dialogue

Action ~~FOR~~ FOOD HATCH CLOSES.

Notes CUT

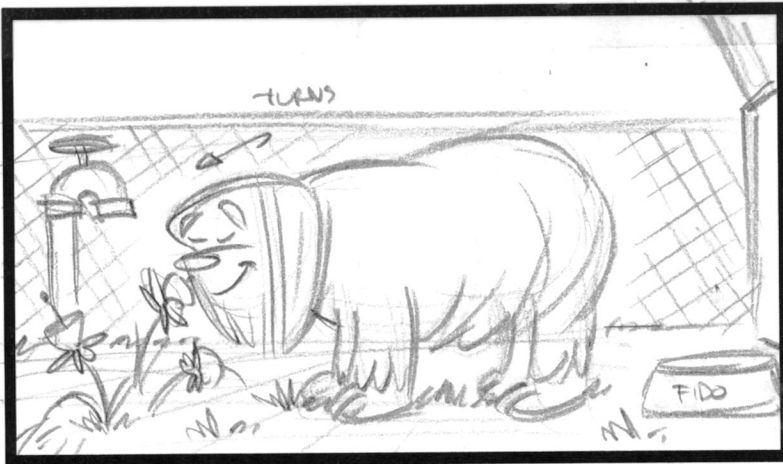


Scene 10 Panel 1

Dialogue

Action

Notes



Scene Panel 2

Dialogue 9 NIBLET (sniffs flowers)

Action NIBLET GOES BACK TO SNIFFING FLOWERS.

Notes

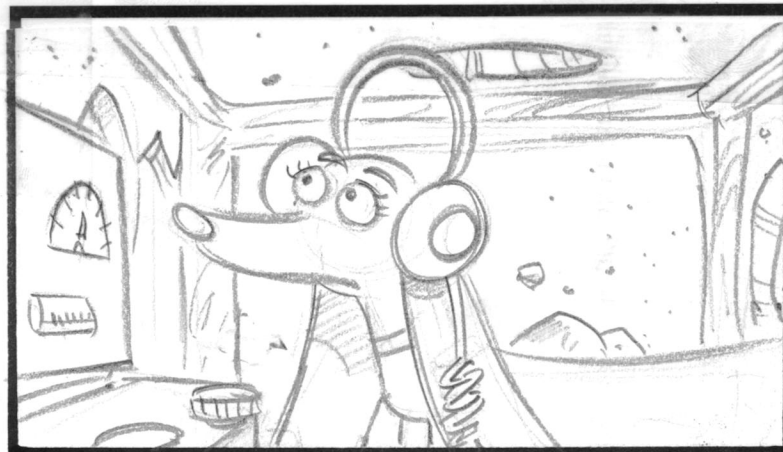


Scene Panel 3

Dialogue

Action

Notes C.T.

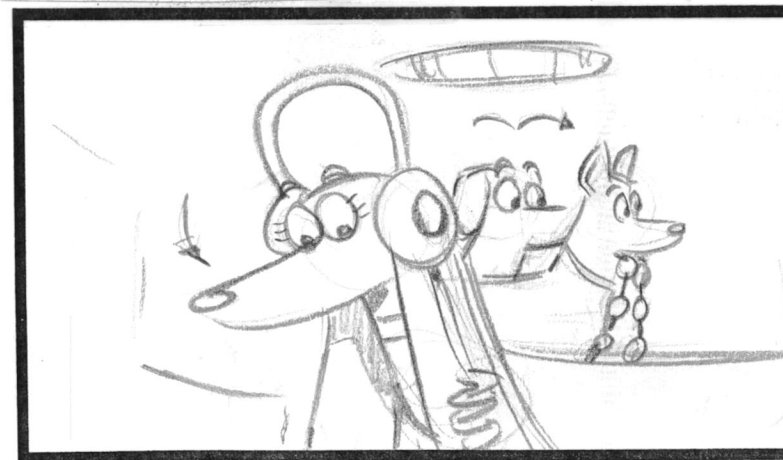


Scene (11) Panel 1

Dialogue

Action STRUDEL LISTENS WITH HEADPHONES.

Notes

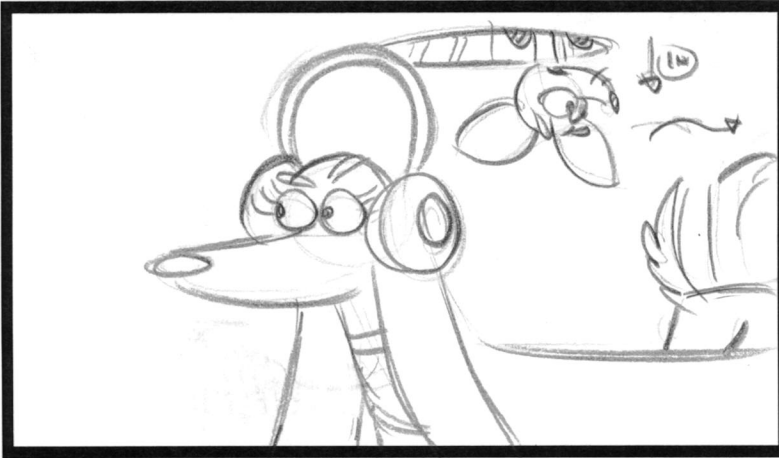


Scene Panel 2

Dialogue 10 DOGS (busy walla)

Action GENERIC DOGS WALK THROUGH WITH CHAINS.

Notes

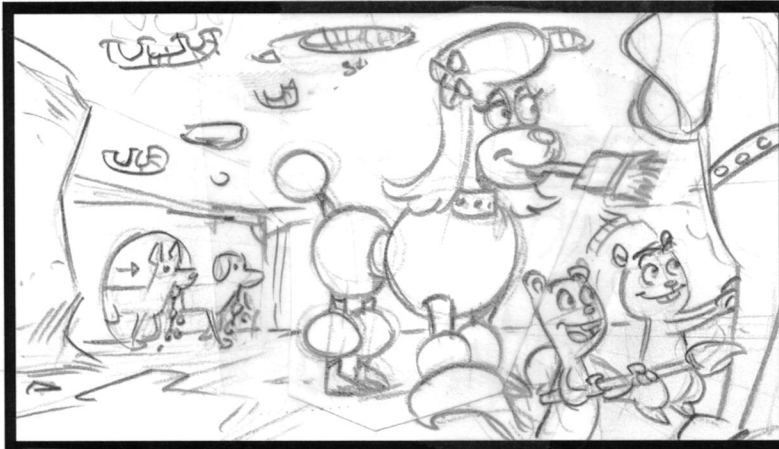


Scene Panel 3

Dialogue

Action SCURT POPS HIS HEAD IN

Notes (CUT) (THU)



Scene (12) Panel 1

Dialogue



Action DOGS WALK IN IN DOUG & 2 SQUIRRELS WORKING ON COOKIES

Notes PUTTING ON "BEAT UP" MAKEUP.



Scene Panel 2

Dialogue

Action

Notes (CUT)



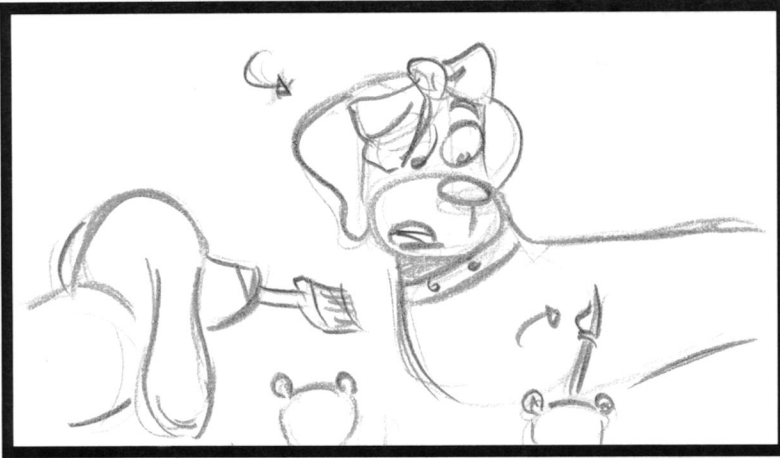
Scene (CUT) (13) Panel 1

Dialogue

11 COOKIE
Okay, now this is just dumb.

Action

Notes COOKIE SKUFFED UP.



Scene

Panel 2

11. CONT. COOKIE

Dialogue

I mean for starters,
STARTERS

Action

Notes



Scene

Panel 3

11. CONT. COOKIE.

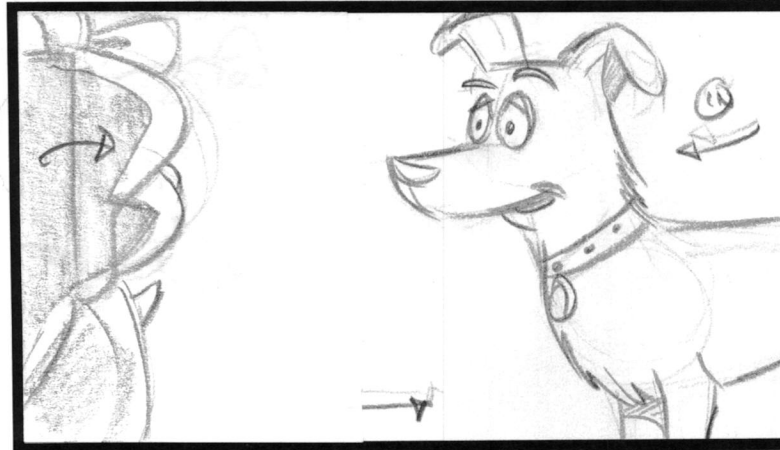
Dialogue

NO WAY no way no how
would I ever get beat up this bad.

Action

Notes

CUT HU



Scene

14

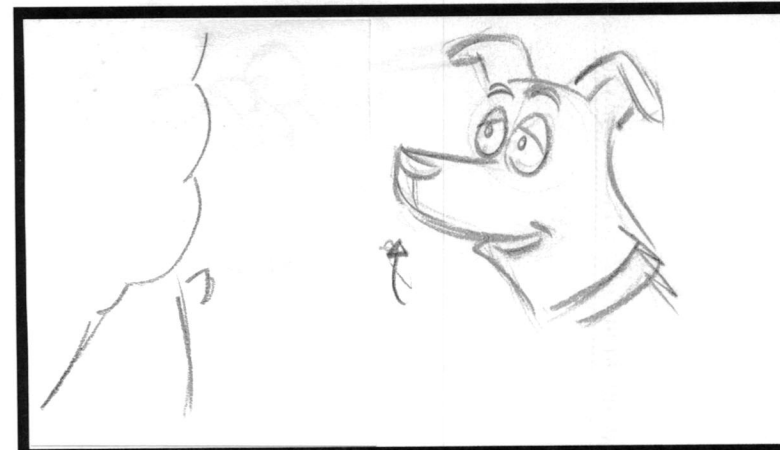
Panel 1

Dialogue

12 LUCKY
Careful.

Action

Notes



Scene

Panel 2

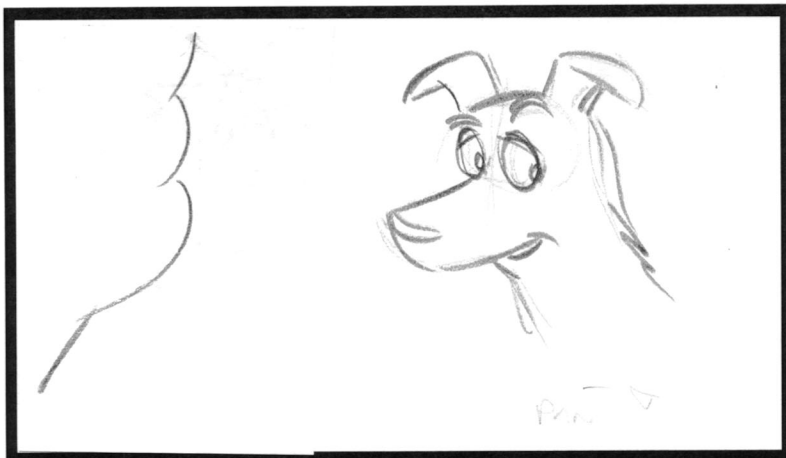
12 CONT. LUCKY.

Dialogue

You'll muss up your skull
fracture. SKULL

Action

Notes



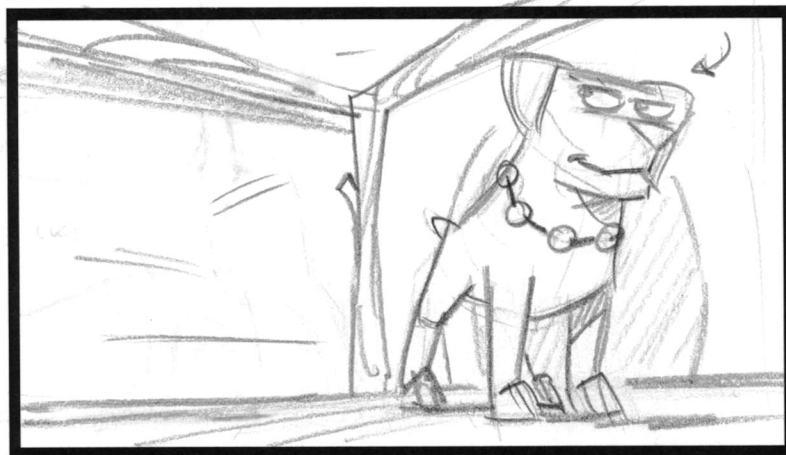
Scene Panel 3

12 CONT. LUCKY.

Dialogue Besides, we're doin' this for Rocky, right?

Action

Notes (cut)

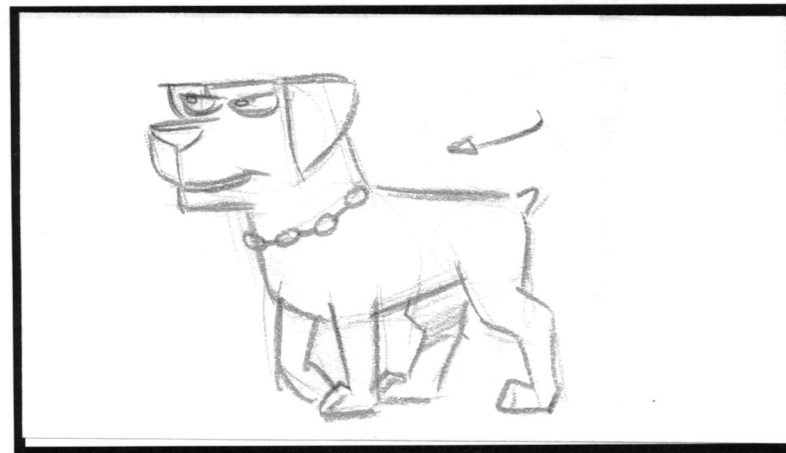


Scene 15 Panel 1

Dialogue

Action

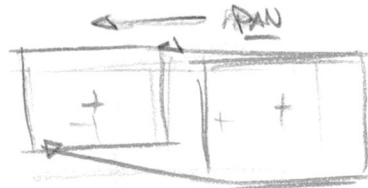
Notes



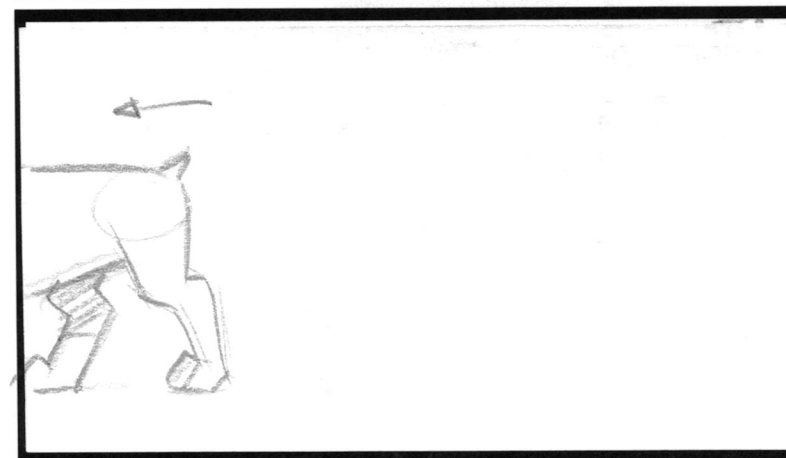
Scene Panel 2

Dialogue 13 TYSON And lemme say,

Action



Notes



Scene Panel 3

13 CONT. TYSON

Dialogue I really appreciate

Action

Notes (cut) (HU)

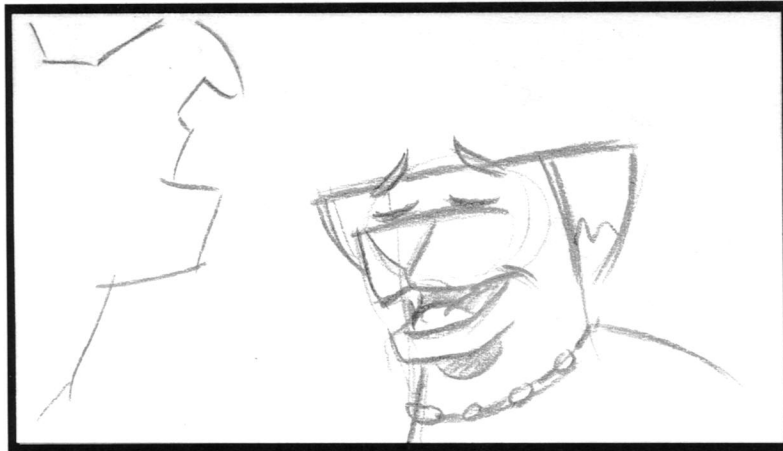


Scene 16 Panel 1

Dialogue 13 CONT. TYSON
Thanks to you guys, Junkyard
Jim'll think I'm the

Action SETTLE.

Notes

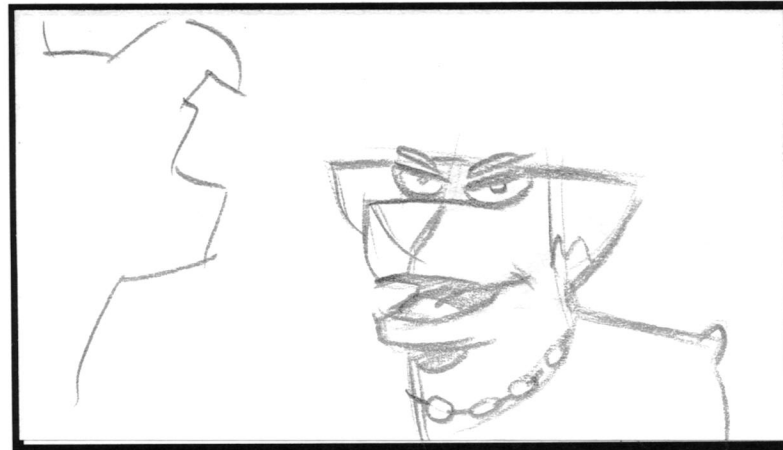


Scene Panel 2

Dialogue 13. CONT TYSON
bravest,

Action

Notes

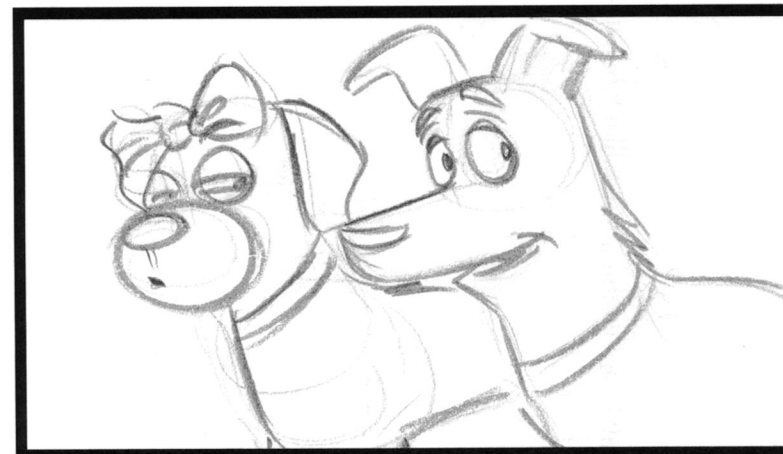


Scene Panel 3

Dialogue 13. CONT TYSON
toughest dog in town! most

Action

Notes (CUT)

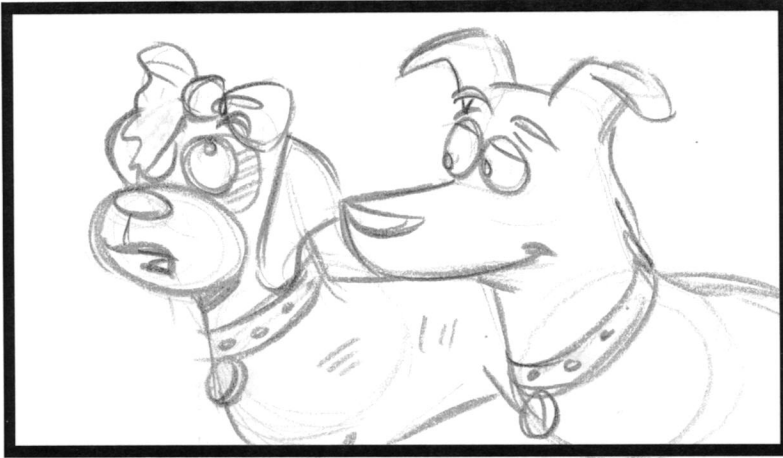


Scene 17 Panel 1

Dialogue 14 LUCKY
Exactly.

Action

Notes

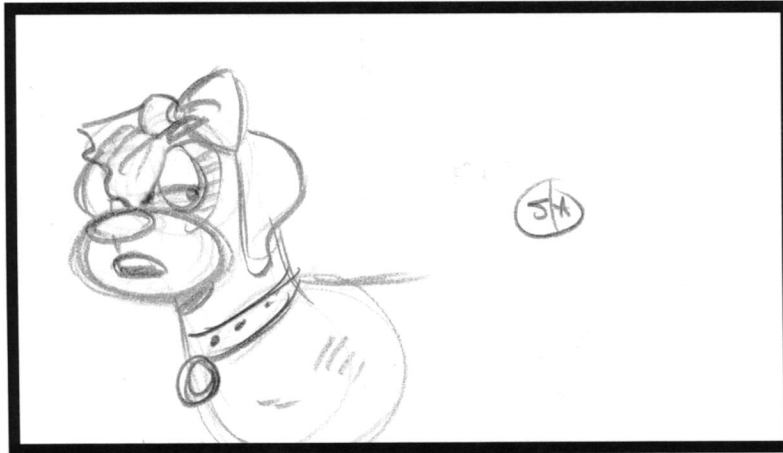


Scene Panel 2

Dialogue Ugh. 15 COOKIE

Action

Notes

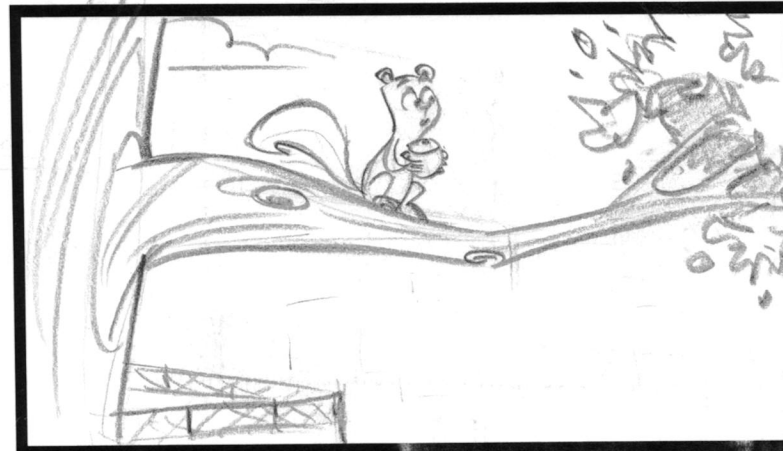


Scene Panel 3

Dialogue 15 CONT. COOKIE.
THE SACRIFICES I MAKE FOR MY SPECIES...

Action

Notes OUT

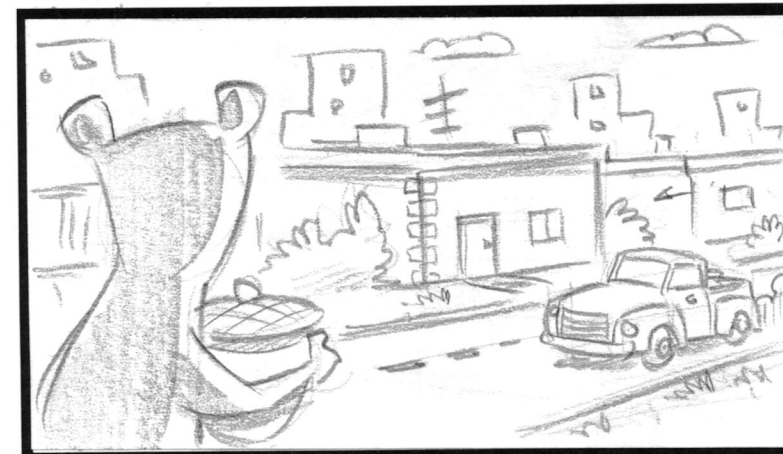


Scene 18 Panel 1

Dialogue

Action

Notes SQUIRREL SITTING ON BRANCH OUTSIDE A COMPOUND WALL. OUT



Scene 19 Panel 1

Dialogue

Action TRUCK FX.

Notes



Scene Panel 2

Dialogue

16 SQUIRREL #1
(chitters, like "I see him!")

Action

Notes (EUT)



Scene (20) Panel 1

Dialogue

Action

Notes (EUT)



Scene (21) Panel 1

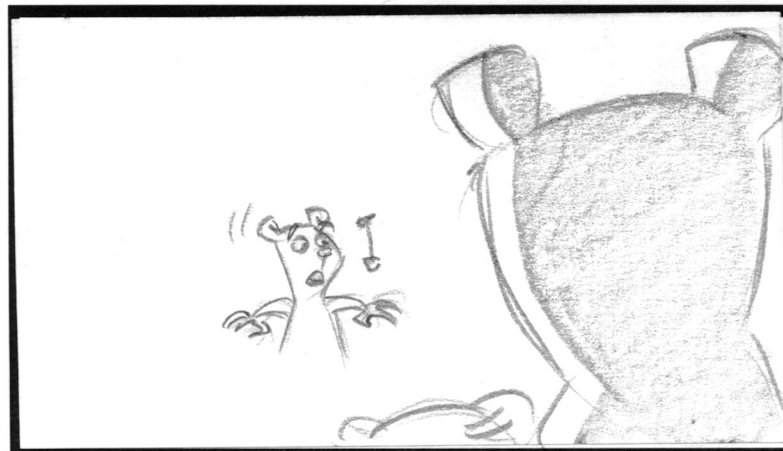
Dialogue

MOVES AROUND LIKE A STEERING WHEEL

Action



Notes (EUT)

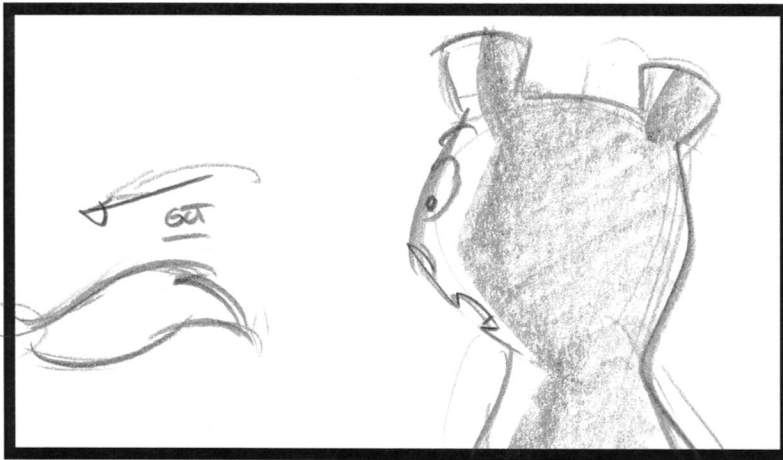


Scene (22) Panel 1

Dialogue

Action

Notes



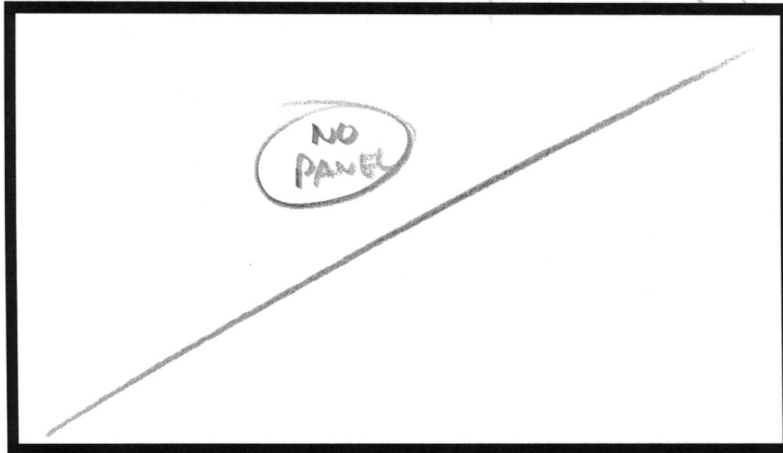
Scene

Panel 2

Dialogue

Action

Notes GA



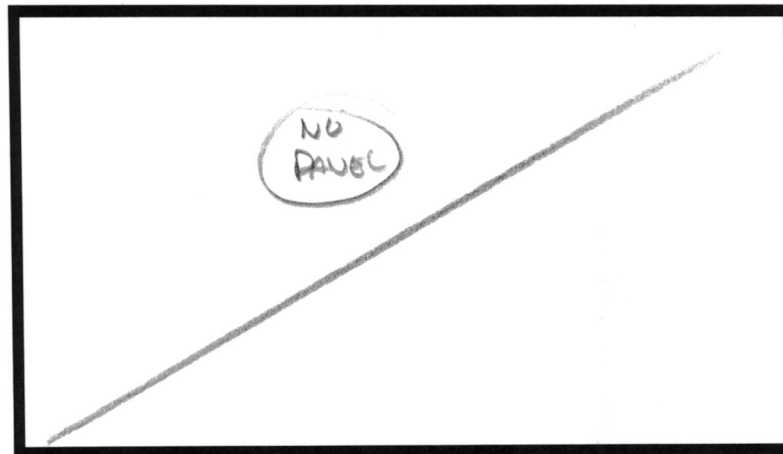
Scene

Panel

Dialogue

Action

Notes



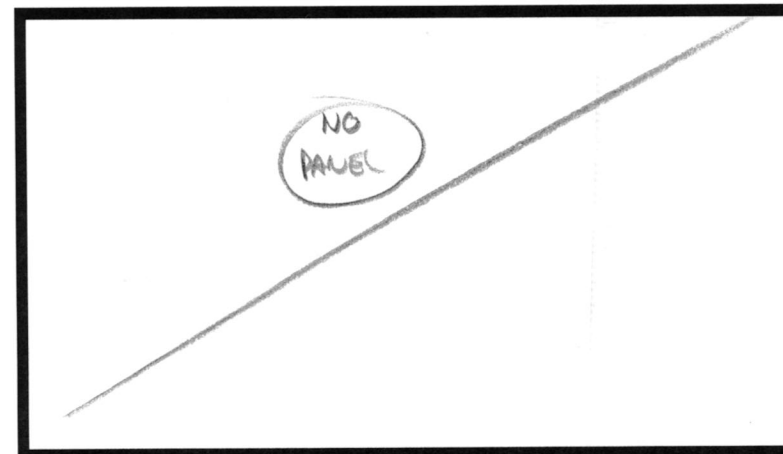
Scene

Panel

Dialogue

Action

Notes



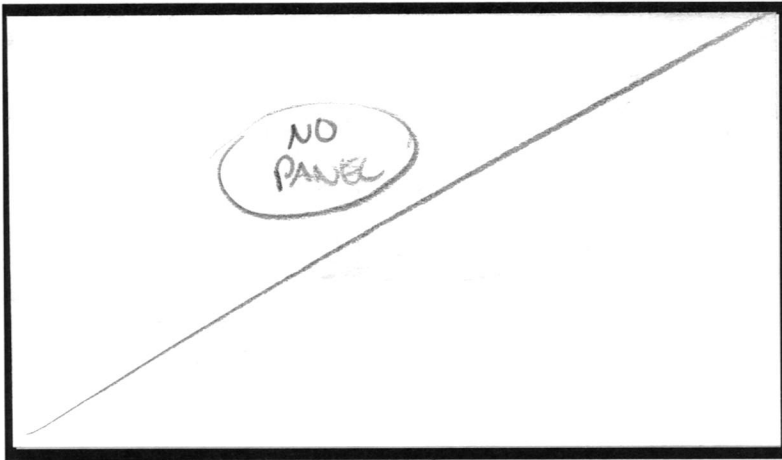
Scene

Panel

Dialogue

Action

Notes



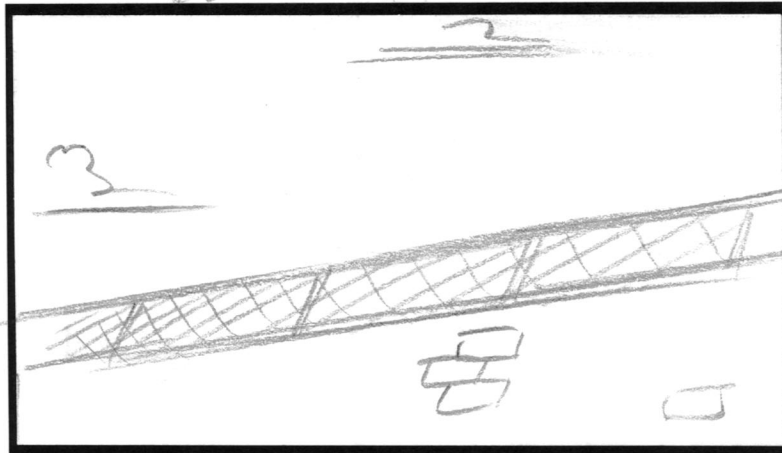
Scene

Panel

Dialogue

Action

Notes



Scene

(23)

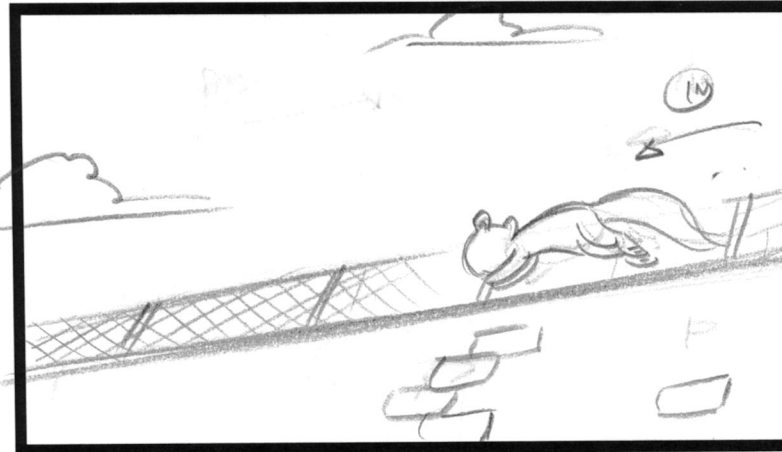
Panel

1

Dialogue

Action

Notes



Scene

Panel

2

Dialogue

Action

Notes



Scene

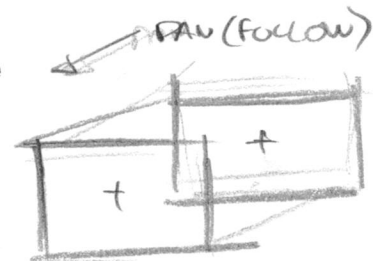
Panel

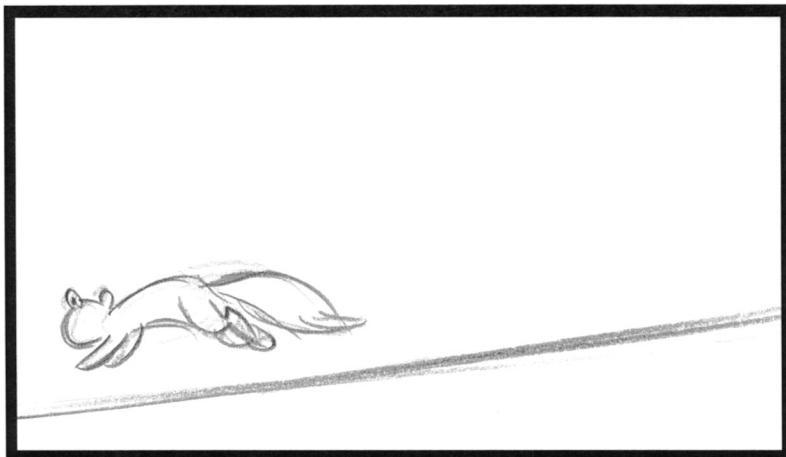
3

Dialogue

Action

Notes



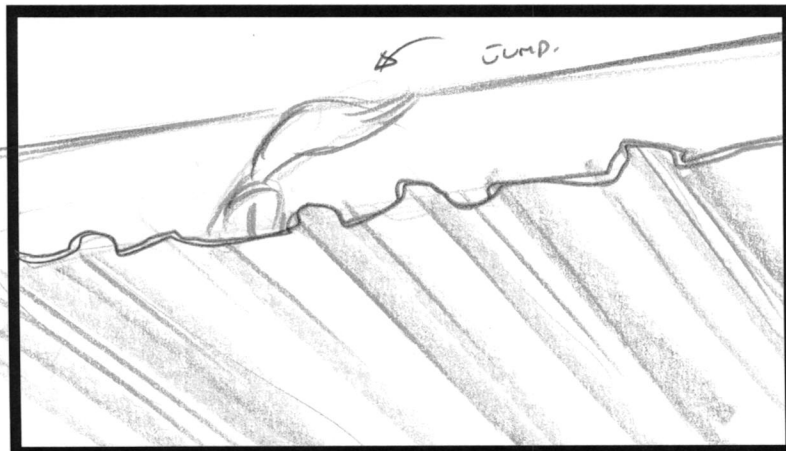


Scene Panel 4

Dialogue

Action

Notes

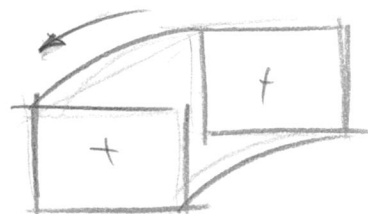


Scene Panel 5

PAN DOWN

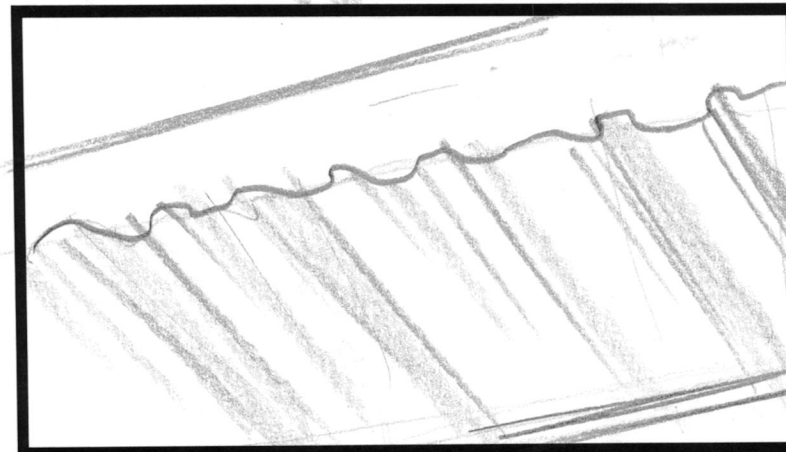
Dialogue

Action



Notes

JUMPS OUT OF TIN - (SHADE OF DOGHOUSES)
A ROOF



Scene Panel 6

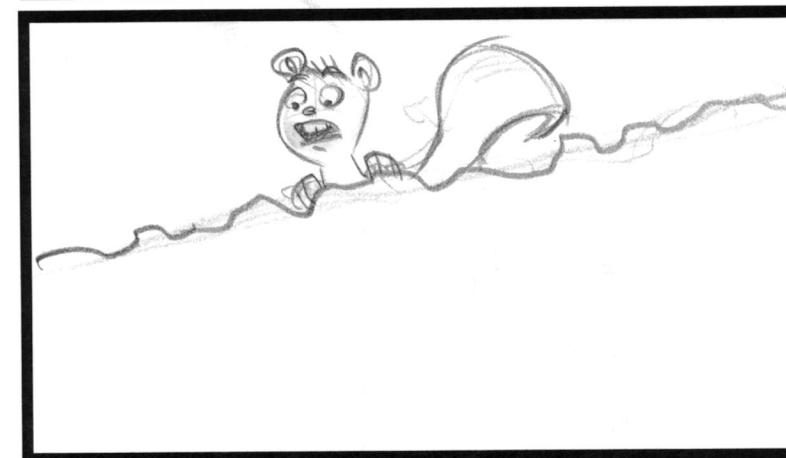
Dialogue

SFX CLANG

Action

SFX FOOTSTEPS, FOOTSLICK

Notes



Scene Panel 7

Dialogue

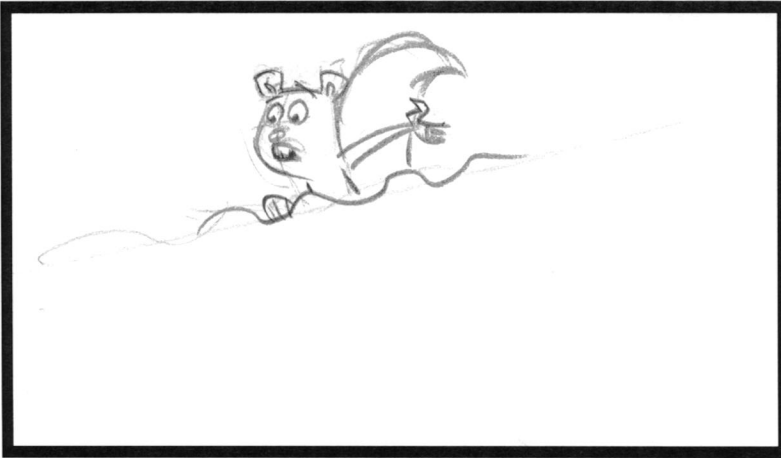
WATERS

17 SQUIRREL #2
(chitters, like "he's coming!")

Action

Notes

2



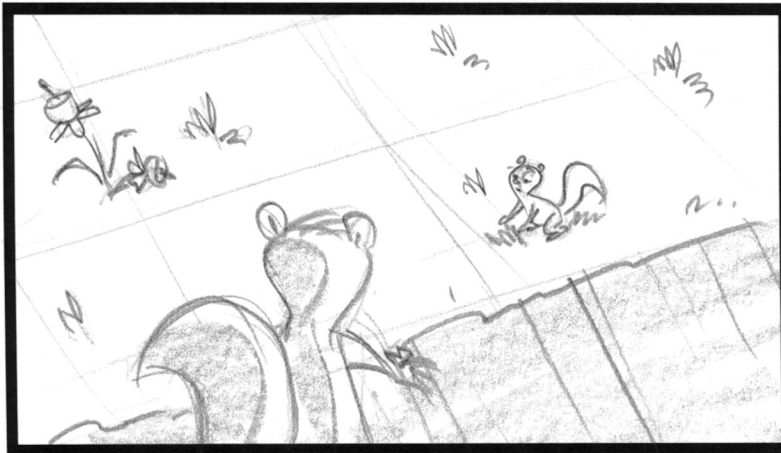
Scene

Panel 8

Dialogue

Action

Notes *(CUT)*



Scene *(24)*

Panel 1

Dialogue

Action

Notes



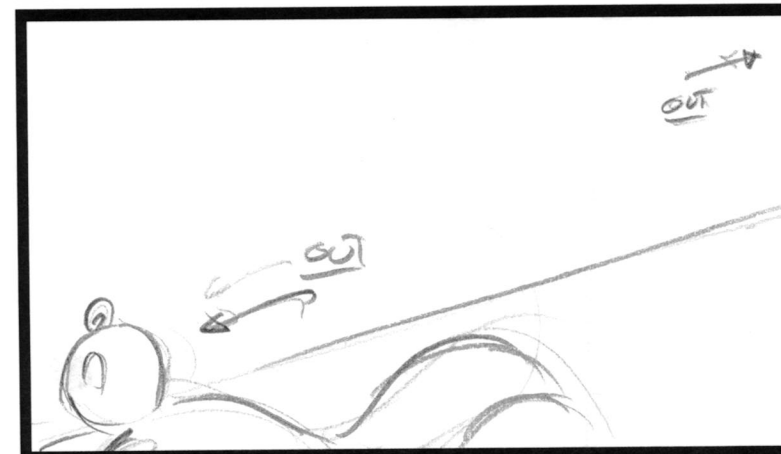
Scene

Panel 2

Dialogue

Action *SQUIRREL # 3 RUNS CUT.*

Notes



Scene

Panel 3

Dialogue

Action

Notes *(CUT)*



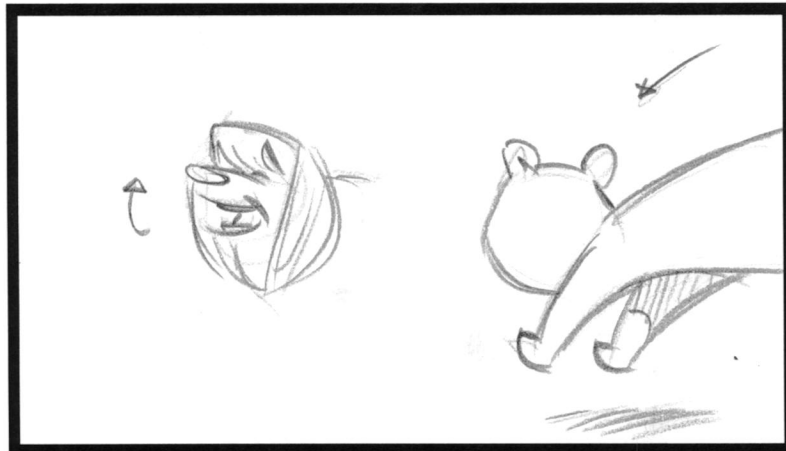
Scene 25

Panel 1

18 NIBLET.
Sweeter than a beef bone that's
been left out

Action

Notes



Scene Panel 2

18. CONT. NIBLET.
Dialogue in the sun...

Action SQUIRREL IN

Notes



Scene Panel 3

19 SQUIRREL #3
(chitters, like "He's coming,
Niblet, he's coming!")

Action

Notes



Scene Panel 4

Dialogue 20 NIBLET
Huh? Who?

Action

Notes



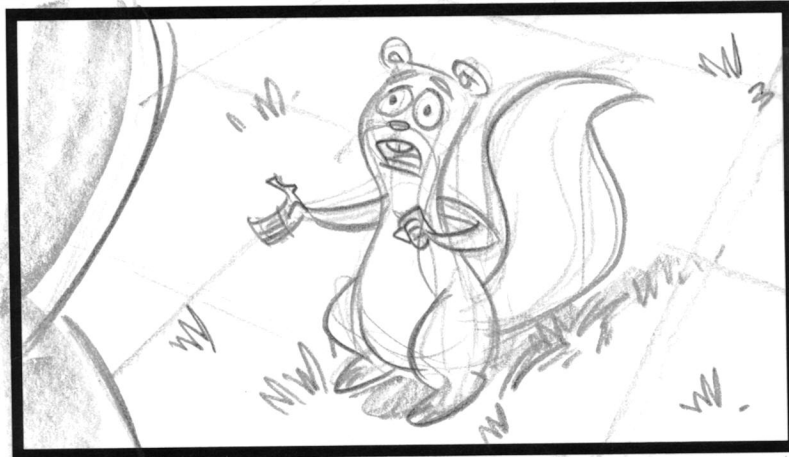
Scene

Panel 5

Dialogue

Action

Notes (CUT)



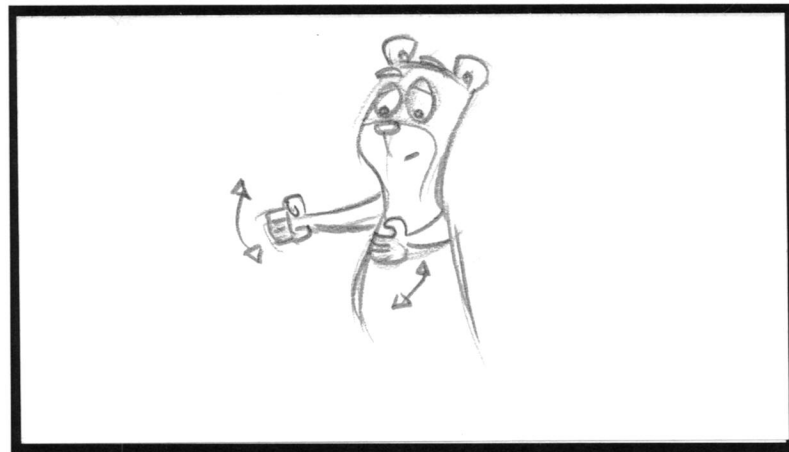
Scene (26)

Panel 1

21 SQUIRREL #3
(chitters, like "The Junkman!")

Action

Notes



Scene

Panel 2

Dialogue

(MIME)
Action MIMIC STEERING WHEEL

Notes



Scene

Panel 3

Dialogue

Action MIMIC HAT GESTURE

Notes (CUT)



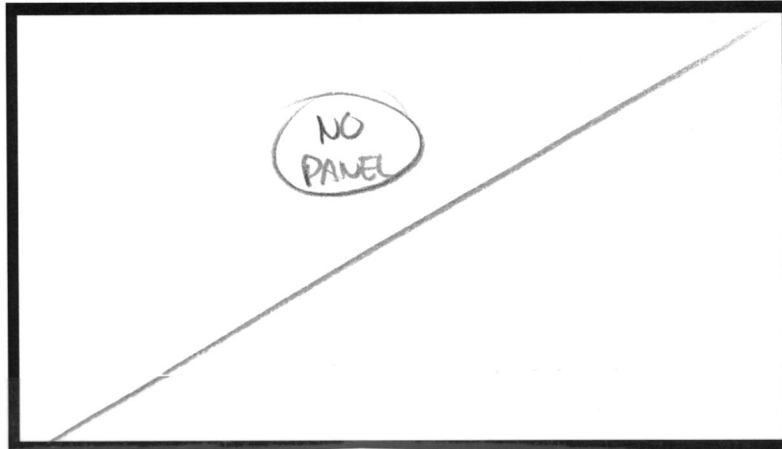
Scene 27

Panel 1

Dialogue Oh yeah! NIBLET

Action

Notes



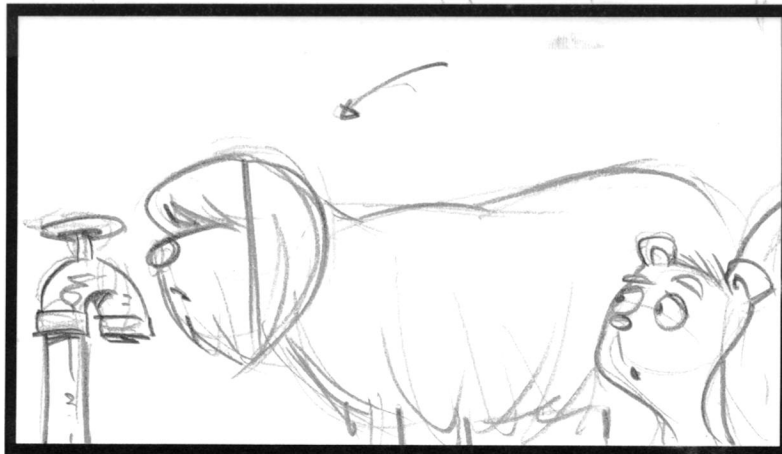
Scene

Panel

Dialogue

Action

Notes



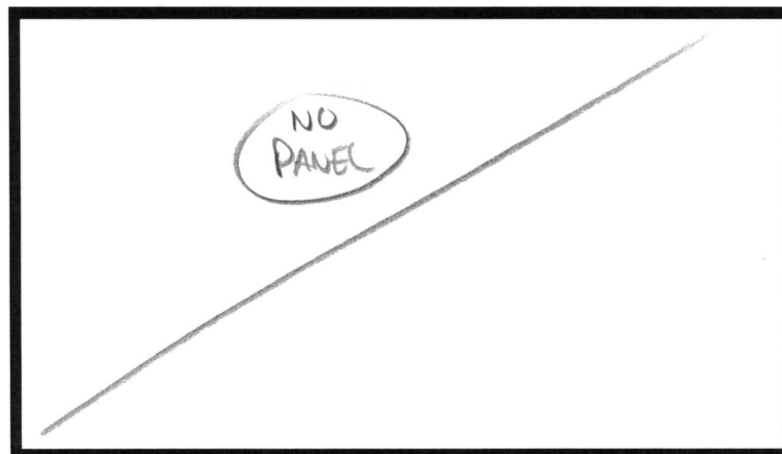
Scene

Panel 2

Dialogue

Action TURNS TO TAP.

Notes



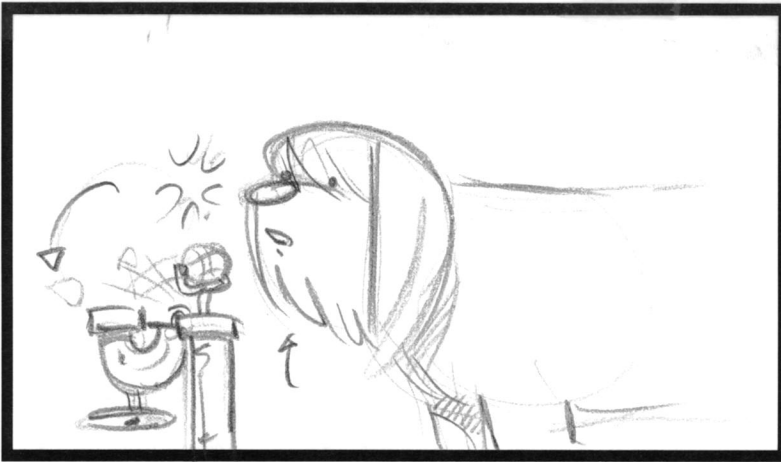
Scene

Panel

Dialogue

Action

Notes



Scene Panel 3

Dialogue

Action FLIPS UP TAP WITH HIS NOSE

Notes

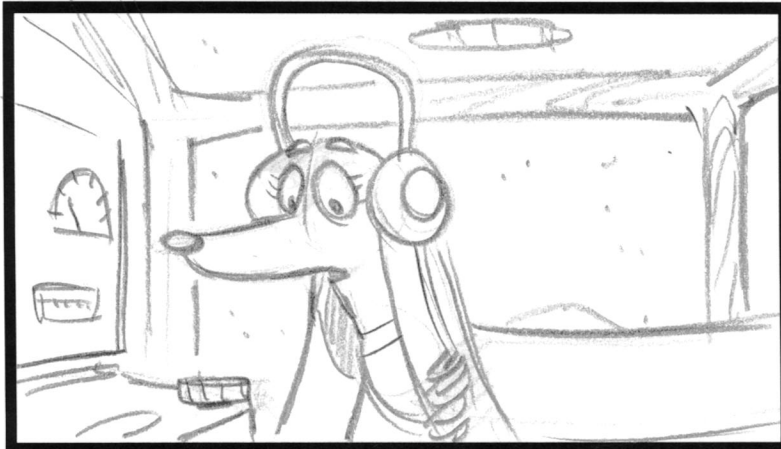


Scene Panel 4

23 NIBLET (into the mic) Uh... Goldilocks to Knackwurst -

Action

Notes (OUT)



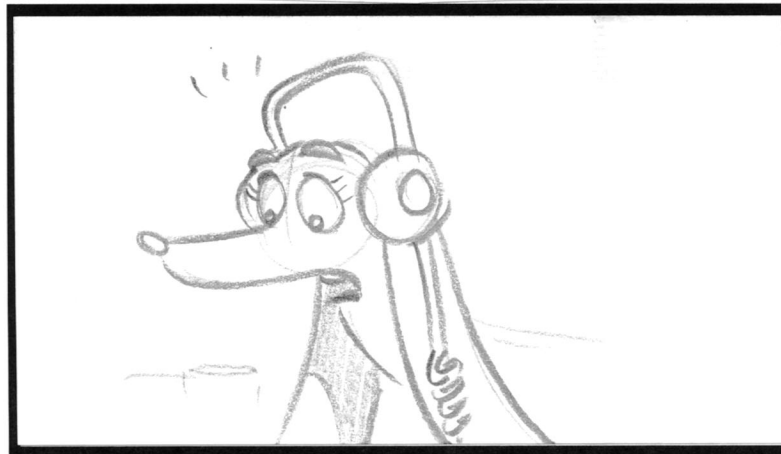
Scene 28 Panel 1 23 CONT. NIBLET UD.

Santa Claus is coming to town!

INT. HEADQUARTERS - CONTINUOUS

Strudel at the control board, wearing headphones

Notes

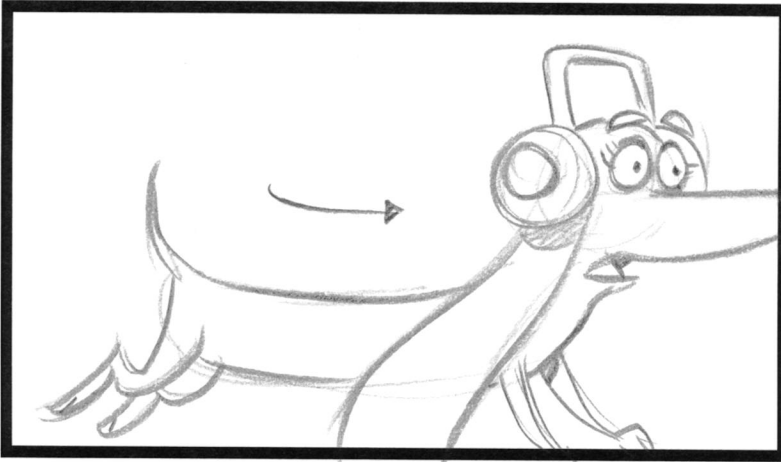


Scene Panel 2

Dialogue 24 STRUDEL Roger that!

Action

Notes



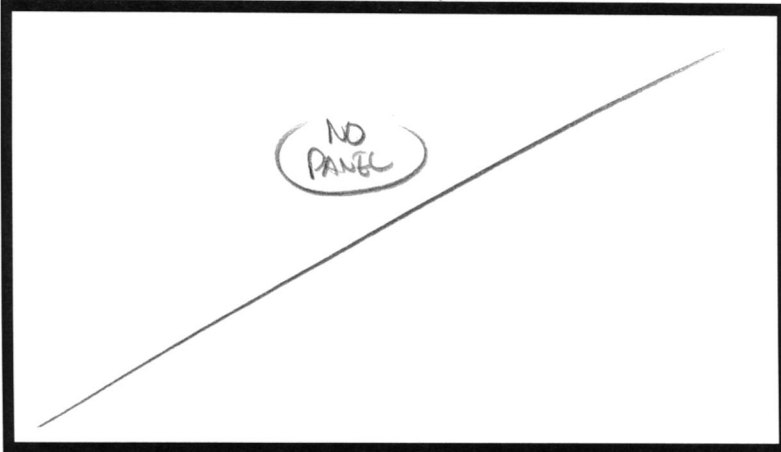
Scene

Panel 3

Dialogue

Action SCRUDER RUNS CCT.

Notes (CCT)



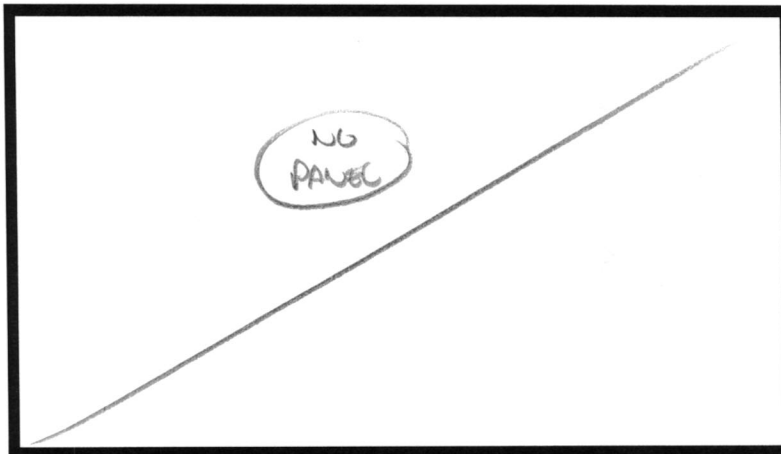
Scene

Panel

Dialogue

Action

Notes



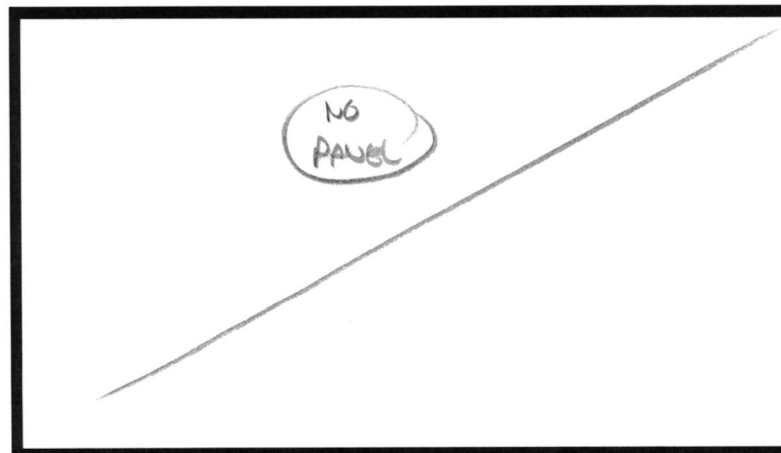
Scene

Panel

Dialogue

Action

Notes



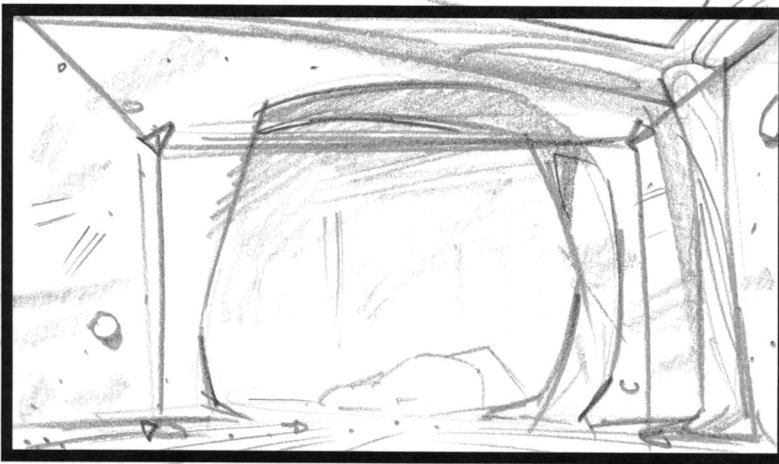
Scene

Panel

Dialogue

Action

Notes



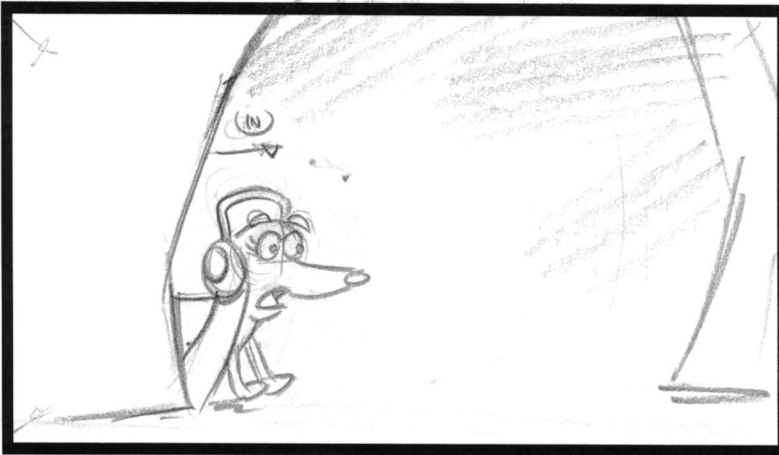
Scene 29

Panel 1

Dialogue

Action

Notes TRUCK IN ON DOORWAY.

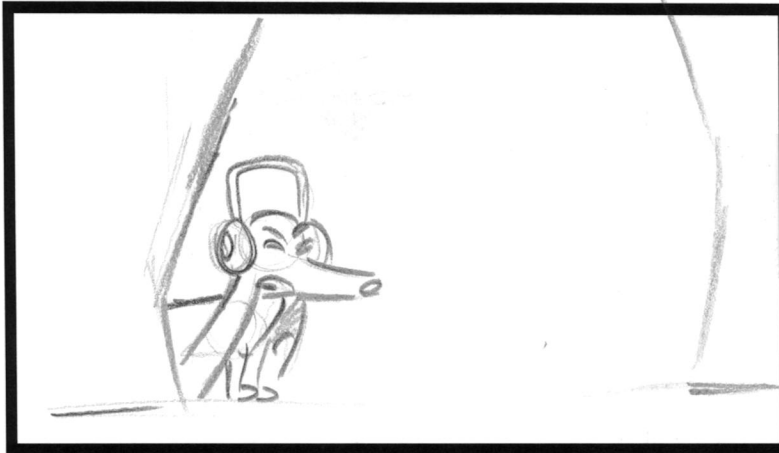


Scene Panel 2

Dialogue 25 STRUDEL
Santa Claus --

Action

Notes

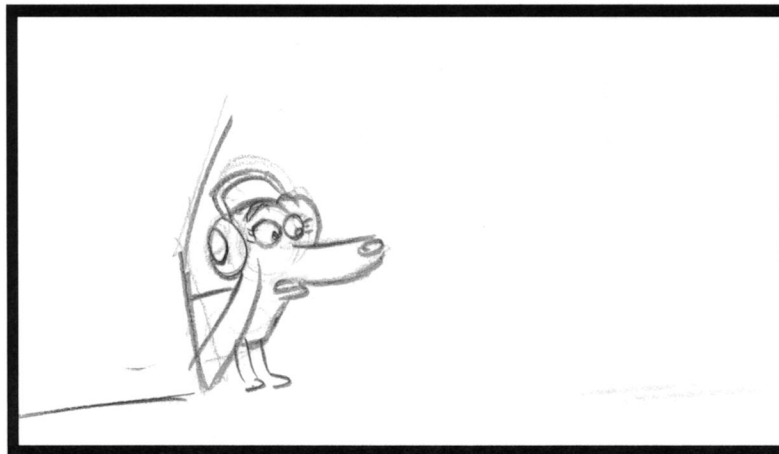


Scene Panel 3

Dialogue 25 CONT. STRUDEL
- I 'mean

Action

Notes

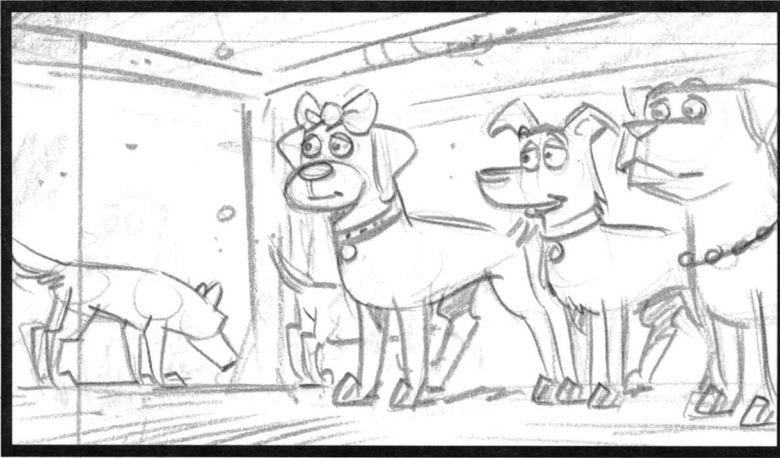


Scene Panel 4

Dialogue 25 CONT. STRUDEL
JUNKYARD JIM IS COMING

Action

Notes CVD



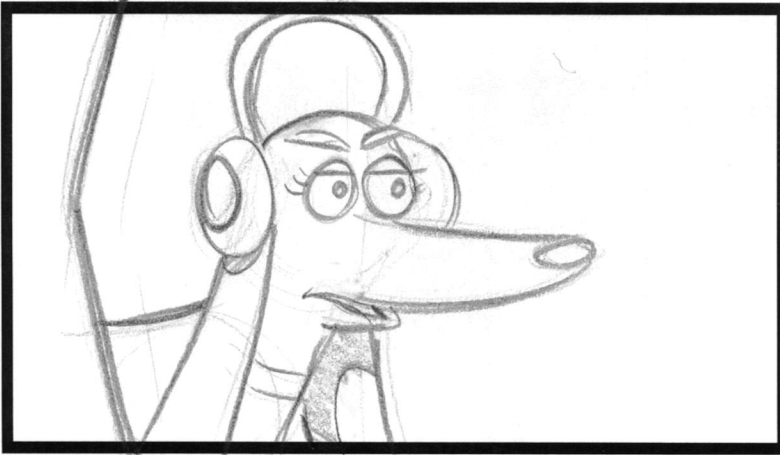
Scene (30)

Panel 1

Dialogue 26 LUCKY
Right on time.

Action

Notes (CUT)



Scene (31)

Panel 1

27 STRUDEL
Of course he's on time! The
message I left convincing him to
come here was HERE.

Action

Notes

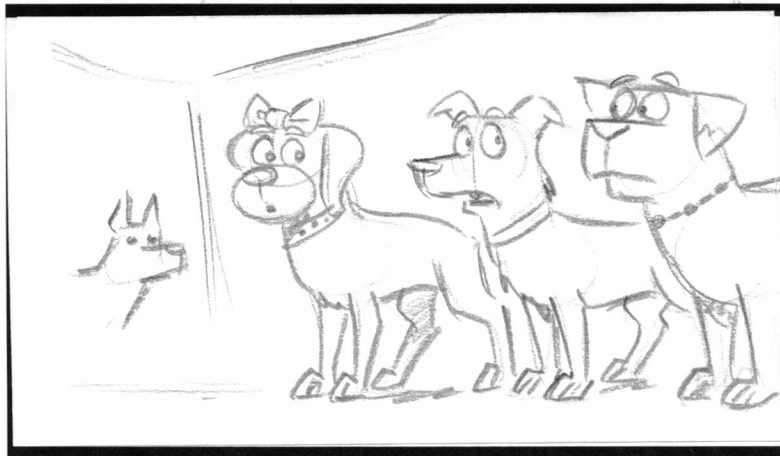


Scene Panel 2

Dialogue 29 CURT. STRUDEL
perfectly detailed!

Action

Notes (CUT)



Scene (32)

Panel 1

Dialogue 28 LUCKY
Everybody in position!

Action

Notes

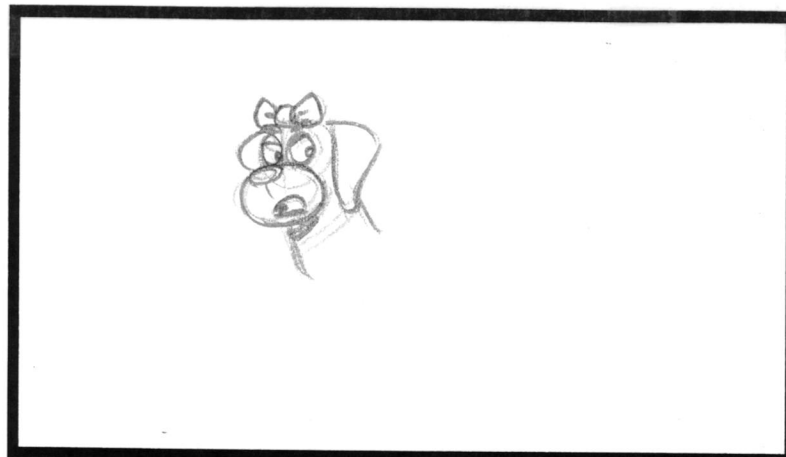


Scene Panel 2

Dialogue 29 COOKIE
Have I mentioned

Action

Notes TYSON EXITS.

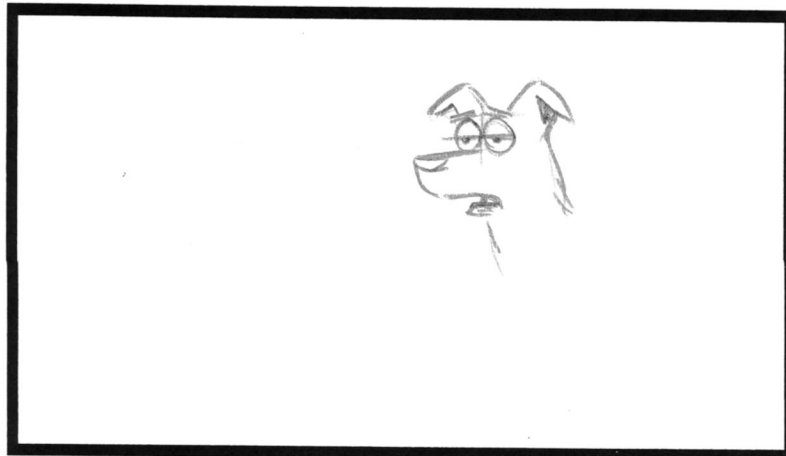


Scene Panel 3
29 CONT. COOKIE.

Dialogue how much I don't
like this?

Action

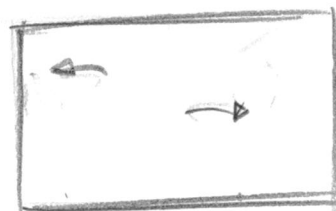
Notes



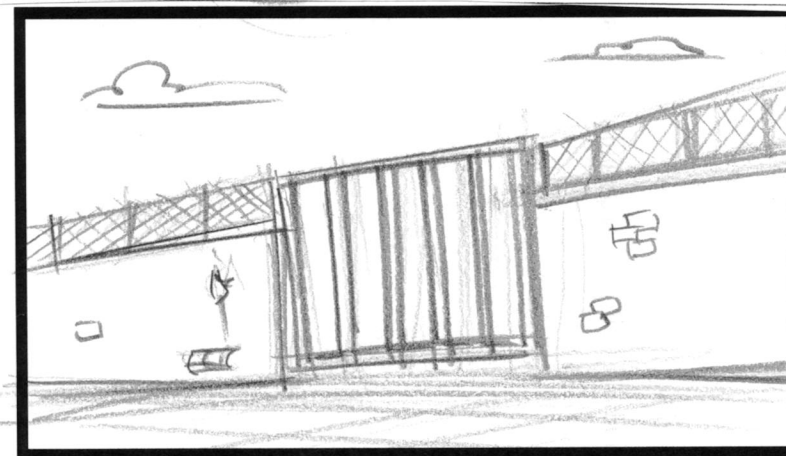
Scene Panel 4

Dialogue 30 LUCKY
Over and over.

Action



Notes CUT BOTH EXITS

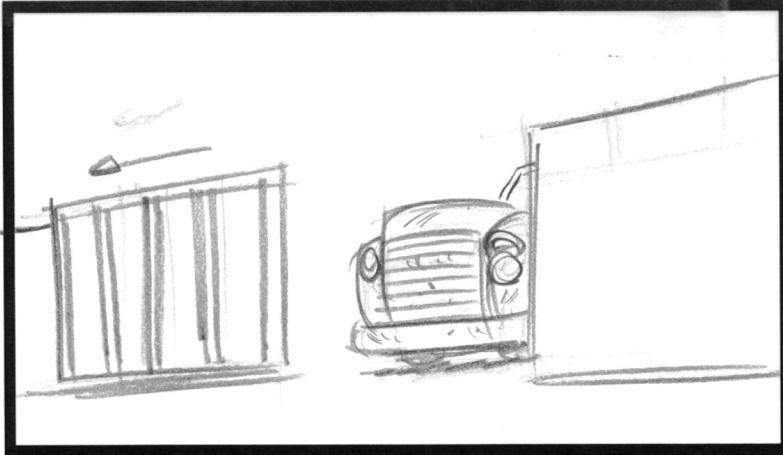


Scene 33 Panel 1

Dialogue

Action COMPOUND GATE.

Notes

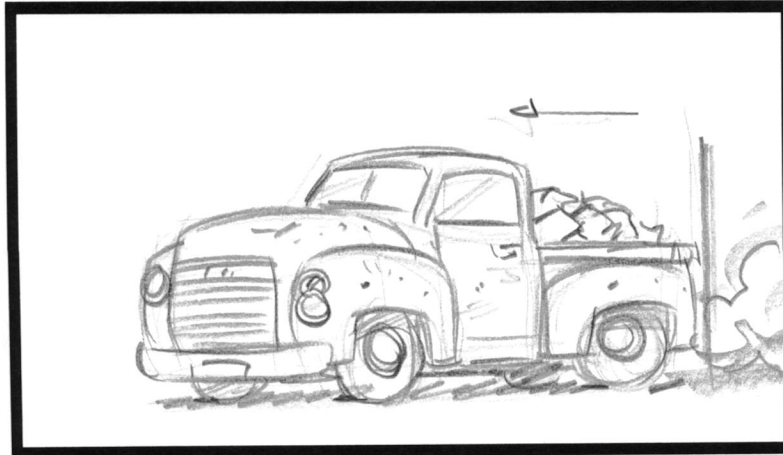


Scene Panel 2

Dialogue

Action TRUCK ENTERS

Notes

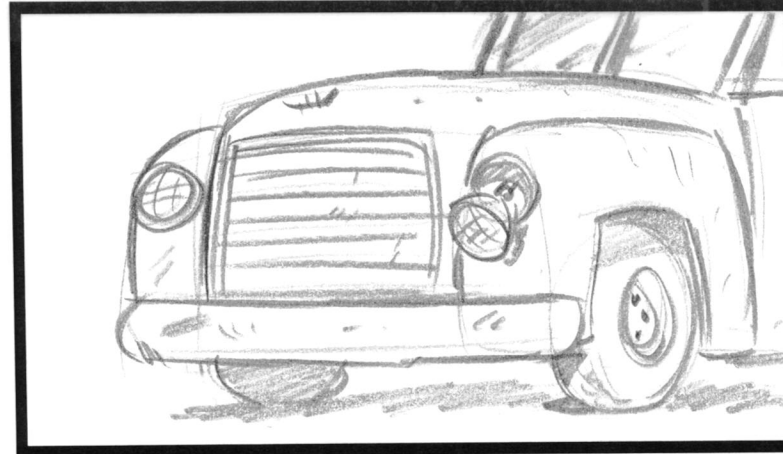


Scene Panel 3

Dialogue

Action

Notes

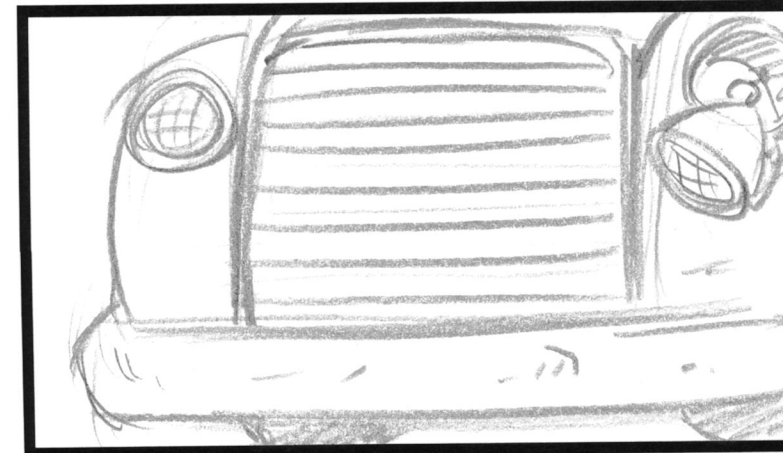


Scene Panel 4

Dialogue

Action

Notes



Scene Panel 5

Dialogue

Action TRUCK TO CAM. STOPS.

(CUT)

Notes BREAKS SQUEAK FX.



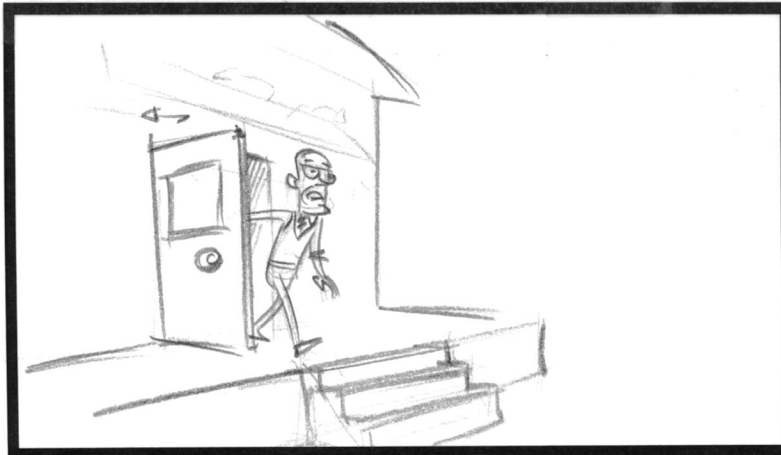
Scene 34

Panel 1

Dialogue

Action

Notes

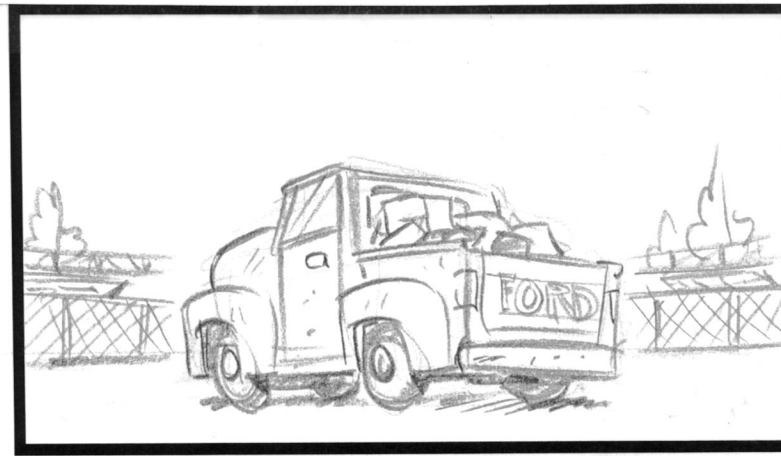


Scene Panel 2

Dialogue

Action UCLESH EXITS BUILDING

Notes CUT

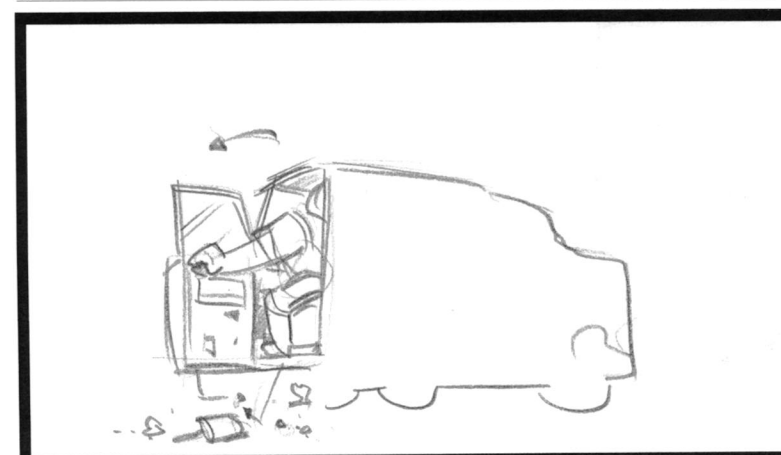


Scene 35 Panel 1

Dialogue

Action

Notes

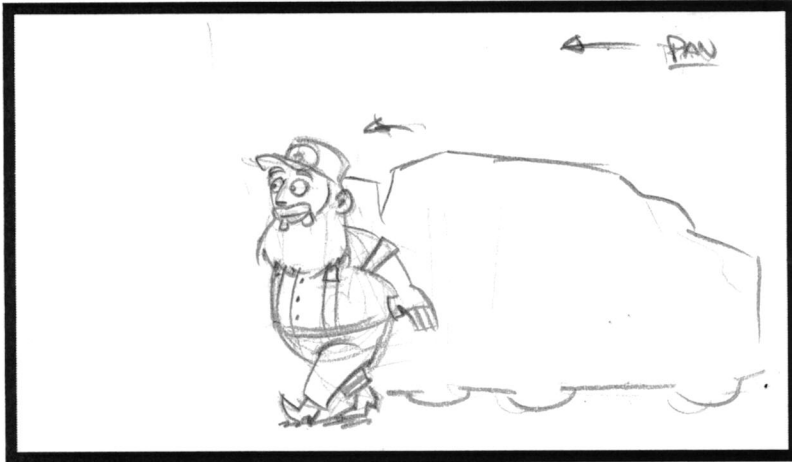


Scene Panel 2

Dialogue

Action DOOR OPENS, GARBAGE FALLS OUT.

Notes



Scene Panel 3

Dialogue

Action JUNKYARD JIM EXITS.

Notes



Scene Panel 4

Dialogue

Action SLAMS DOOR

Notes (JIM)

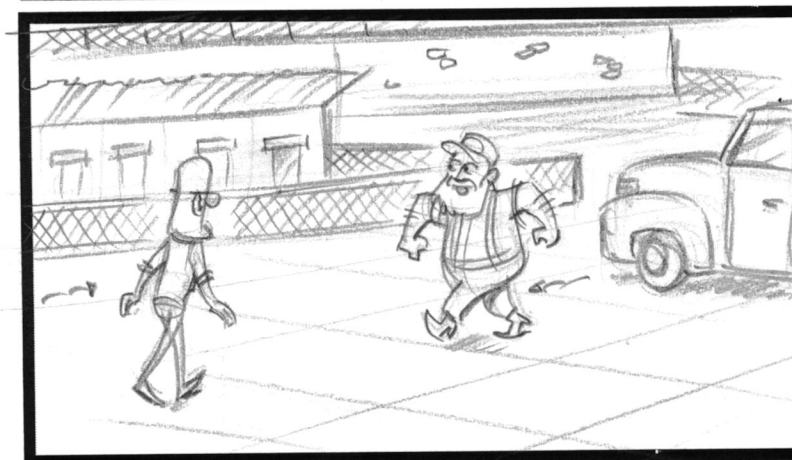


Scene (36) Panel 1

Dialogue 31 MCLEISH (disdainfully) May I help you?

Action

Notes (JIM)

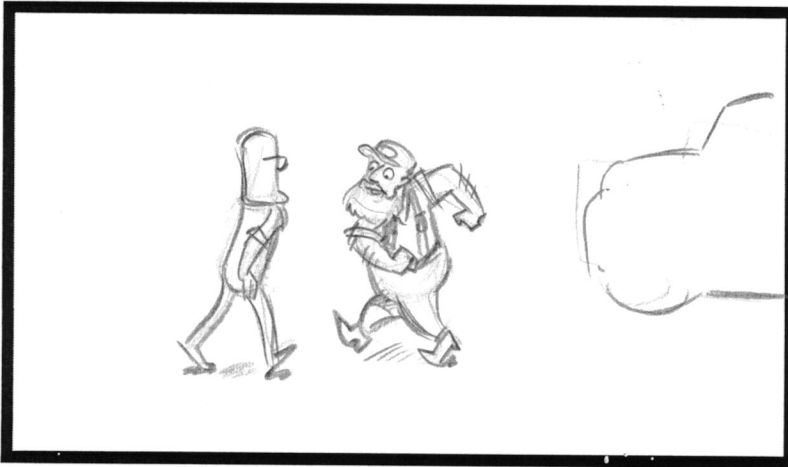


Scene (37) Panel 1

Dialogue 32 JUNKYARD JIM: WOOO...

Action

Notes



Scene

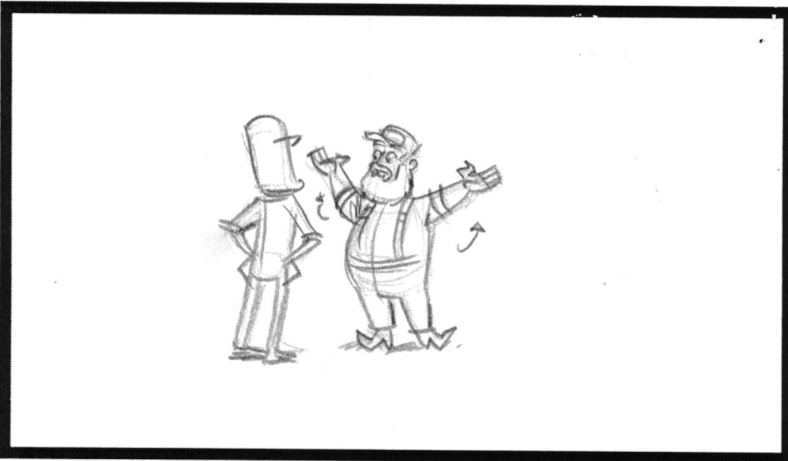
Panel 2

32. CONT. JUNKYARD JIM

Dialogue WEE...

Action

Notes



Scene

Panel 3

33. CONT.

Dialogue JUNKYARD JIM
Mighty fancy place you got here, Mister Dogcatcher.

Action

Notes CUT



Scene 38

Panel 1

34. MCLEISH

Dialogue WHAT?

Action

Notes



Scene

Panel 2

34. MCLEISH

Dialogue OH YES!

Action

Notes



Scene Panel 3

34. MCCLEISH

Dialogue 175 it's a regular canine Taj Mahal.

Action

Notes

(MCA)



Scene 39 Panel 1

Dialogue 34 JUNKYARD JIM
Taj Mahal?

Action

Notes



Scene Panel 2

34 cont. JUNKYARD JIM.

Dialogue Oh, I don't know much about basketball players.

Action

Notes



Scene Panel 3

34. CONT JUNKYARD JIM

Dialogue I'm just a simple junk man.

Action

Notes

(CA)



Scene **40** Panel **1**
34 CONT. JUNKYARD JIM

Dialogue (sticks his hand out)
Name's Jim -

Action

Notes



Scene Panel **2**
34 CONT. JUNKYARD JIM

Dialogue - Junkyard Jim.

Action MCLEISH
PUSHES HIS HAND AWAY

Notes



Scene Panel **3**
35 MCLEISH
(during dial, pushes Jim's hand away, pulls out hand cleaner bottle, cleanses his own hand)
Gee,

Action

Notes



Scene Panel **4**
35 CONT. MCLEISH

Dialogue I'd have pegged you as a
Millionaire Monty

Action

Notes
POTS SANITIZER
BACK IN POCKET,



Scene Panel 5

35. CONT MCLEISH
Dialogue OR DIPLOMAT DAVE.

Action RUBS HANDS TOGETHER.

Notes (CUT)



Scene (41) Panel 1
35. CONT MCLEISH

Meanwhile, back in the office my bran flakes are getting

Action

Notes



Scene Panel 2

35. CONT MCLEISH
Dialogue dangerously soggy.

Action CLEANS FORWARD

Notes (CUT)



Scene (42) Panel 1

36 JUNKYARD JIM
Gotcha! Down to business.

Action

Notes



Scene **Panel 2**
36 CONT. JUNKYARD JIM.

Dialogue I'm ~~following~~ ^{following} the
here about the junkyard dog!

Action

Notes



Scene **Panel 3**
36. CONT. JUNKYARD JIM

Dialogue You
know, the one your German lady
assistant called me about?

Action

Notes

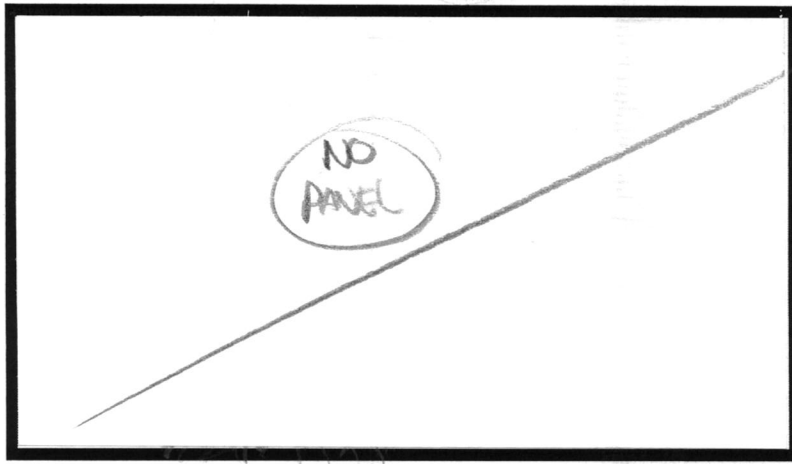


Scene **Panel 4**
36. CONT. JUNKYARD JIM.

Dialogue story, really...
(ad libs story)

Action

Notes **CUT**

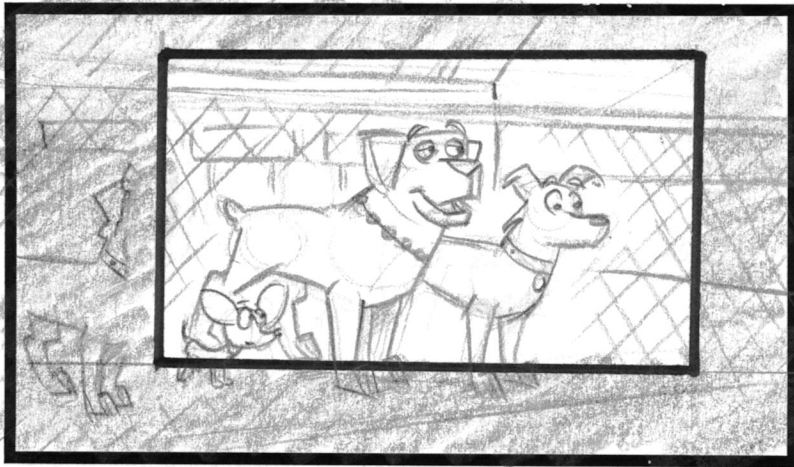


Scene **Panel**

Dialogue

Action

Notes **CUT**



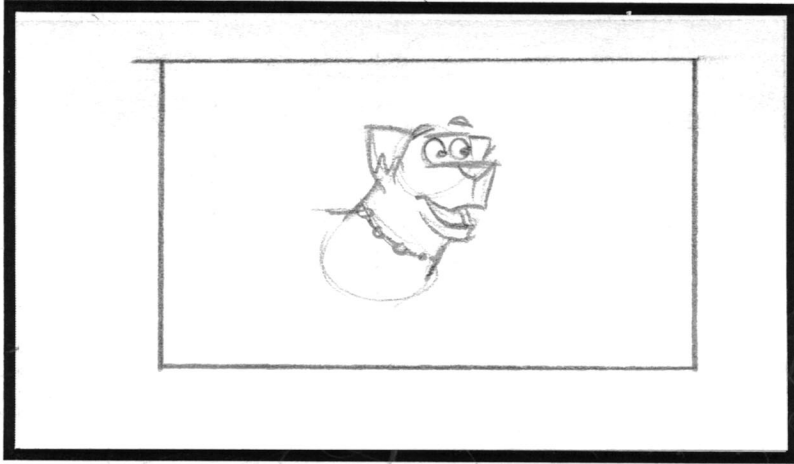
Scene 43

Panel 1

Dialogue 37 TYSON
Just look at him. HM.

Action

Notes

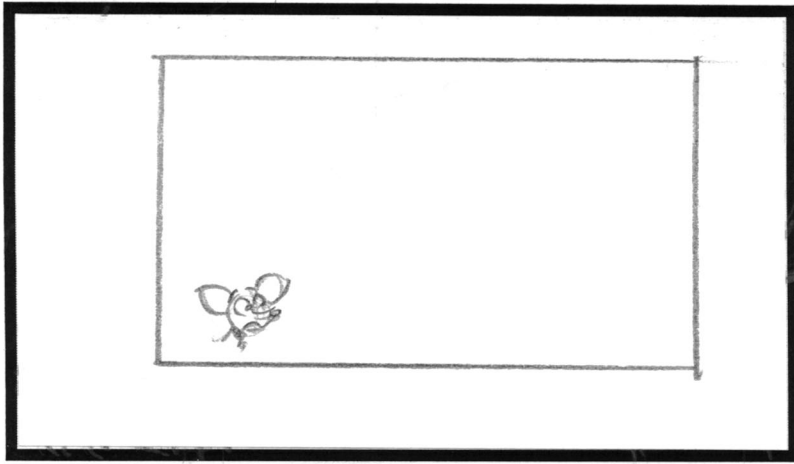


Scene Panel 2
39. cont TYSON

Dialogue That's one fine HUMAN.
human!

Action

Notes

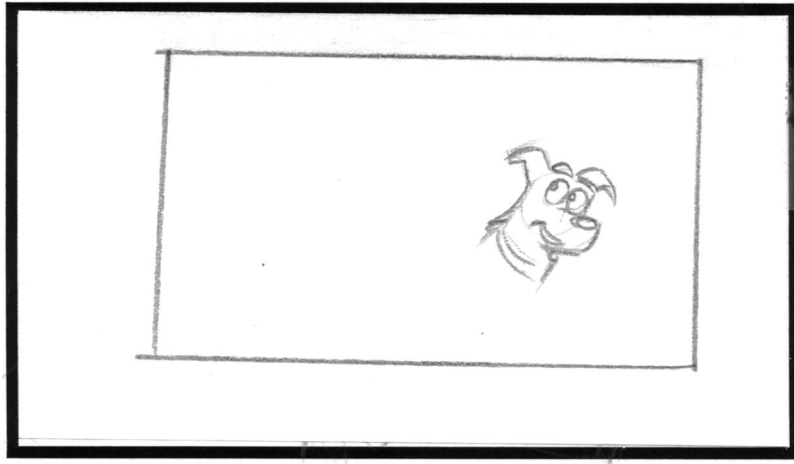


Scene Panel 3

Dialogue 38 SQUIRT
To each his own.

Action

Notes

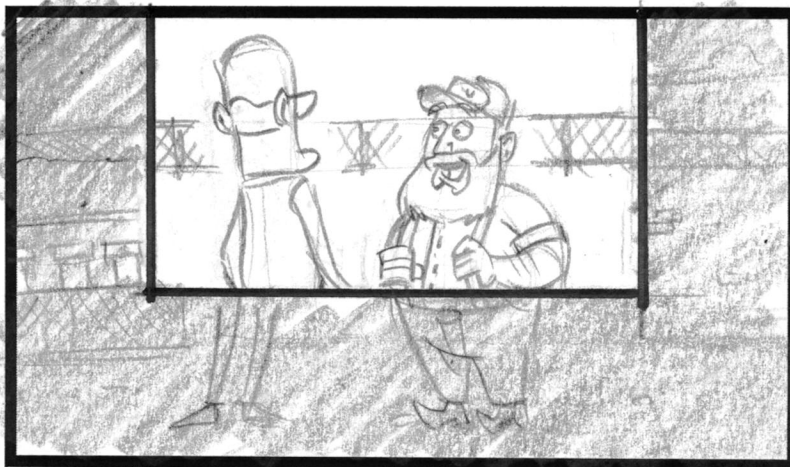


Scene Panel 4

39 LUCKY
TYSON, you're about to be a very
happy pooch.

Action

Notes



Scene

44

Panel

1

40 JUNKYARD JIM
 (finishing his story)
 ...next thing ya know she's

Action

Notes



Scene

Panel

2

Dialogue

40, JUNKYARD JIM

convinced me

Action

(EYES ARE ASLAP)

Notes



Scene

Panel

3

Dialogue

40, JUNKYARD JIM.

I really do need another dog!

Action

SCAP ON "NEED"

Notes

DOT HU



Scene

45

Panel

1

41 MCLEISH
 I have no idea what you're talking about.

Action

Notes



Scene Panel 2

CONT. 41. MCLEISH

Dialogue

More importantly, I don't care.

Action

Notes



Scene Panel 3

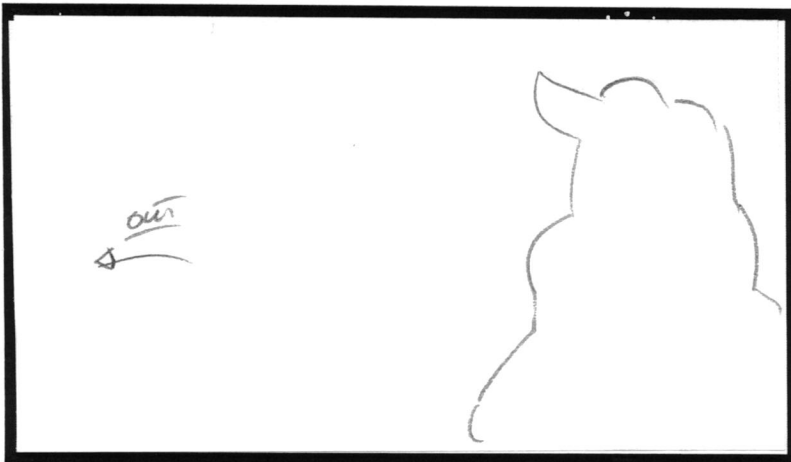
41 CONT. MCLEISH

Dialogue

Pick whatever dog you like.

Action MCLEISH WALKS AWAY

Notes



Scene Panel 4

Dialogue

Action

Notes



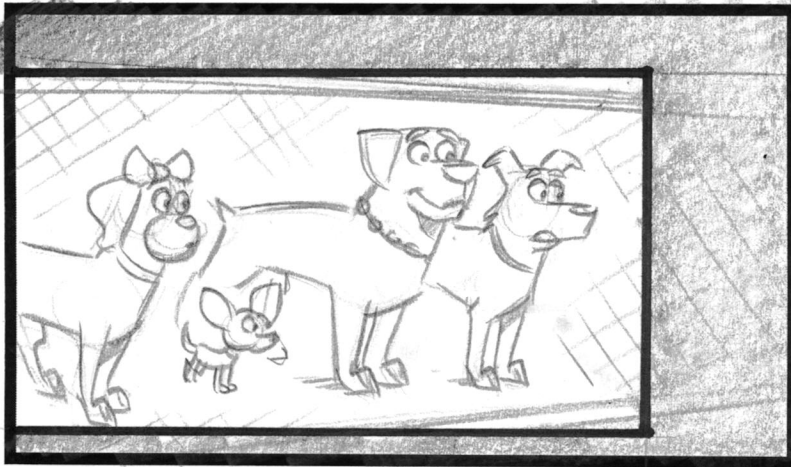
Scene Panel 5

Dialogue

Action JUNKYARD JIM EXITS.

Notes

(CUT)



Scene (46)

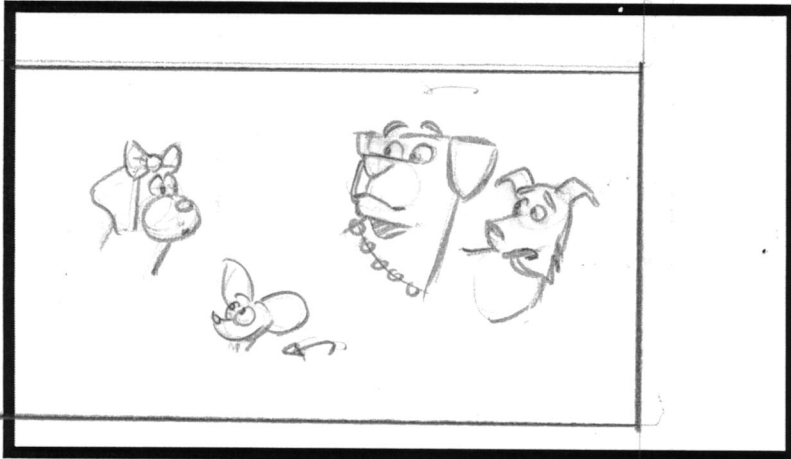
Panel 1

Dialogue

42 LUCKY
Okay, Cookie. Hit the dirt.

Action

Notes



Scene

Panel 2

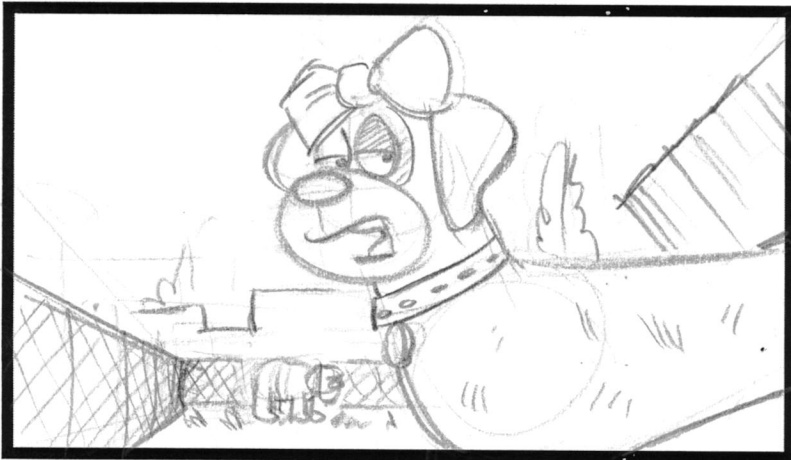
cont. 42 LUCKY,

Dialogue

Make
it look real.

Action

Notes (cut)



Scene (47)

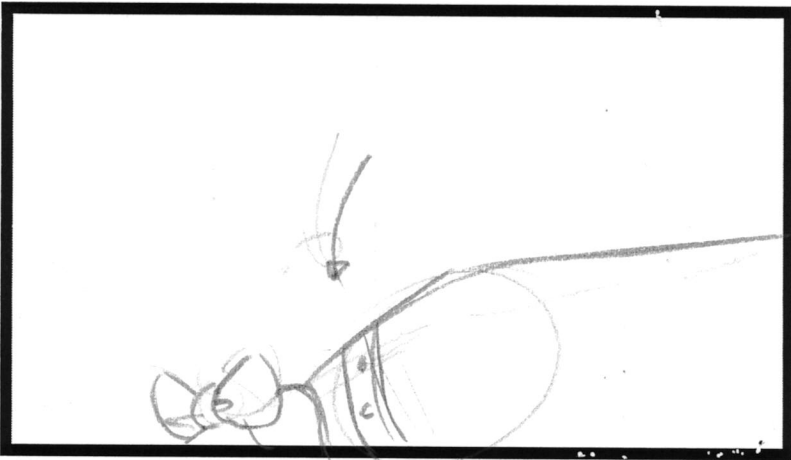
Panel 1

Dialogue

43 COOKIE
You owe me for this.

Action

Notes



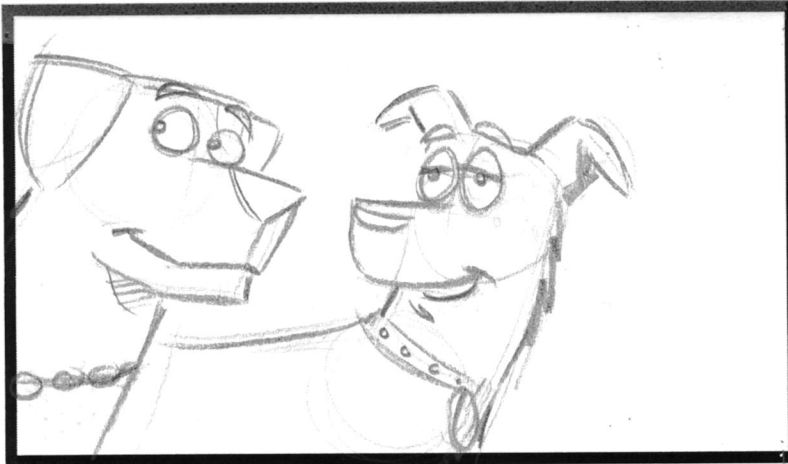
Scene

Panel 2

Dialogue

Action COOKIE DROPS. DOWN

Notes (cut)



Scene (48) Panel 1

Dialogue 44 LUCKY
Duly noted.

Action

Notes

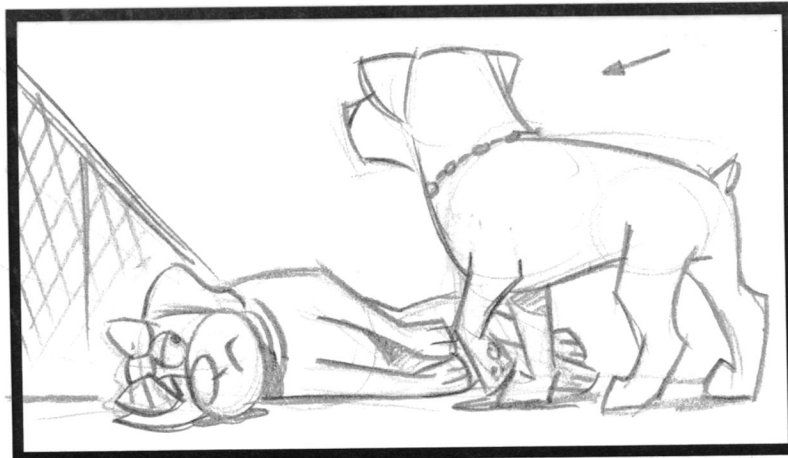


Scene Panel 2

Dialogue

Action TYSON EXITS

Notes (CUT)



Scene (49) Panel 1

Dialogue

Action TYSON WALKS OVER
TO COOKIE.

Notes

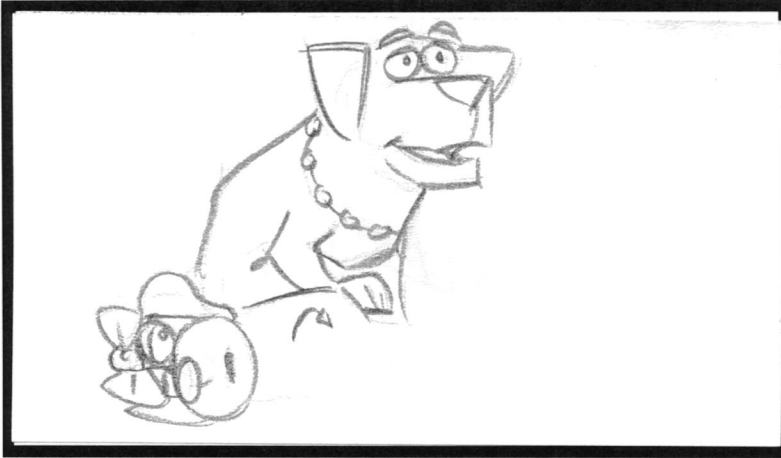


Scene Panel 2

Dialogue

Action

Notes



Scene Panel 3

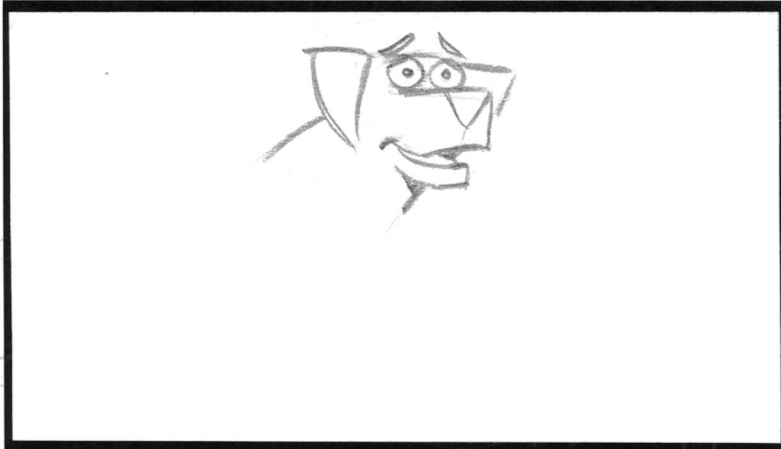
Dialogue

45 TYSON

I can't tell you guys how much this means to me!

Action PUTS PAW ON COOKIE

Notes *cut*



Scene Panel 4

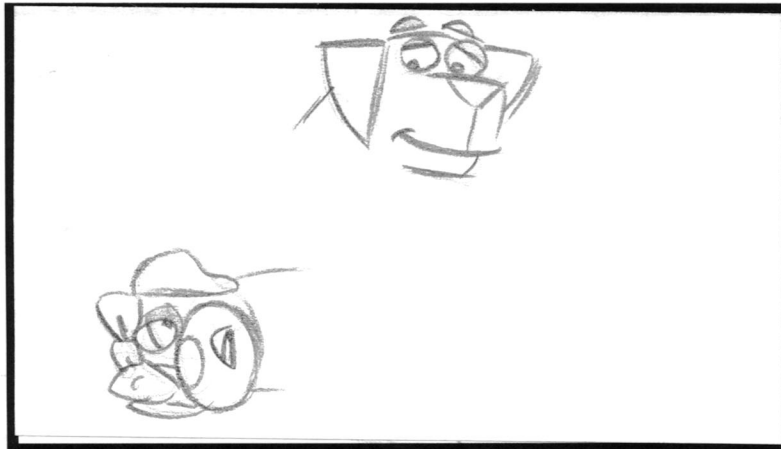
Dialogue

45 TYSON (cont.)

All my life I've dreamed of being a junkyard dog.

Action

Notes



Scene Panel 5

Dialog

46 COOKIE

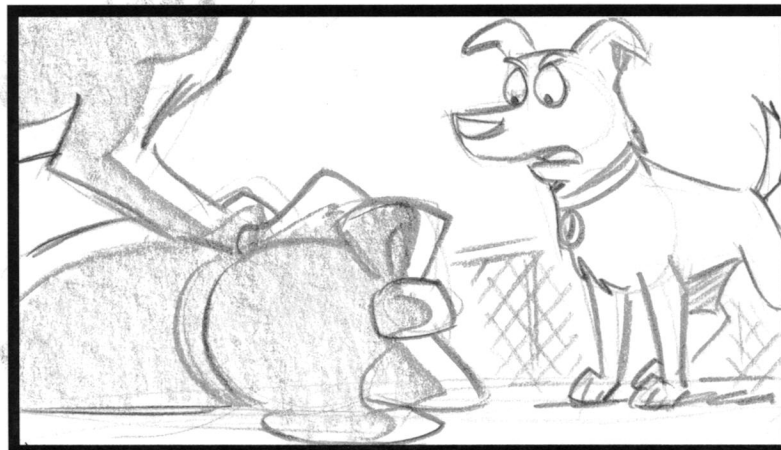
(murmurs)

Shoot for the stars, baby.

Action

(CALCASTLE)

Notes *cut*



Scene *(50)* Panel 1

Dialogue

47 LUCKY

You hush!

Action

(TO COOKIE)

Notes



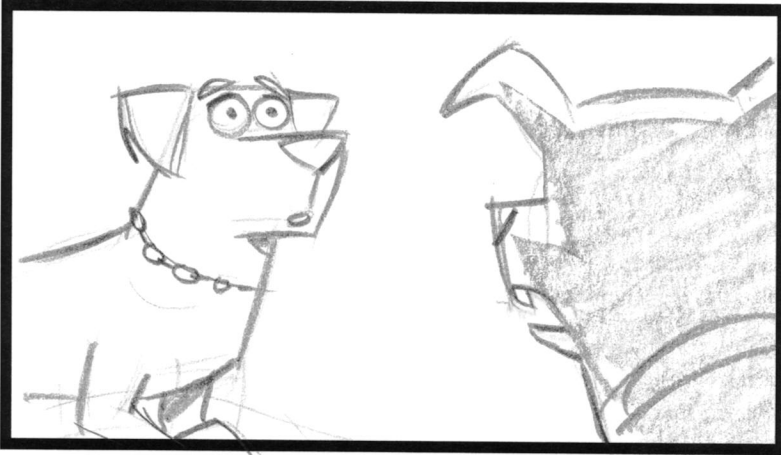
Scene Panel 2

Dialogue

47. LUCKY (cont.)
 (to TYSON)
 And you --

Action (to TYSON)

Notes (cut)



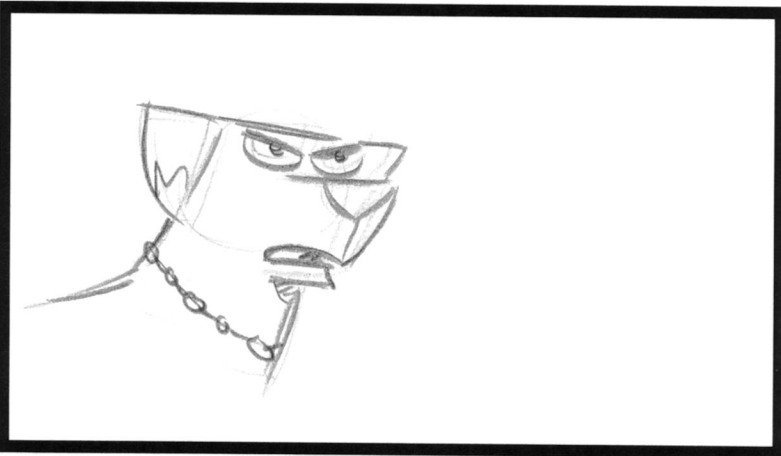
Scene (51) Panel 1

Dialogue

47. LUCKY (cont.)
 just remember to look tough.

Action

Notes



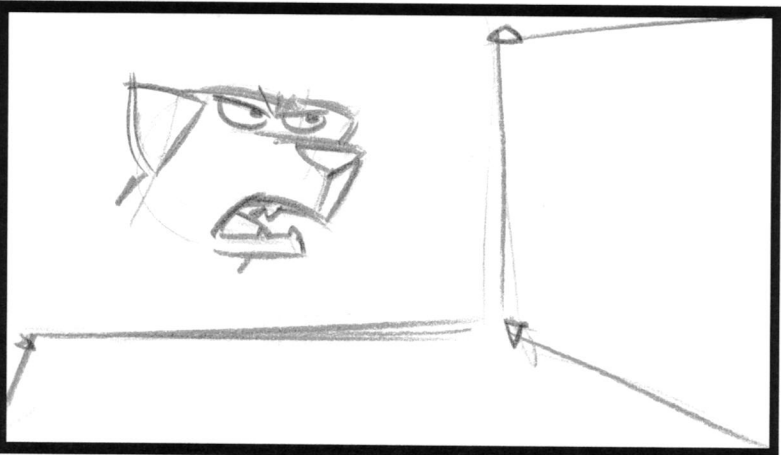
Scene Panel 2

Dialogue

48. TYSON
 Oh I will

Action

Notes



Scene Panel 3

Dialogue

48 TYSON (cont.)
 - real tough,

Action



Notes

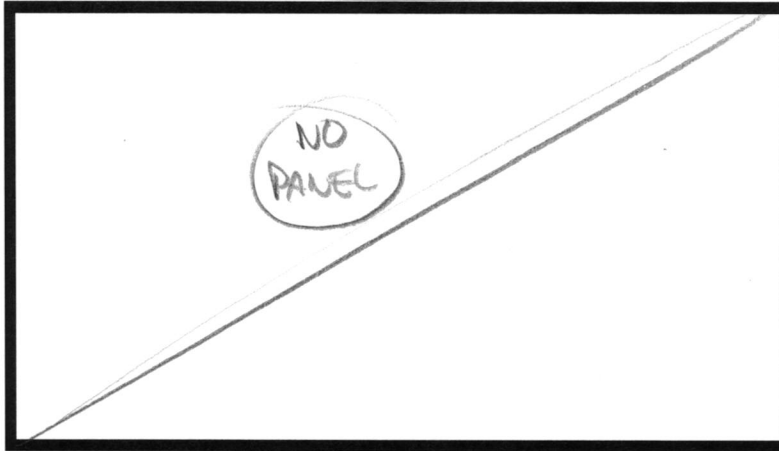


Scene Panel 4

Dialogue 48. TYSON (CONT.)
you'll see!

Action

Notes COT

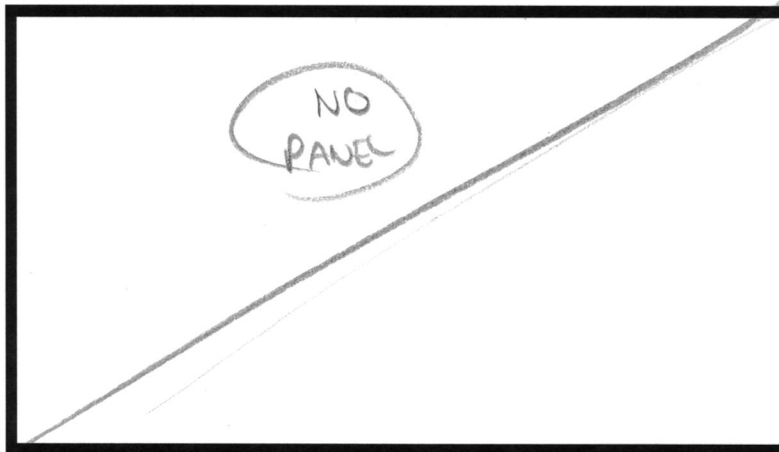


Scene Panel

Dialogue

Action

Notes

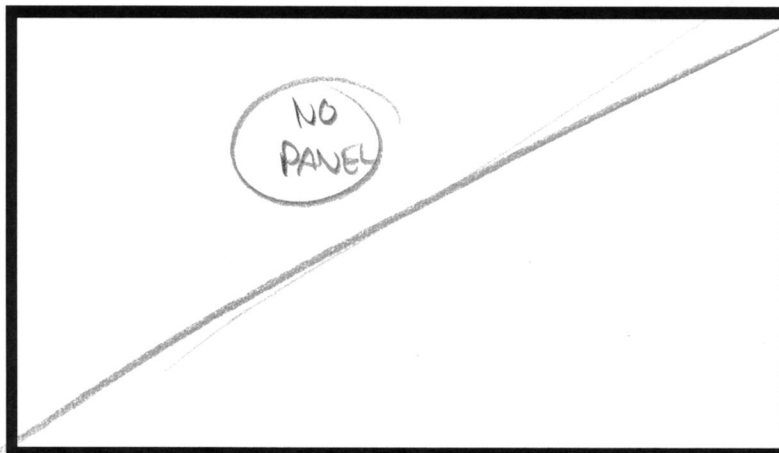


Scene Panel

Dialogue

Action

Notes

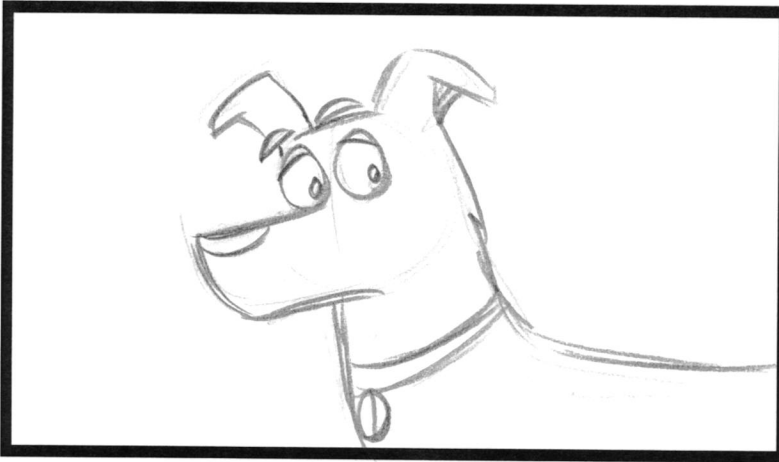


Scene Panel

Dialogue

Action

Notes



Scene (52)

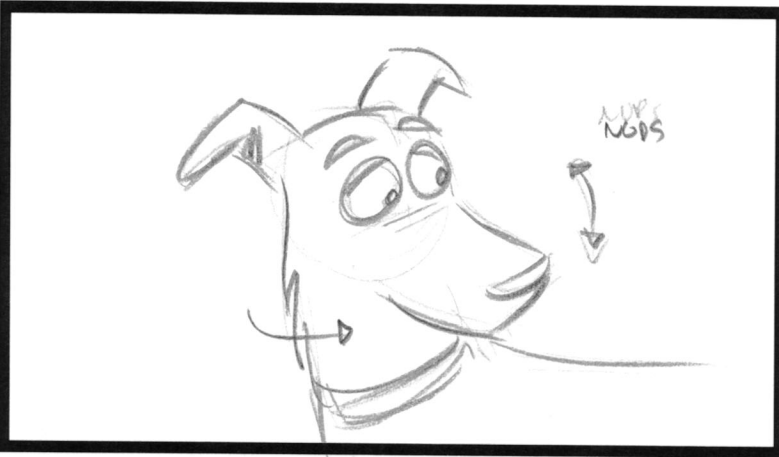
Panel 1

Dialogue



Action LUCKY LOOKS OS.

Notes



Scene Panel 2

Dialogue

Action

Notes (CUT)

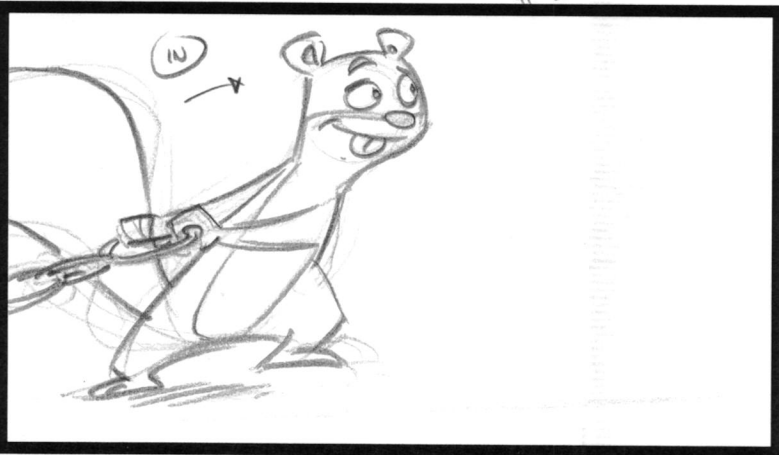


Scene (53) Panel 1

Dialogue

Action SQUIRELL ENTERS HOLDING CHAIN (#2)

Notes (CUT)



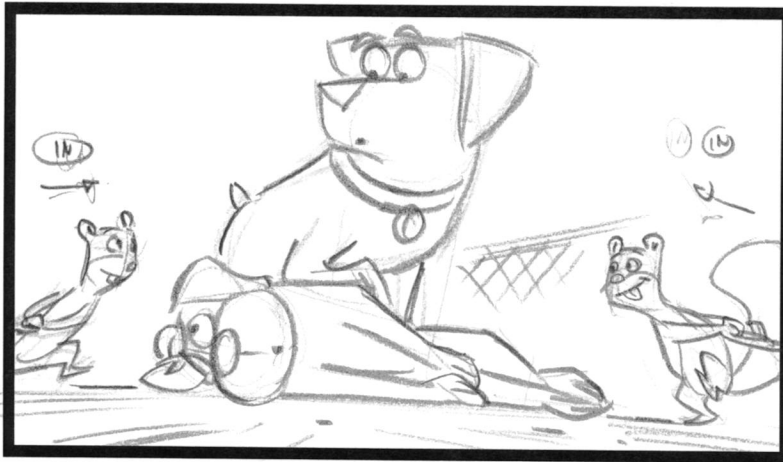
Scene (54) Panel 1

Dialogue

Action SQUIRELL ENTERS HOLDING CHAIN (#1)

Notes (CUT)

1



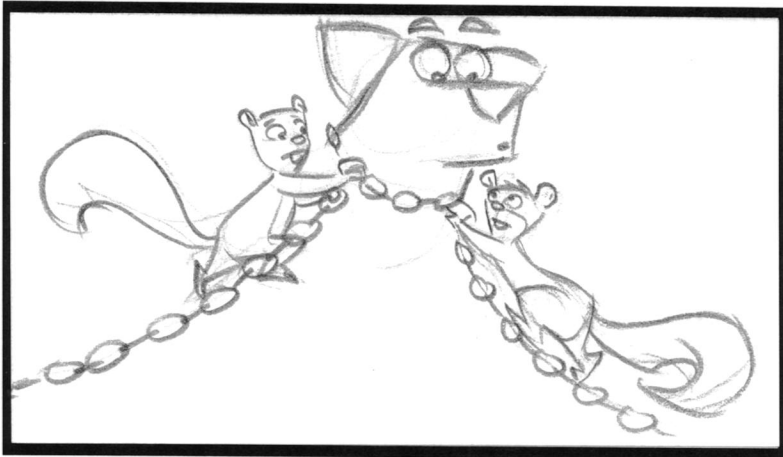
Scene 55

Panel 1

Dialogue

Action

Notes

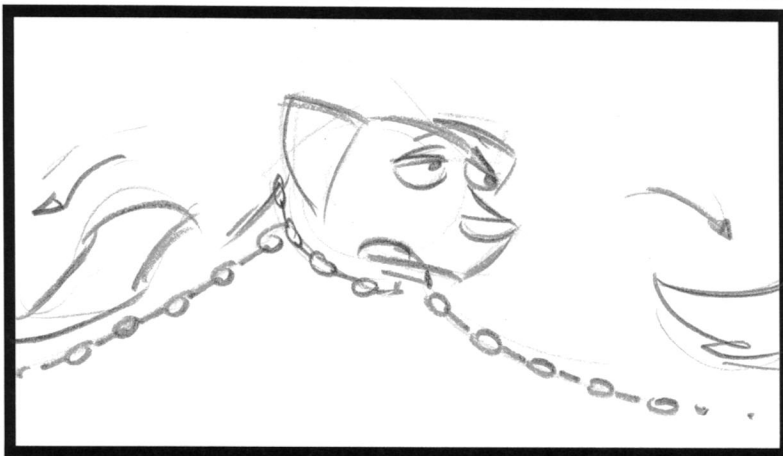


Scene Panel 2

Dialogue

Action SQUIRRELS ATTACH CHAIN TO TYSON'S LEISH

Notes



Scene Panel 3

Dialogue Ow

Action SQUIRRELS EXIT. - TYSON REACTS TO HEAVY CHAINS.

Notes

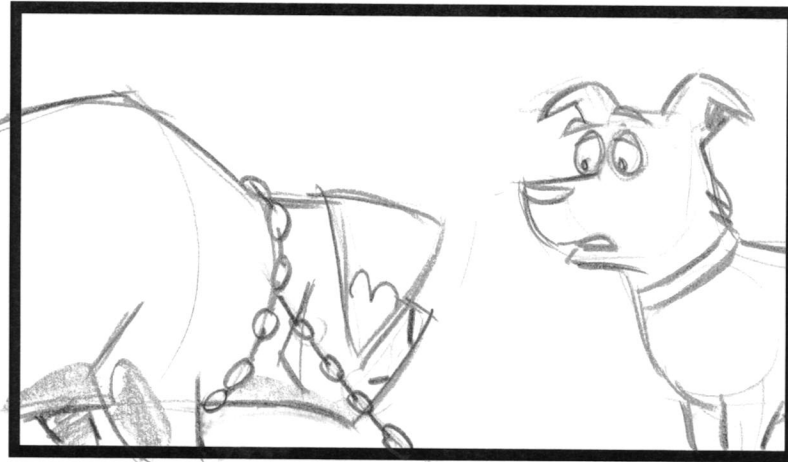


Scene Panel 4

Dialogue 49 TYSON Ow, these are heavy.

Action

Notes (G)



Scene (56) Panel 1

Dialogue LUCKY!
WHL...

Action

Notes

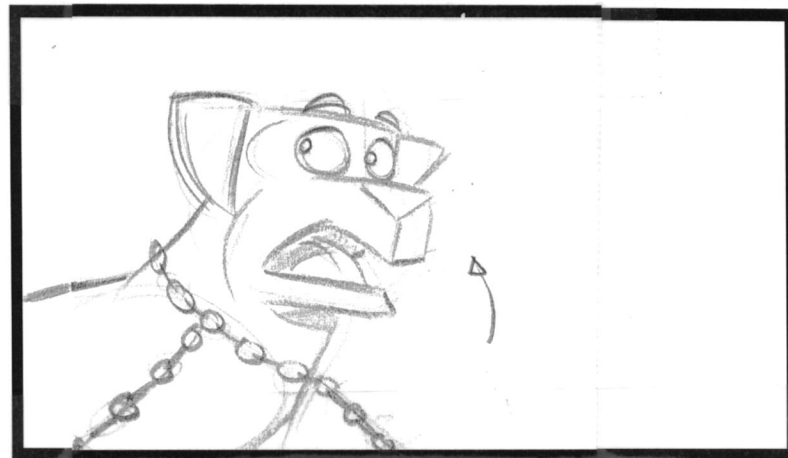


Scene Panel 2

Dialogue 50 LUCKY
(reminding him)
TYSON

Action

Notes (CUT)



Scene (57) Panel 1

Dialogue SI. TYSON
Oh, I mean -

Action

Notes



Scene Panel 2

Dialogue SI. TYSON (cont.)
(being a tough guy)
YEAH! HEAVY!

Action - PERKS UP - ANGRY

Notes



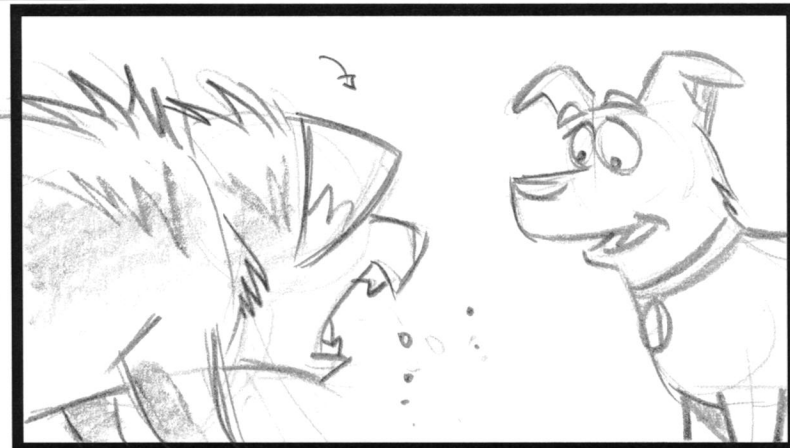
Scene Panel 3

51. TYSON (cont.)

Dialogue (JUST HOW I LIKE IT!

Action

Notes (CUT)



Scene (58) Panel 1

Dialogue 52 LUCKY
(smiles approvingly)
There ya go!

Action

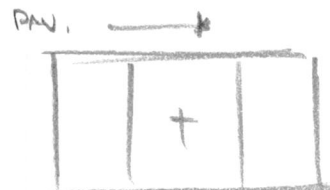
Notes



Scene Panel 2

Dialogue

Action



Notes (CUT)

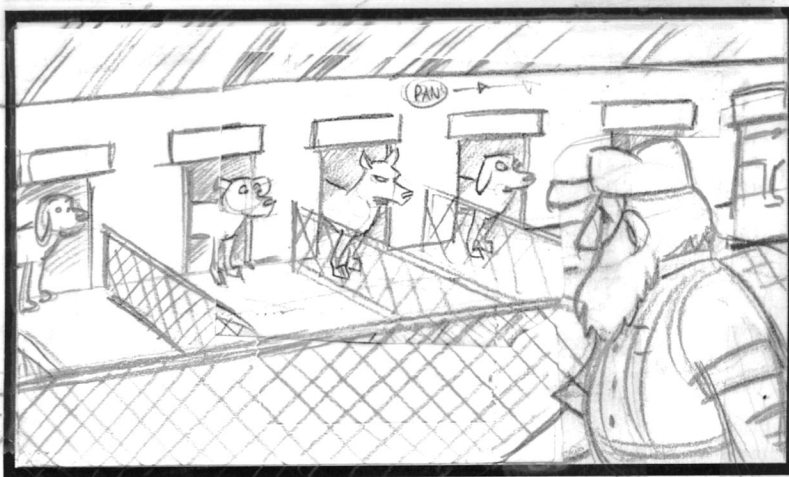


Scene (59) Panel 1

Dialogue

Action JUNKYARD JIM WALKING
TOWARDS DOGS.

Notes (CUT)

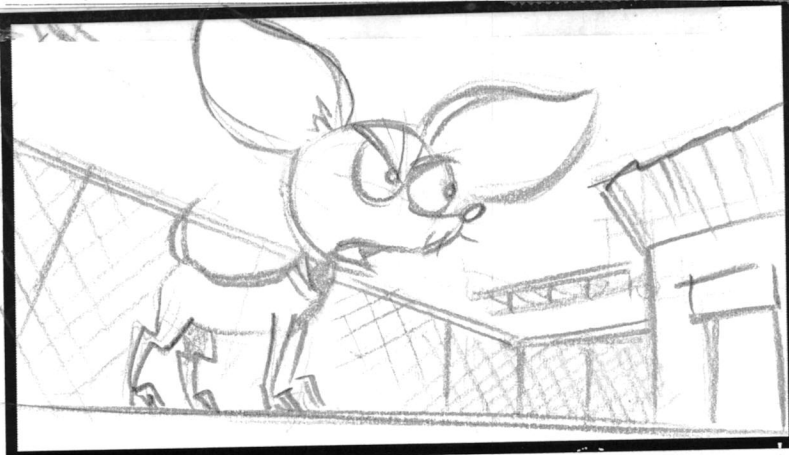


Scene (60) Panel 1

Dialogue

Action JUNKYARD JIM
WALKS ALONG ROWS
OF KENNELS

Notes (CUT)

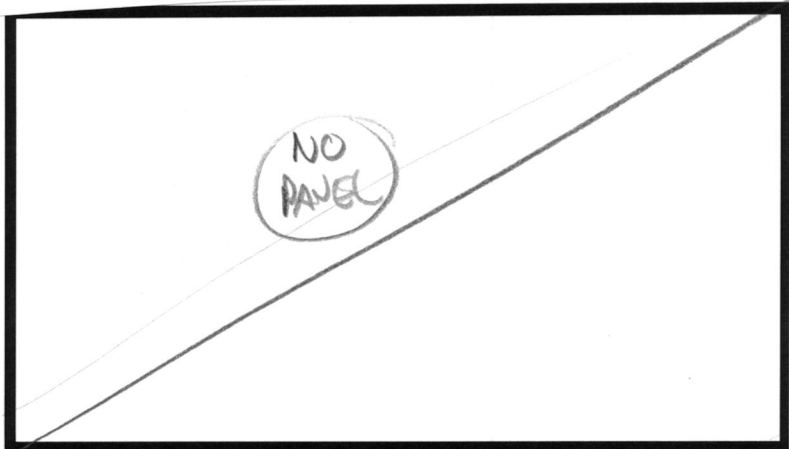


Scene (61) Panel 1

Dialogue

Action SQUIRT BARKS SIGNAL
TWICE (ORDER)

Notes (CUT)

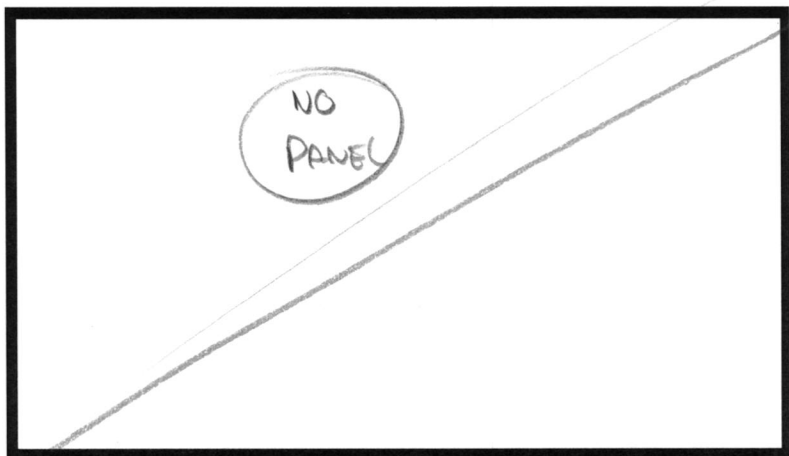


Scene Panel

Dialogue

Action

Notes

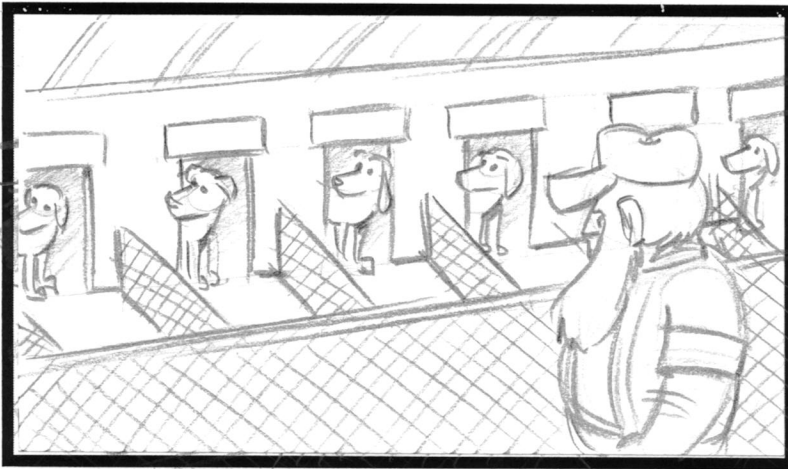


Scene Panel

Dialogue

Action

Notes



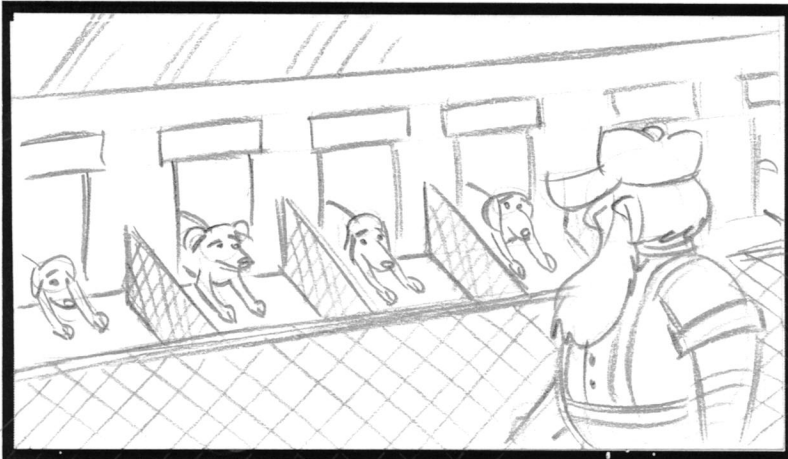
Scene (62)

Panel 1

Dialogue

Action DOES LOOK OS.

Notes



Scene

Panel 2

Dialogue

Action - DOGS SUBMIT & WHIMPER & COWER

Notes



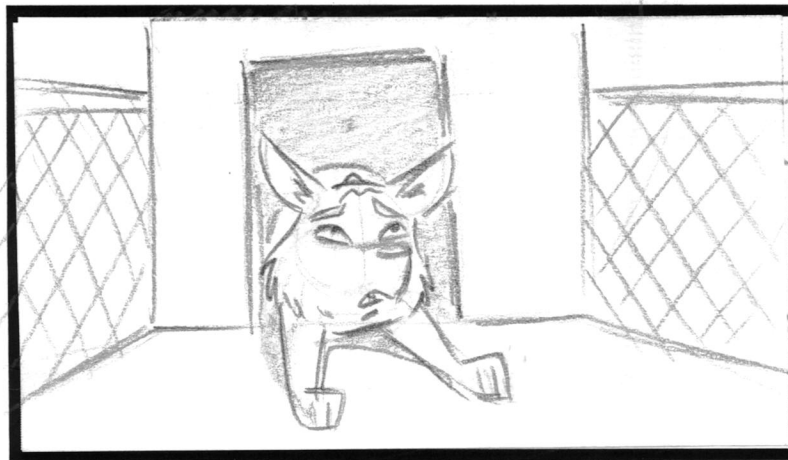
Scene

Panel 3

Dialogue

Action

Notes CUT



Scene (63)

Panel 1

Dialogue 53 DOGS (whimper - get indiv)

Action

Notes CUT



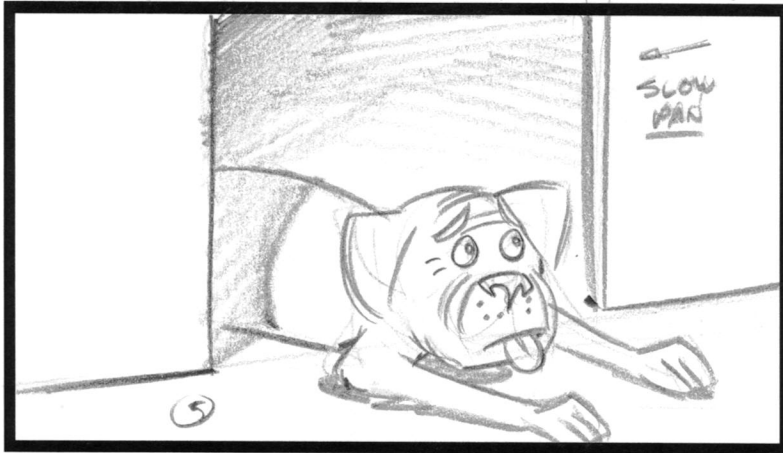
Scene 64

Panel 1

Dialogue 54 JUNKYARD JIM
 (as he passes)
 Well you're not very tough...

Action

Notes CUT



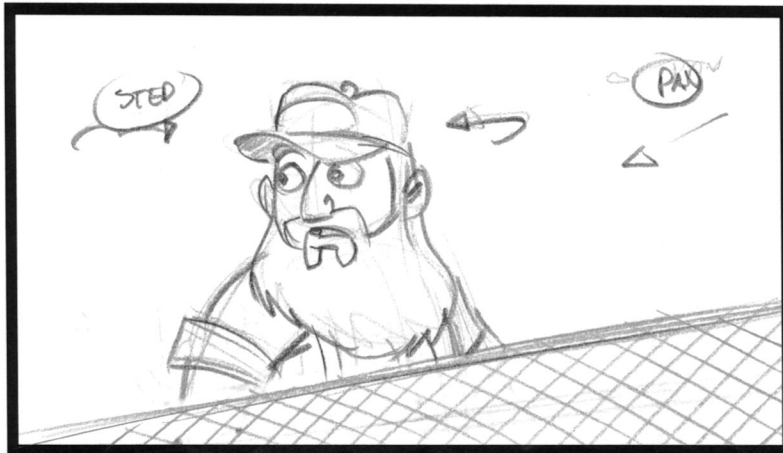
Scene 65

Panel 1

Dialogue 54. JUNKYARD JIM (CONT.) (V.O.)
 Heck,

Action (SLOW PAN DOG)
 SLOW PAN

Notes CUT



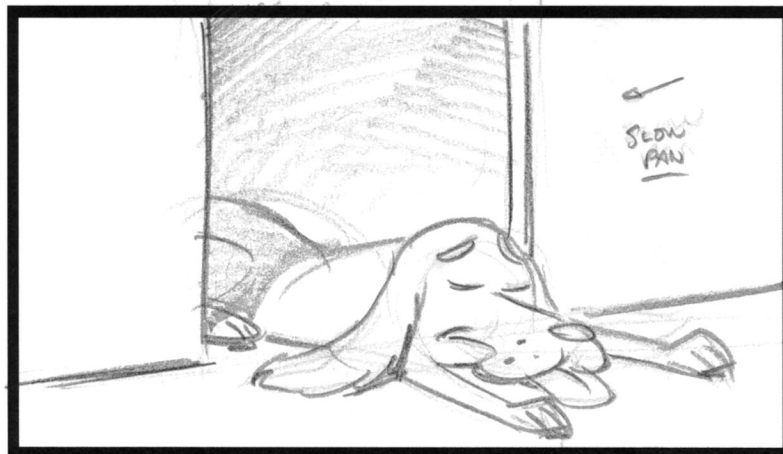
Scene 66

Panel 1

Dialogue 54. JUNKYARD JIM (CONT.)
 you're downright bashful...

Action

Notes CUT



Scene 67

Panel 1

Dialogue 54. JUNKYARD JIM (CONT.)
 Pff,

Action

Notes CUT