

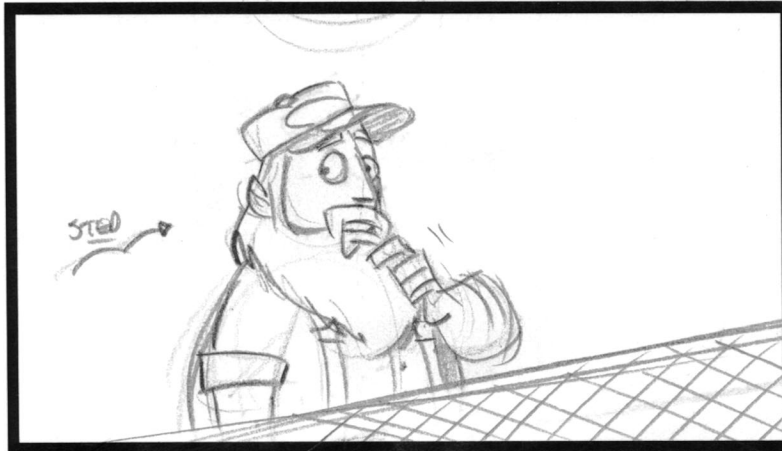
Scene 68

Panel 1

**Dialogue** 54. JUNKYARD JIM (cont.)  
 fella could steal my aluminum can<sup>a</sup>  
 collection right out from under  
 your nose!

**Action**

**Notes**

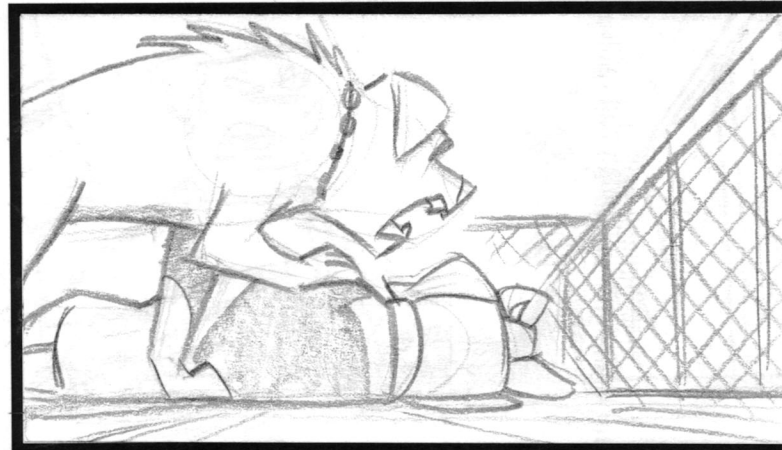


Scene Panel 2

**Dialogue** 54. JUNKYARD JIM (cont.)  
 Maybe I'm at the wrong--

**Action** STROLES BEARD

**Notes** CUT

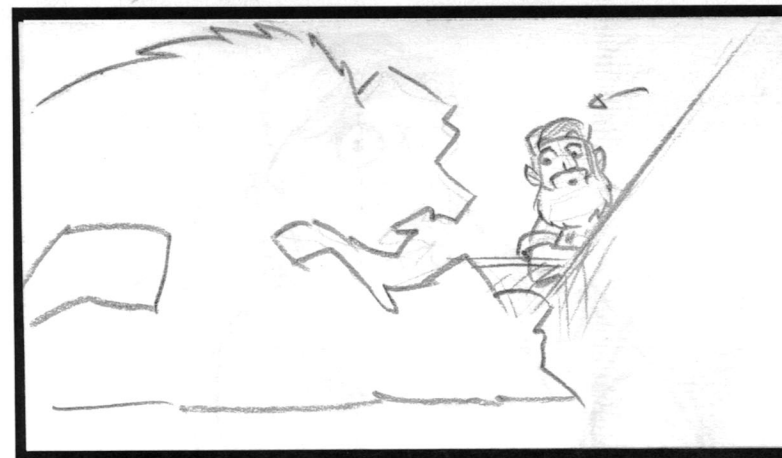


Scene 69 Panel 1

**Dialogue** TYSON:  
 GRRTT...

**Action**

**Notes**



Scene Panel 2

**Dialogue** JUNKYARD JIM:  
 OH

**Action**

**Notes** CUT



Scene 70

Panel 1

Dialogue

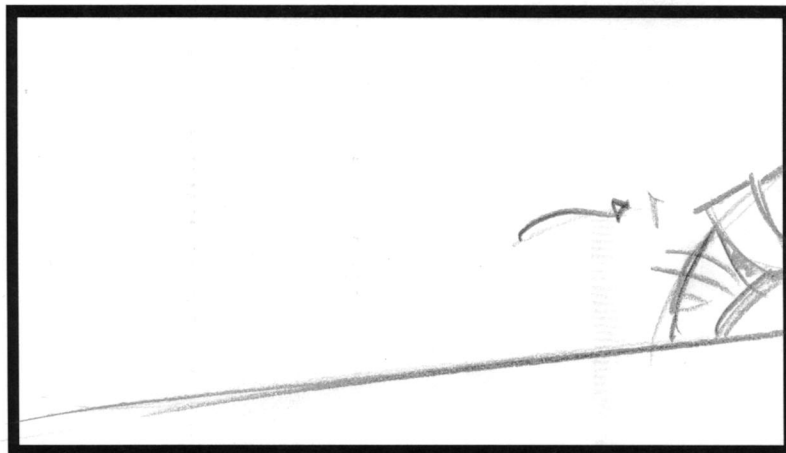
54. JUNKYARD JIM (CONT.)

(GASPS, face lights up)

Now wait just a lickety-splittin' minute!

Action

Notes



Scene

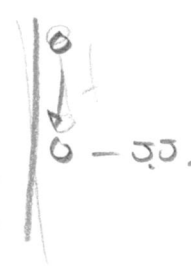
Panel 2

Dialogue

Action

LUCKY

TYSON



Notes

CUT



Scene 71

Panel 1

Dialogue

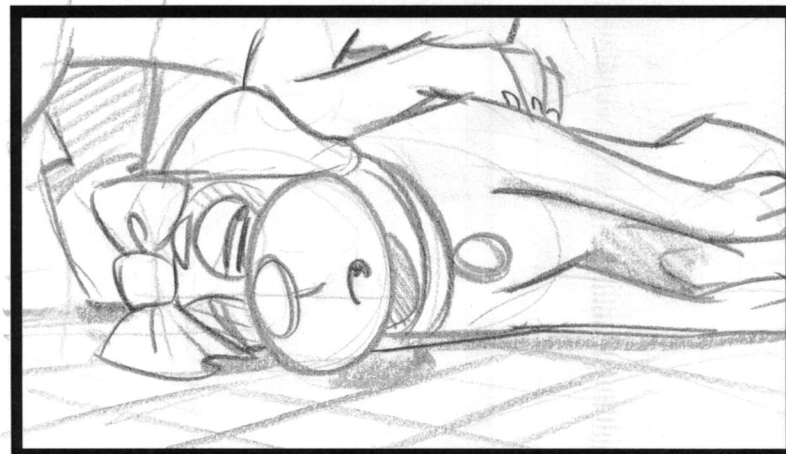
55 TYSON

(growls menacingly)

Action

Notes

CUT



Scene 72

Panel 1

Dialogue

56 COOKIE

(whimpers pathetically)

Action

Notes

CUT



Scene (73)

Panel /

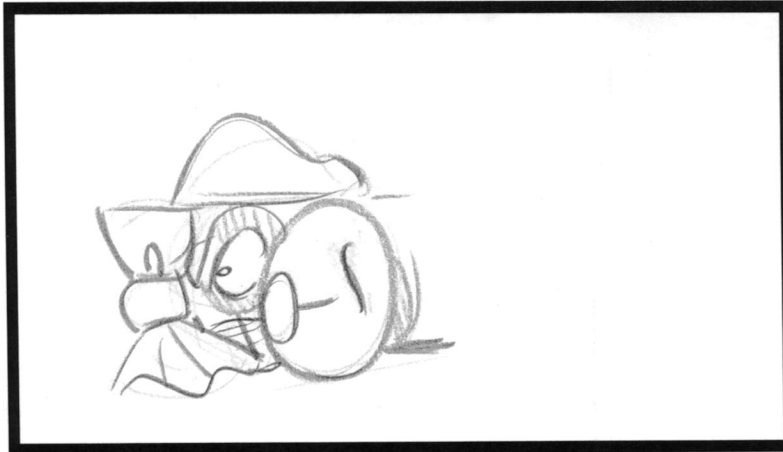
**Dialogue**

57 JUNKYARD JIM

Just look what you've done to that scaredy-cat ol' houndpup!..

**Action**

Notes (CUT)



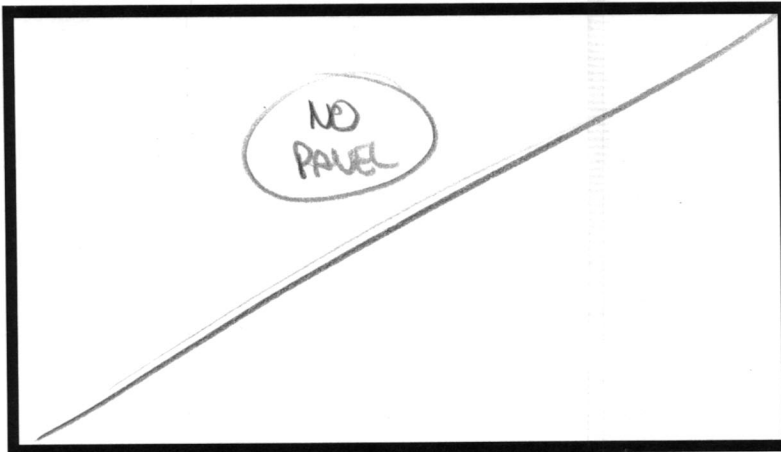
Scene (74)

Panel /

**Dialogue**

Action ROUS EYES.

Notes (CUT)



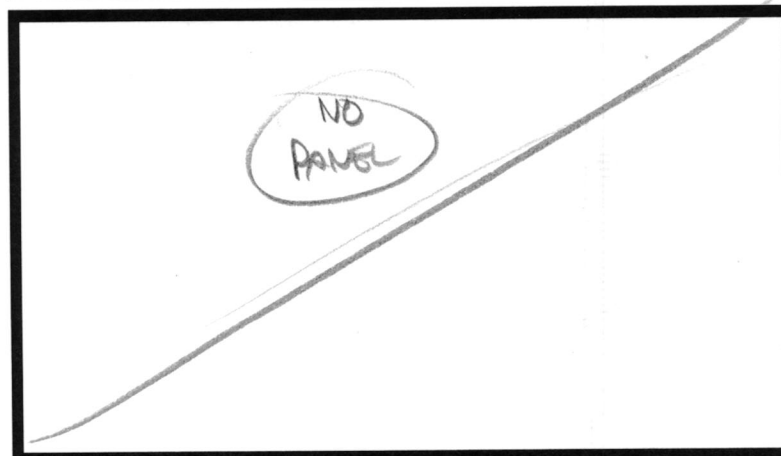
Scene

Panel

**Dialogue**

**Action**

**Notes**



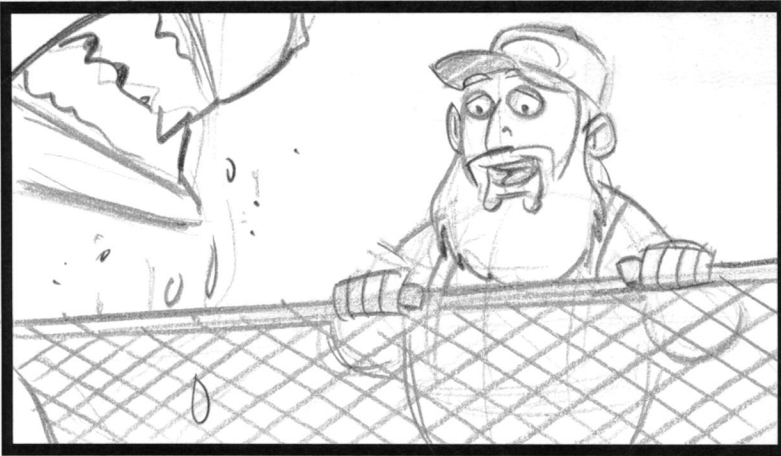
Scene

Panel

**Dialogue**

**Action**

**Notes**



Scene 75

Panel 1

Dialogue 58 JUNKYARD JIM  
Mighty impressive.

Action

Notes



Scene Panel 2

58. JUNKYARD JIM (cont.)

Dialogue Yes sir,

Action

Notes cut



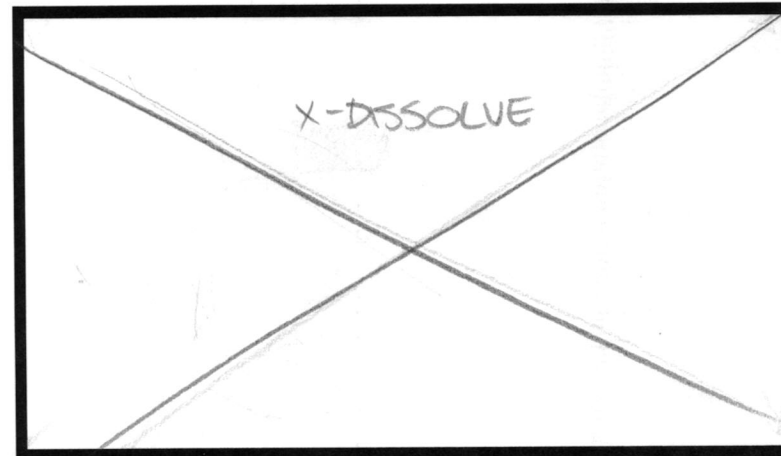
Scene 76

Panel 1

Dialogue 58. JUNKYARD JIM (cont.)  
mighty impressive!

Action

Notes cut



Scene Panel

Dialogue

Action QUICK CROSS DISSOLVE.

Notes





Scene Panel 4

Dialogue 60 NIBLET  
 Awww, now ain't that sweet.  
 It's a fuzzy li'l honey

Action

Notes



Scene Panel 5

Dialogue 60. NIBLET (cont.)  
 b-

Action BEE POPS INTO HIS NOSE.

Notes



Scene Panel 6

Dialogue 61 NIBLET  
 AGH!!!!

Action TURNS.

Notes (cut) (HV)



Scene (79) Panel 1

Dialogue 61 NIBLET (cont.)  
 (paws at his nose)  
 GET OUTTA MY NOSE!

Action

Notes



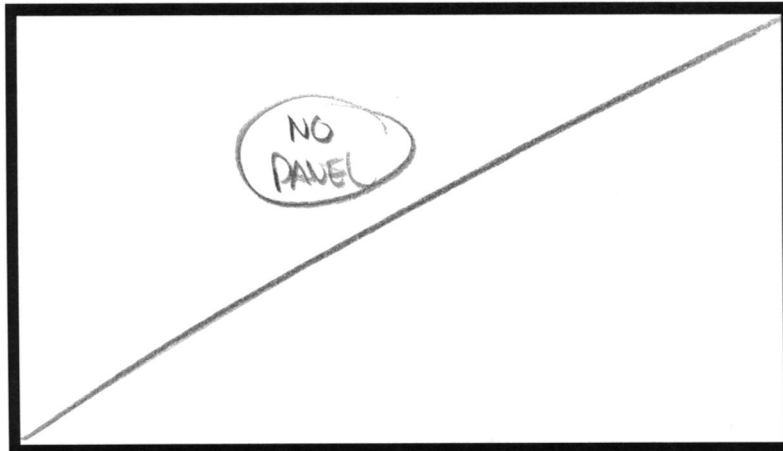
Scene

Panel 2

Dialogue

Action NIBLET SLAPS HIS CHEEKS.

Notes



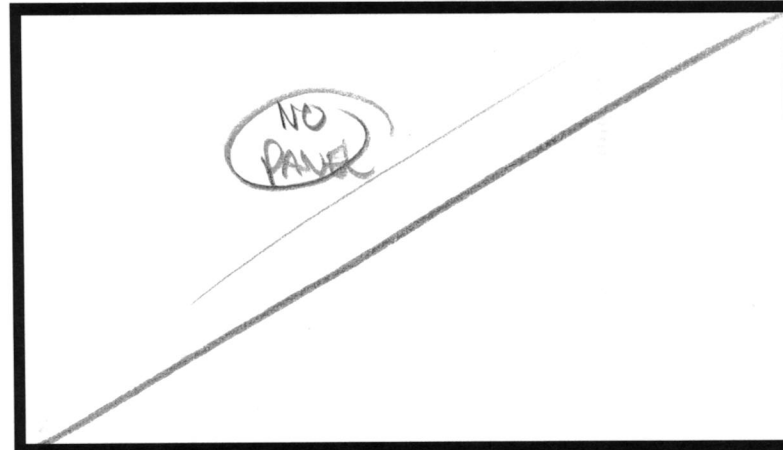
Scene

Panel

Dialogue

Action

Notes



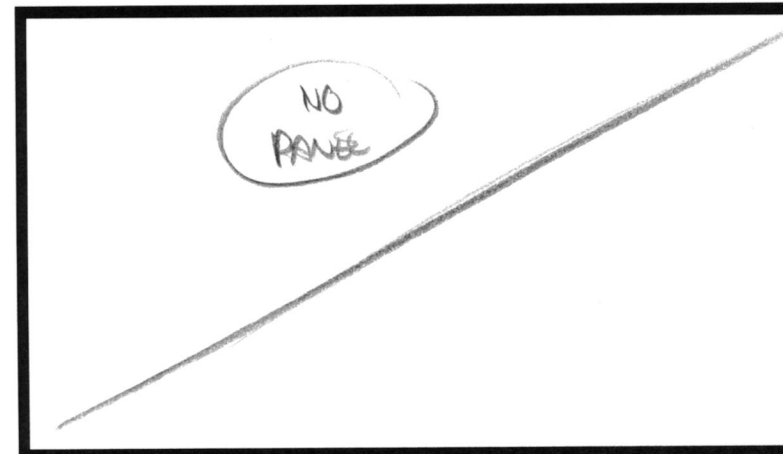
Scene

Panel

Dialogue

Action

Notes



Scene

Panel

Dialogue

Action

Notes



Scene Panel 3

Dialogue 61. NIBLET (cont.)  
GET OUTTA MY NOSE!

Action

Notes



Scene Panel 4

Dialogue

Action

Notes



Scene Panel 5

Dialogue

Action - ANGRY FROM THIS POINT.

Notes (cut)



Scene 80 Panel 1

Dialogue

Action - BIG REACT.

Notes (cut)





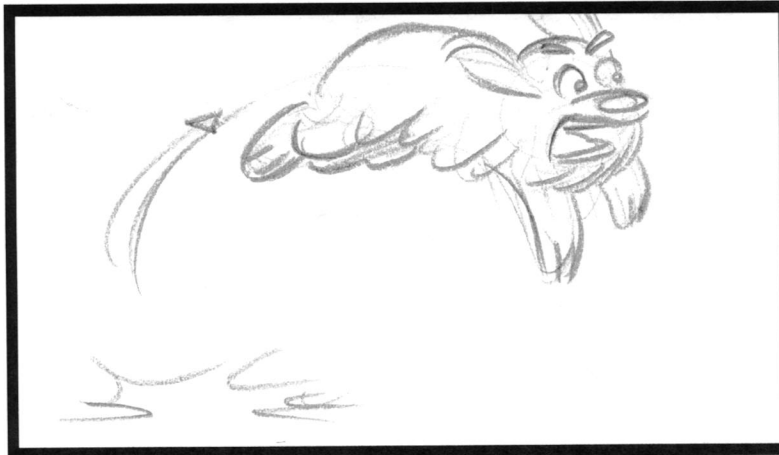
Scene (81)

Panel 1

Dialogue

Action

Notes - NUBLET RUNNING AROUND FRANTIC!



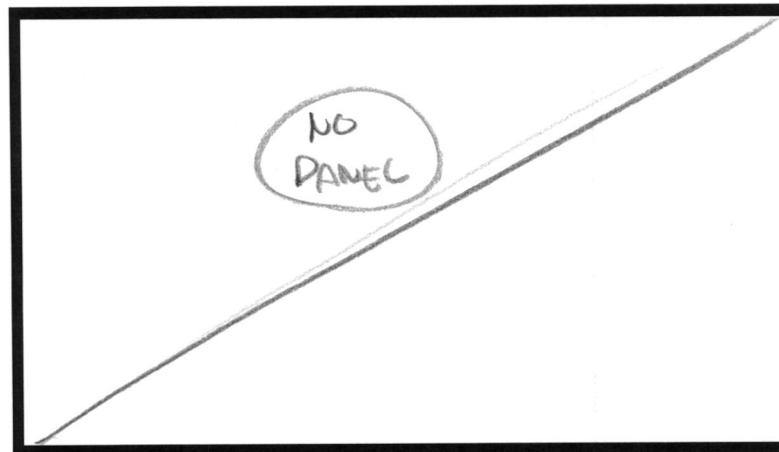
Scene

Panel 2

Dialogue

Action

Notes



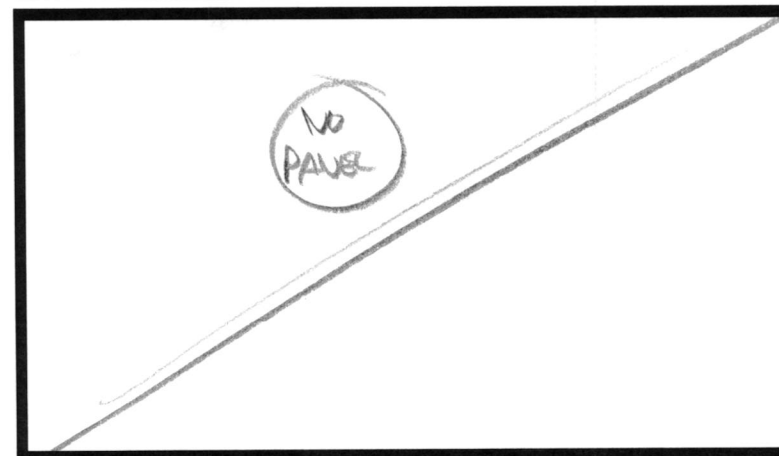
Scene

Panel

Dialogue

Action

Notes



Scene

Panel

Dialogue

Action

Notes



Scene

Panel 3

**D** 62 NIBLET  
 (growls, barking, snarling, jumping around in circles- trying to get bee out of nose - get lots)

Action

Notes



Scene

Panel 4

Dialogue

Action

Notes



Scene

Panel 5

Dialogue

Action BITES THE AIR.

Notes



Scene

Panel 6

Dialogue

Action

Notes



Scene

Panel 7

Dialogue

Action

Notes



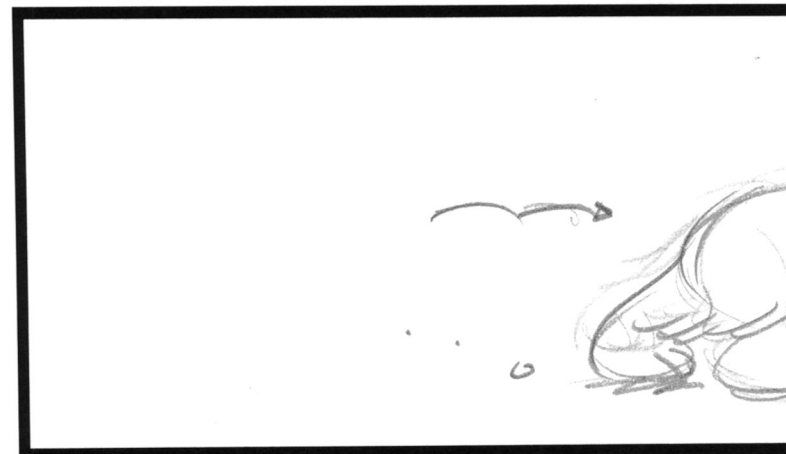
Scene

Panel 8

Dialogue

Action SLAMS HIMSELF ON THE GROUND

Notes



Scene

Panel 9

Dialogue

Action SLIDES OF

Notes



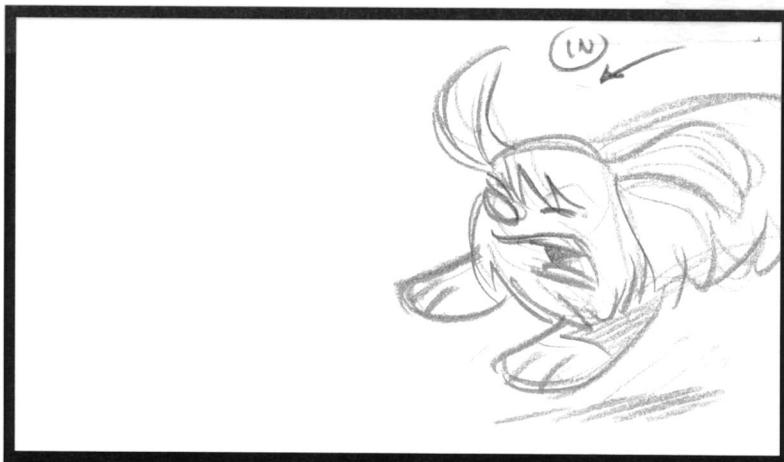
Scene

Panel 10

Dialogue

Action BEAT

Notes



Scene Panel 11

Dialogue

Action NOBLET BACK IN

Notes



Scene Panel 12

Dialogue

Action

Notes

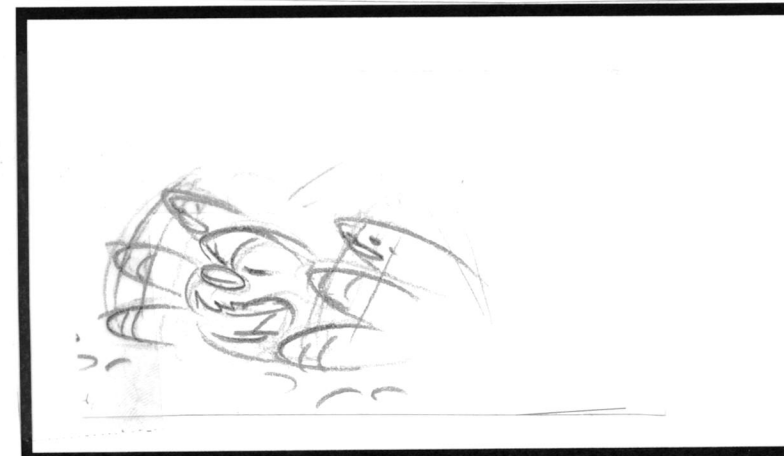


Scene Panel 13

Dialogue

Action

Notes

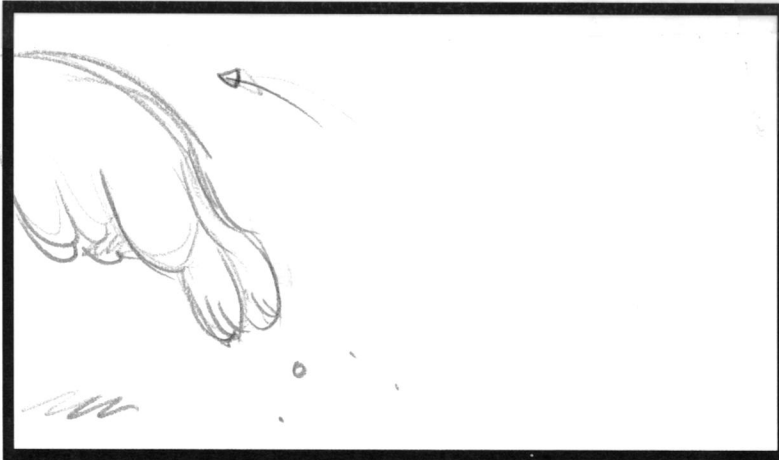


Scene Panel 14

Dialogue

Action

Notes



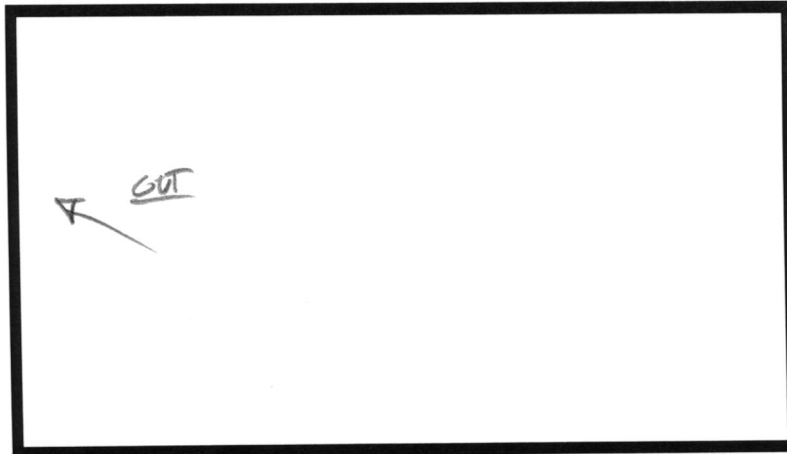
Scene

Panel 15

Dialogue

Action

Notes



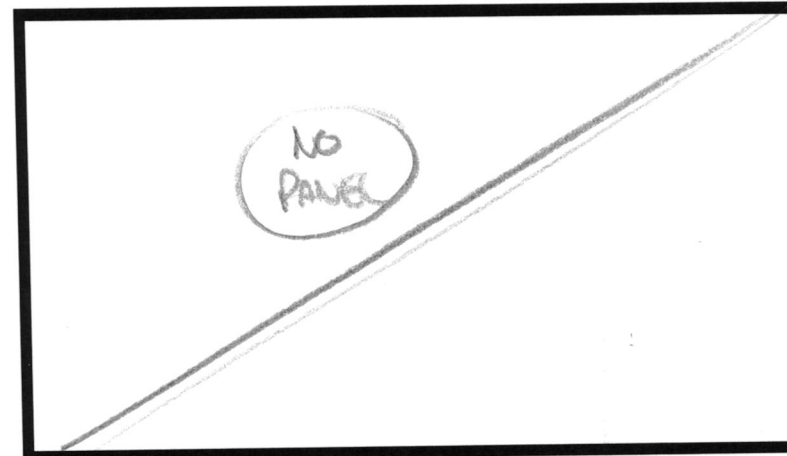
Scene

Panel 16

Dialogue

Action

Notes



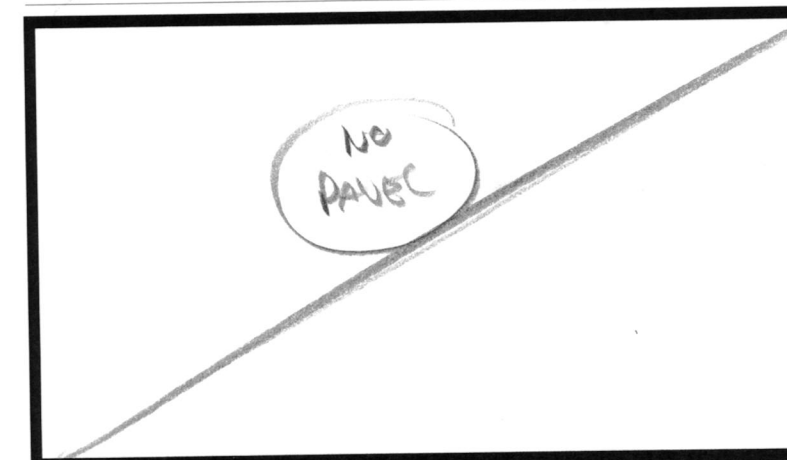
Scene

Panel

Dialogue

Action

Notes



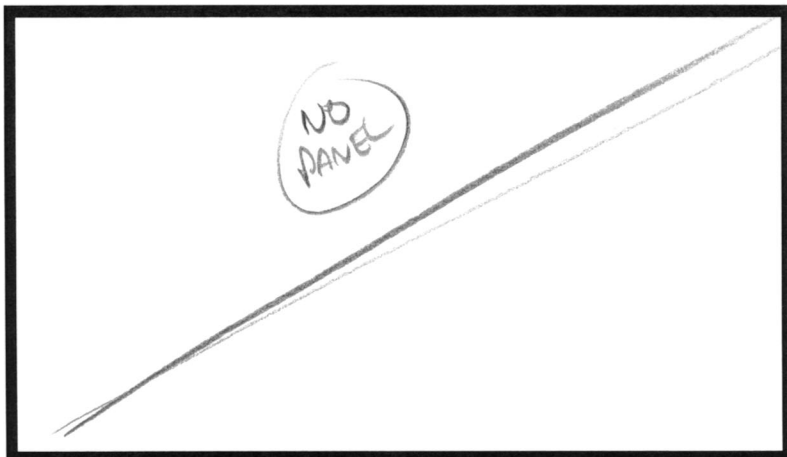
Scene

Panel

Dialogue

Action

Notes



Scene

Panel

Dialogue

Action BEAT

Notes



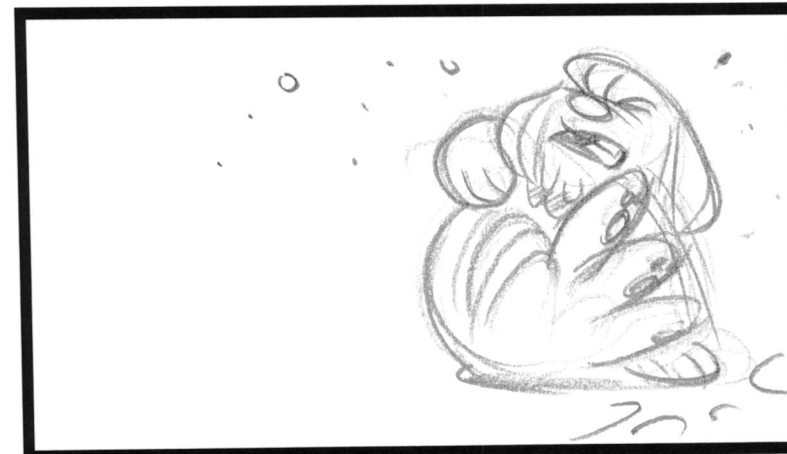
Scene

Panel 17

Dialogue

Action NIBBETS DANCES THROUGH.

Notes



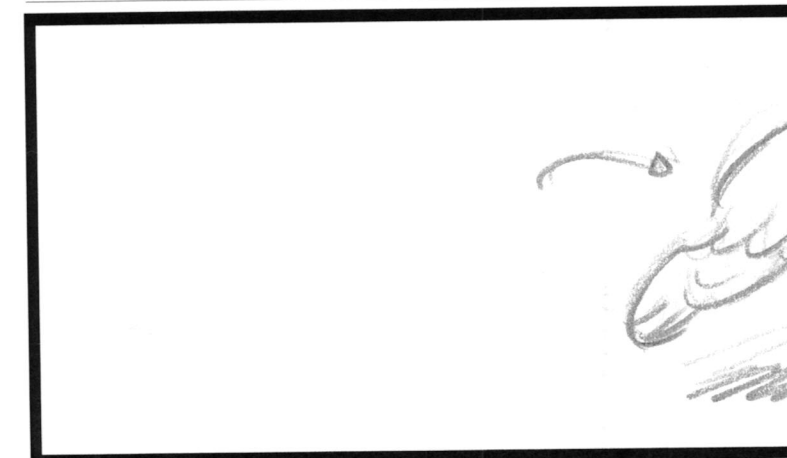
Scene

Panel 18

Dialogue

Action THUMP FX

Notes



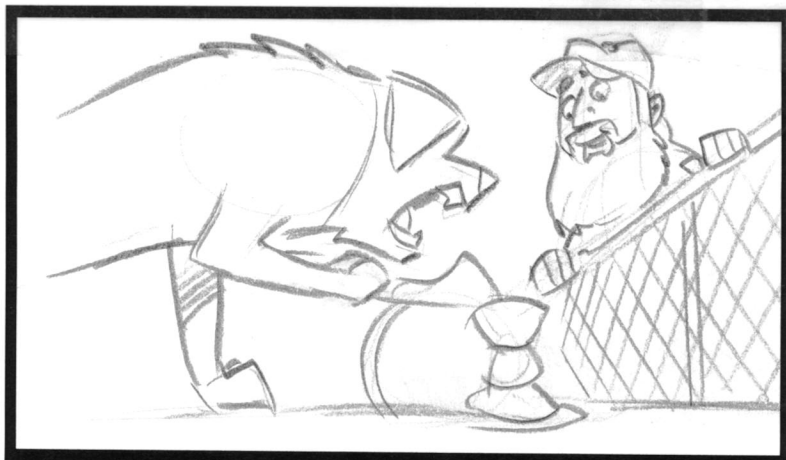
Scene

Panel 19

Dialogue

Action - ALL ACTION IS OVER THE TOP FOR THIS SCENE.

Notes (COT)

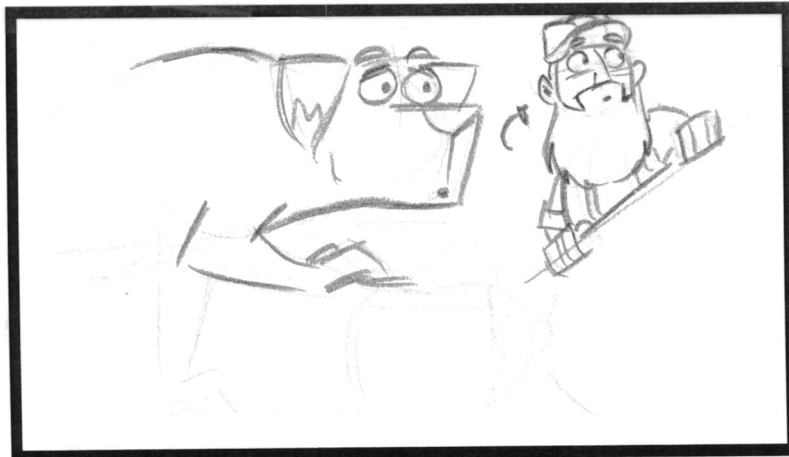


Scene **(82)** Panel **1**  
EXT. KENNELS - CONTINUOUS

Dial **63** JUNKYARD JIM  
Yup, I reckon you'll do just--

Action TYSON STILL OVER  
LUCKY  
EA P(46)

Notes

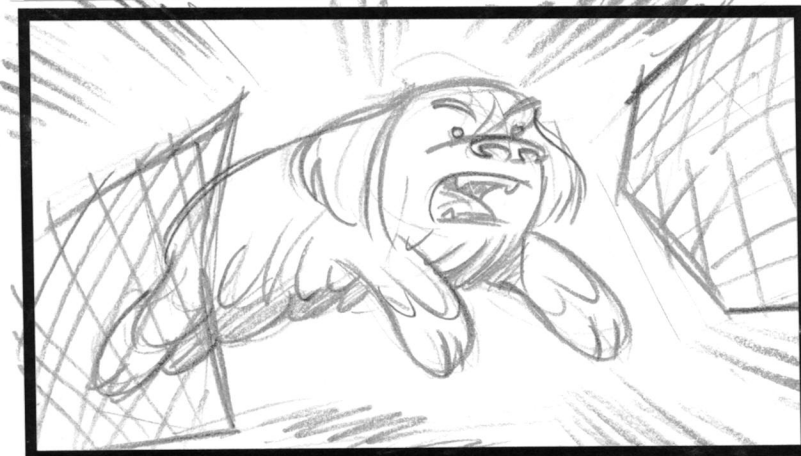


Scene Panel **2**

Dialogue **(95)** CRASH

Action REACT TO SOUND

Notes **CUT**

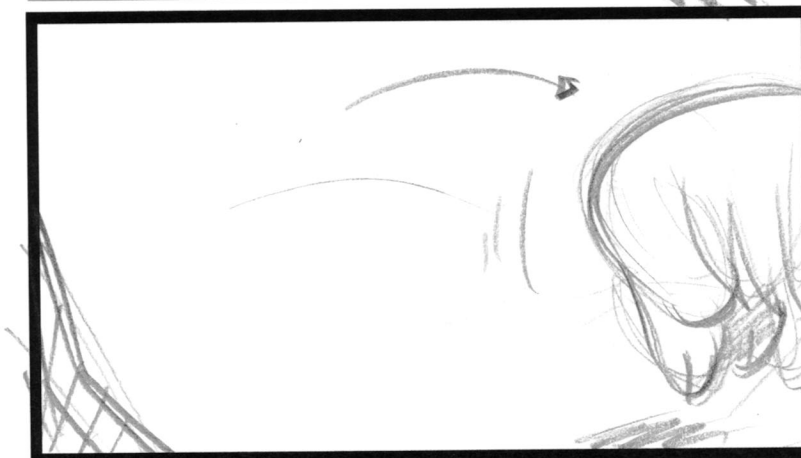


Scene **(83)** Panel **1**

Dialogue BREAKS THROUGH FENCE.

Action NIBLET CRASHES THROUGH  
FENCE INTO MAIN YARD

Notes

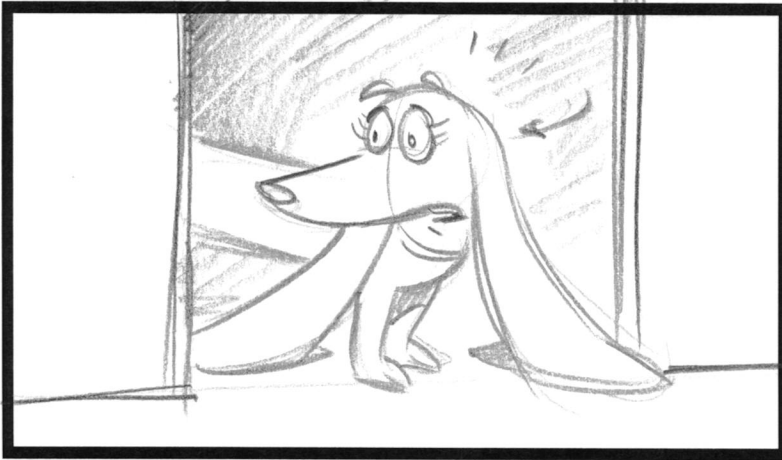


Scene Panel **2**

Dialogue

Action

Notes **CUT**



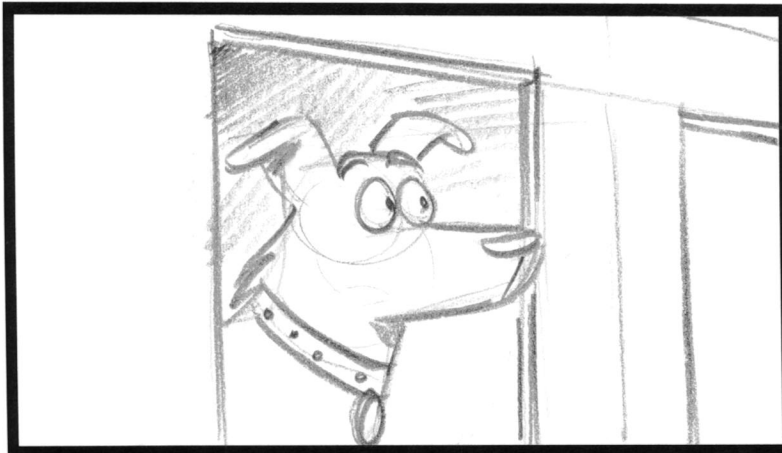
Scene 84

Panel 1

Dialogue STRUDEL REACT

Action

Notes COT



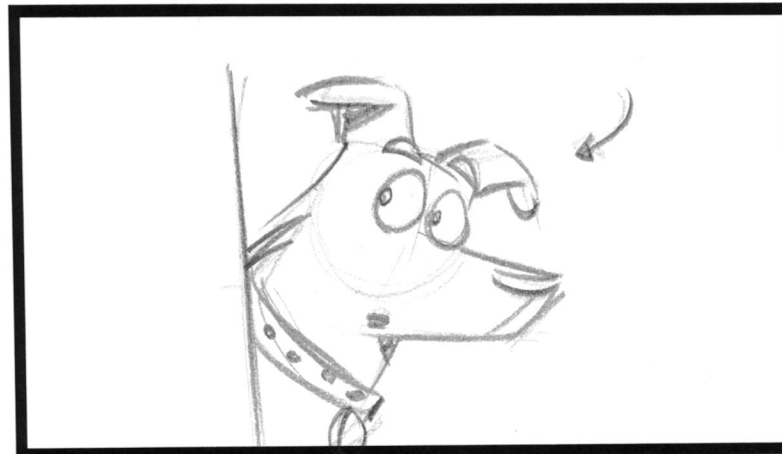
Scene 85

Panel 1

Dialogue

Action LUCKY REACT.

Notes



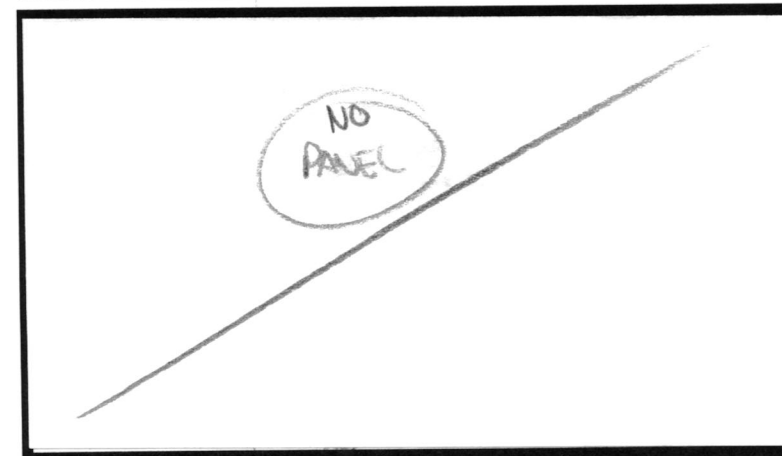
Scene

Panel 2

Dialogue

Action

Notes COT



Scene

Panel

Dialogue

Action

Notes





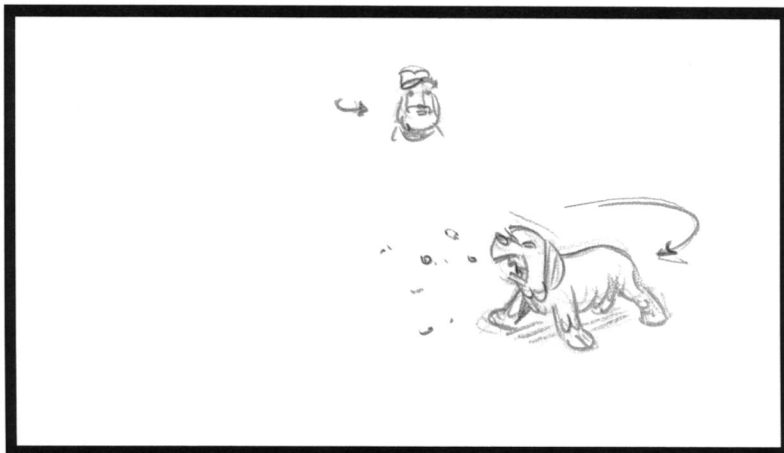
Scene 86

Panel 1

Dialogue 64 JUNKYARD JIM  
Well bust

Action NUBLET SNARLING

Notes

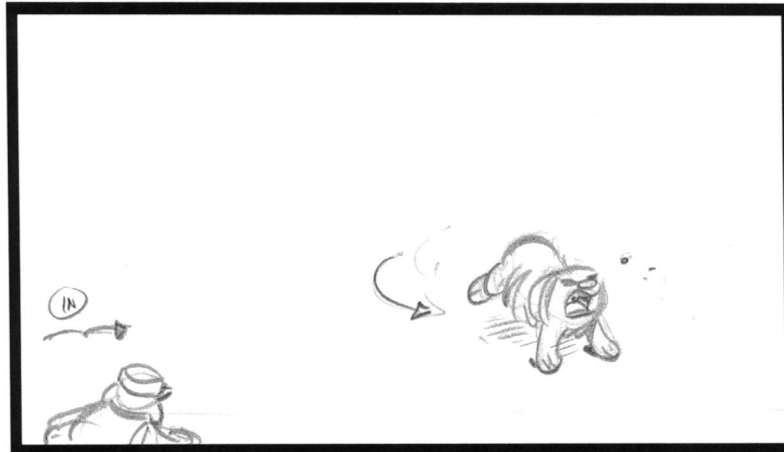


Scene Panel 2

Dialogue 64 JUNKYARD JIM (cont.)  
my buttons...

Action NUBLET SNARLING

Notes



Scene Panel 3

Dialogue

Action

Notes (cut) (HU)



Scene 87 Panel 1

Dialogue 65 OLAF  
Uh oh!

Action

Notes



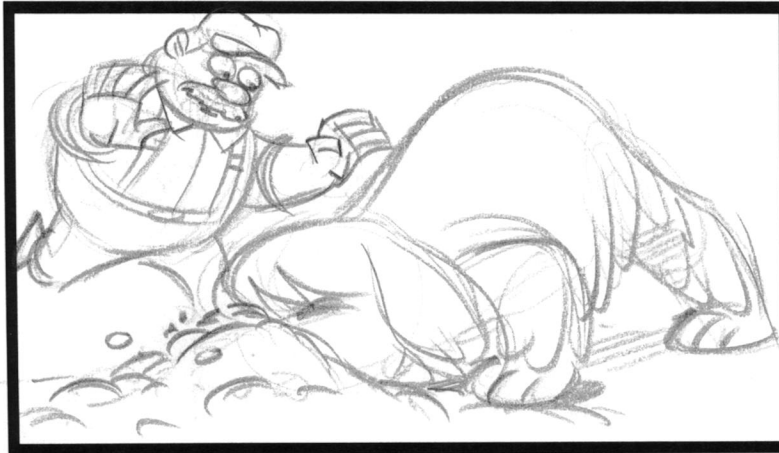
Scene Panel 2

Dialogue

65 OLAF (cont.)  
An escapee!

Action

Notes

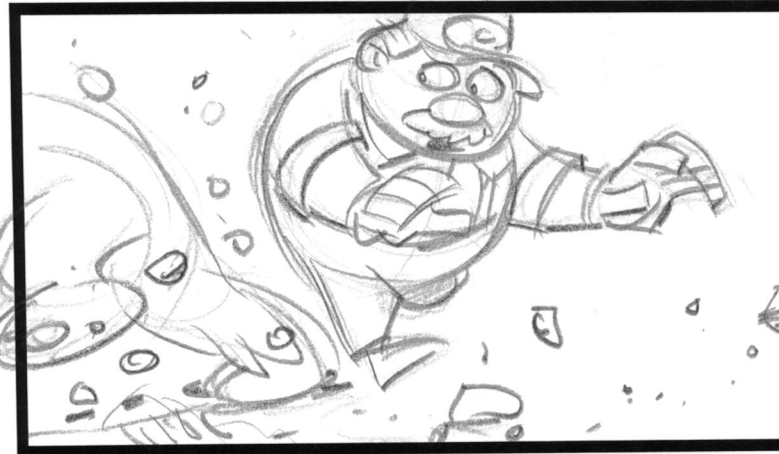


Scene Panel 3

Dialogue

Action OLAF LUNGES AT  
NIBLET  
- NIBLET DIGS HIS NOSE  
IN THE DIRT.

Notes

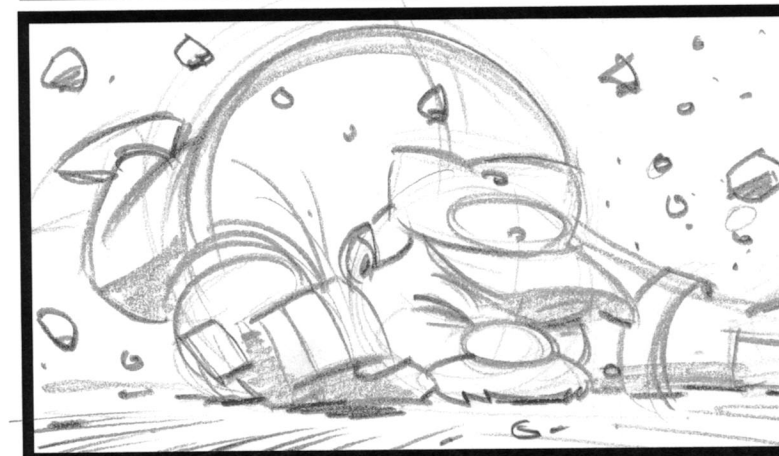


Scene Panel 4

Dialogue

Action

Notes

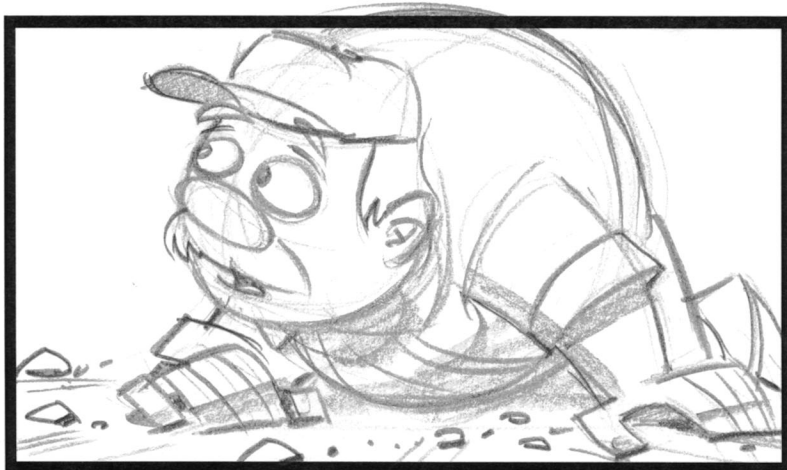


Scene Panel 5

Dialogue

Action OLAF TAKES A NOSEDIVE.

Notes



Scene Panel 6

Dialogue

Action GETS UP

Notes (cut)

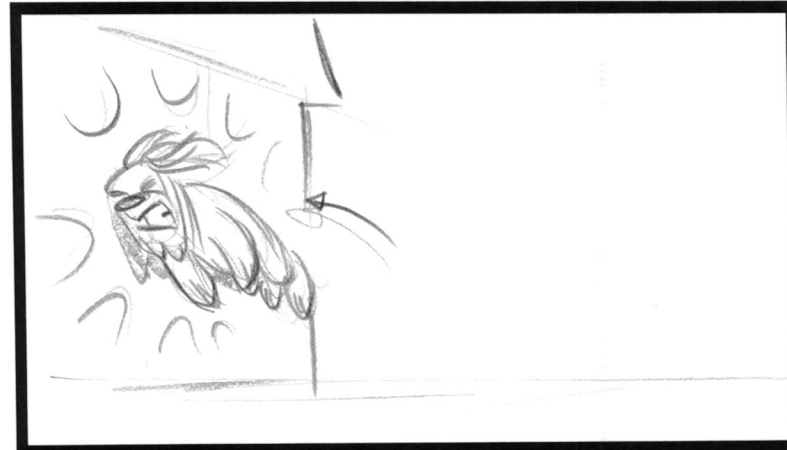


Scene (88) Panel 1

Dialogue

Action (GROOMING STATION WALL)

Notes

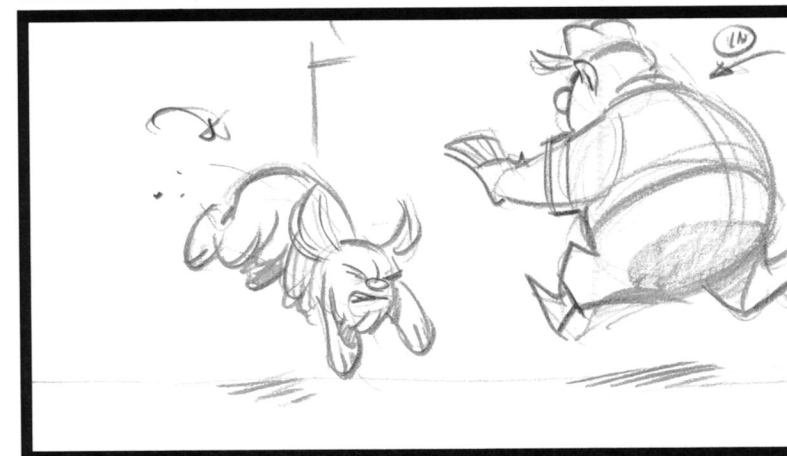


Scene Panel 2

Dialogue

Action CRASHES AGAINST WALL

Notes



Scene Panel 3

Dialogue 65. OLAF (CONT.)  
(trying to corral Niblet)  
Down boy!

Action OLAF IN.

Notes



Scene

Panel 4

Dialogue

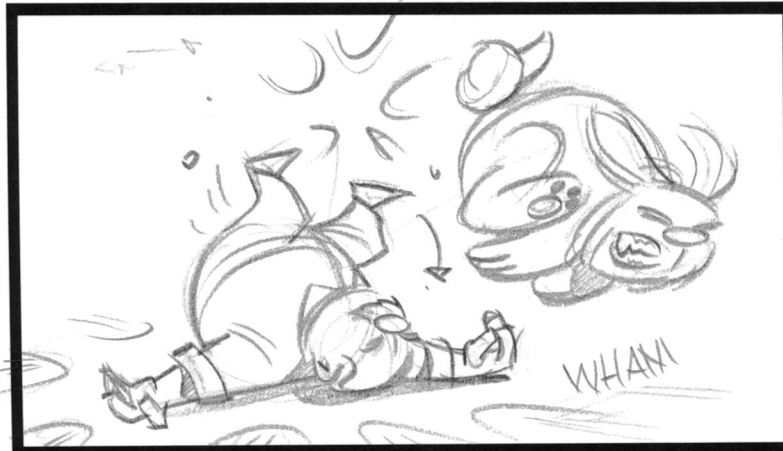
65. OLAF (CONT.)

Down!

Action

NIBLET LUNGES AT OLAF & KNOCKS HIM DOWN.

Notes



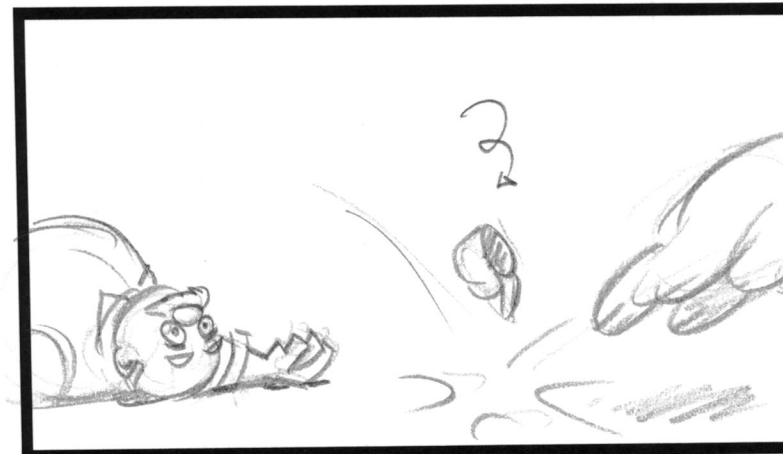
Scene

Panel 5

Dialogue

Action

Notes



Scene

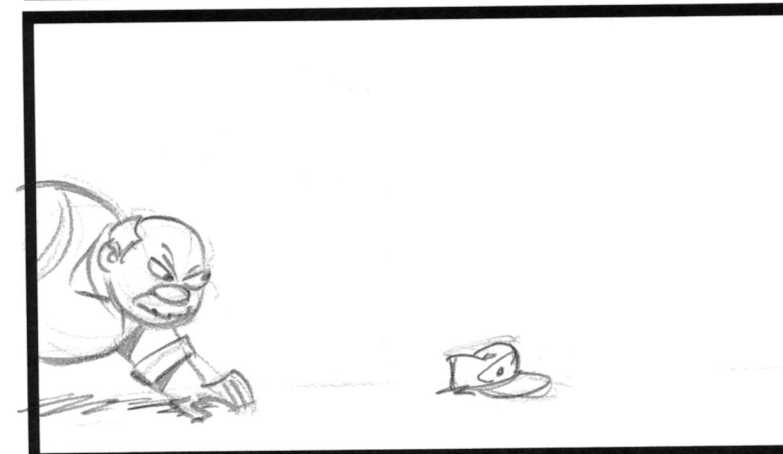
Panel 6

Dialogue

Action

NIBLET OUT.

Notes



Scene

Panel 7

Dialogue

Action

Notes



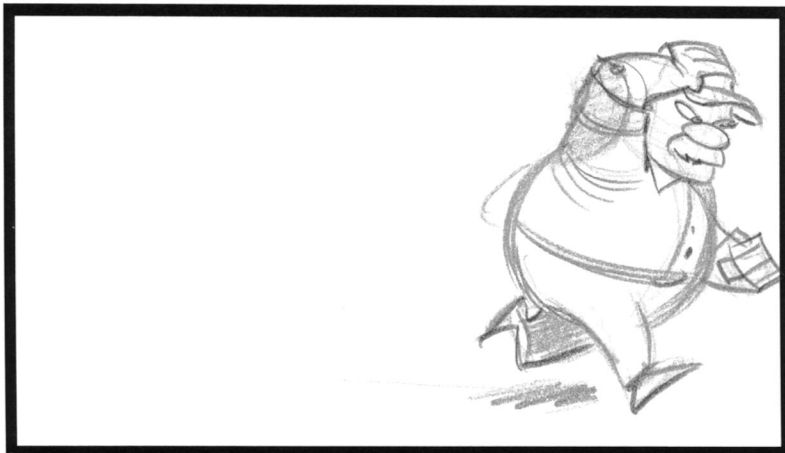
Scene

Panel 8

Dialogue

Action GLIF GRABS FAT & EXITS.

Notes



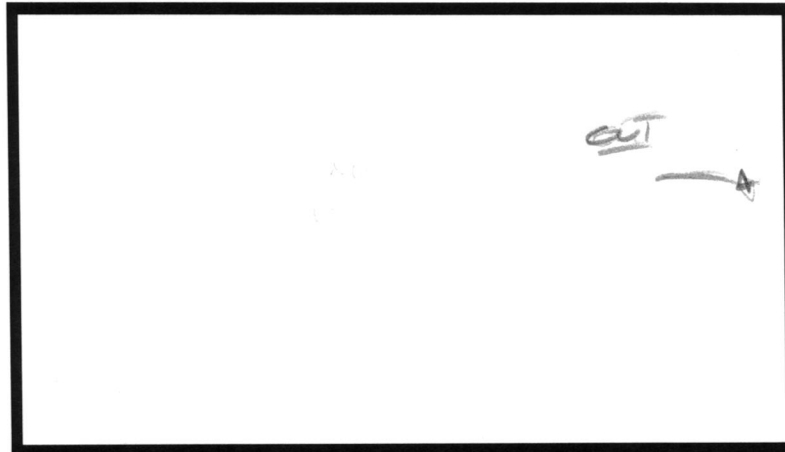
Scene

Panel 9

Dialogue

Action

Notes



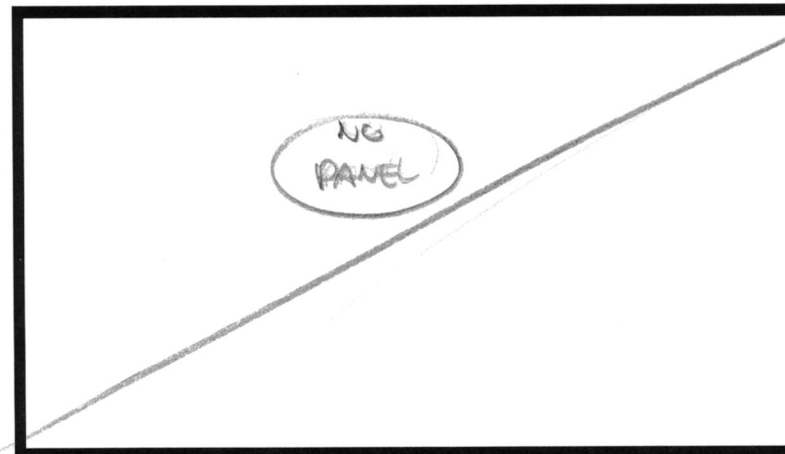
Scene

Panel 10

Dialogue

Action

Notes (CUT)



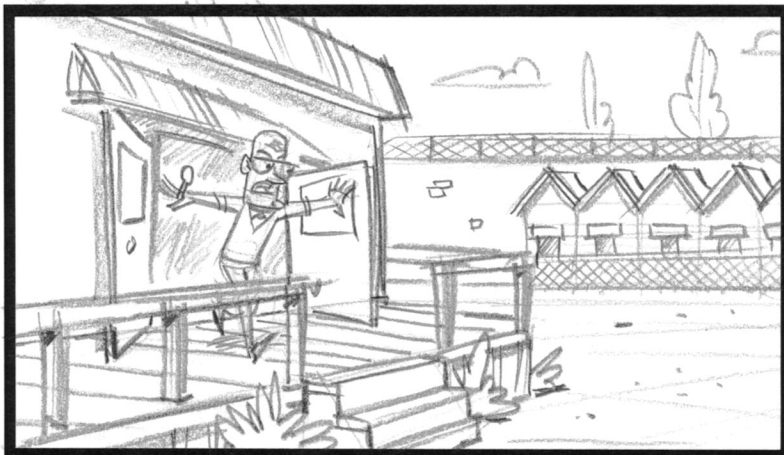
Scene

Panel

Dialogue

Action

Notes

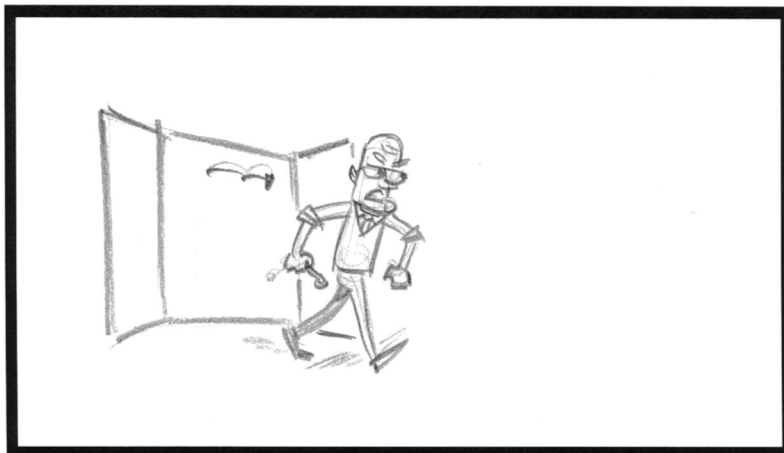


Scene (89) Panel 1

Dialogue 66 MCLEISH  
What's going on

Action DOORS SLAMS. OPEN  
MCLEISH EXIT.

Notes



Scene Panel 2

Dialogue 66. MCLEISH (CONT.)  
out here?!

Action

Notes CUT

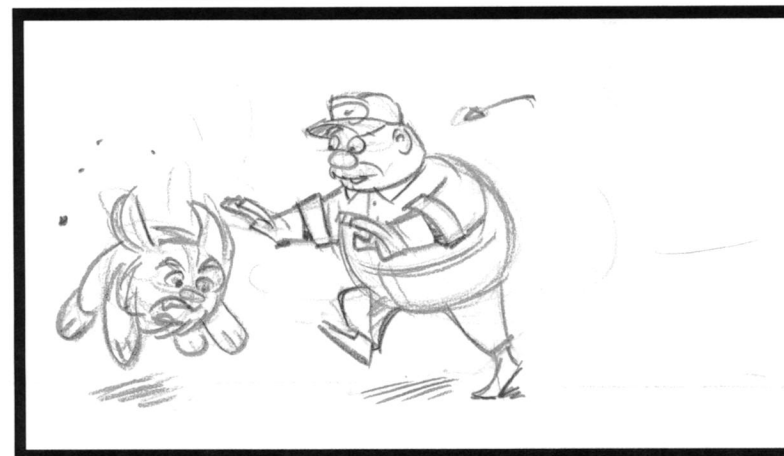


Scene (90) Panel 1

Dialogue OLAF!  
I DON'T KNOW SIR.

Action NIBLET RUNNING LIKE  
CRAZY AROUND OLAF.

Notes



Scene Panel 2

67 OLAF  
. This dog just  
went crazy!  
(trying but failing to  
grab him)

Action

Notes



Scene

Panel 3

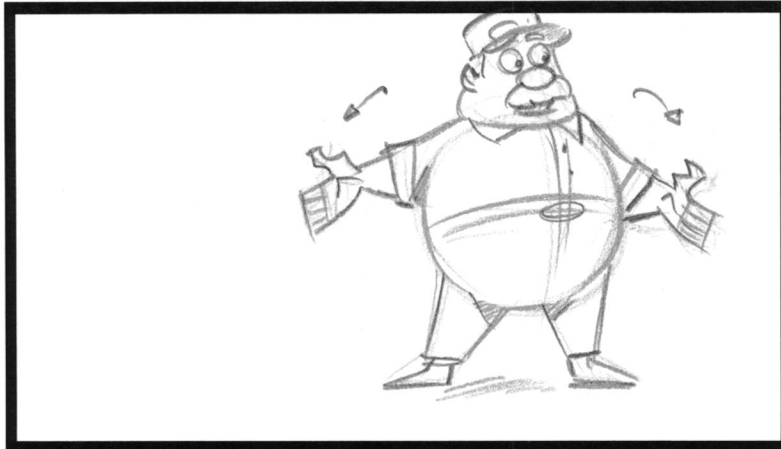
Dialogue

67. OLAF (cont'd)  
Hold steady, Doggie!

Action

NIBLET OUT.

Notes



Scene

Panel 4

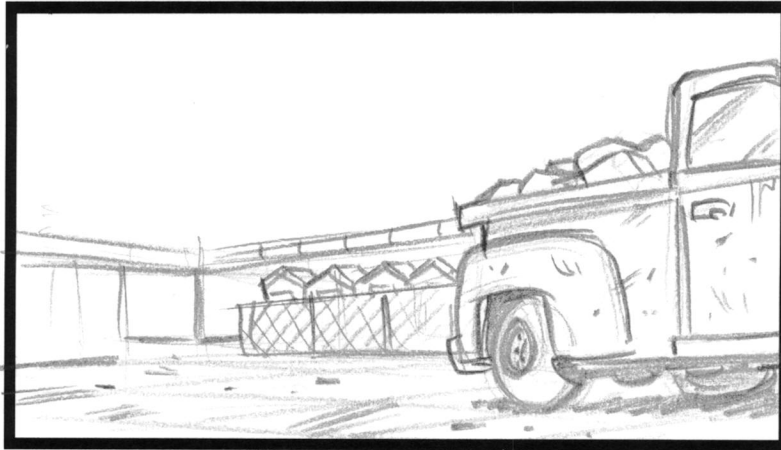
Dialogue

67. OLAF (cont'd)  
Stop moving around!

Action

Notes

(cut)



Scene

(91)

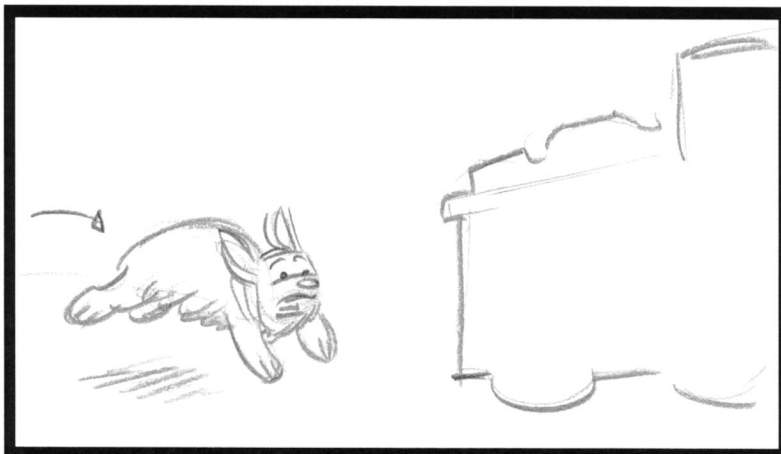
Panel

1

Dialogue

Action

Notes



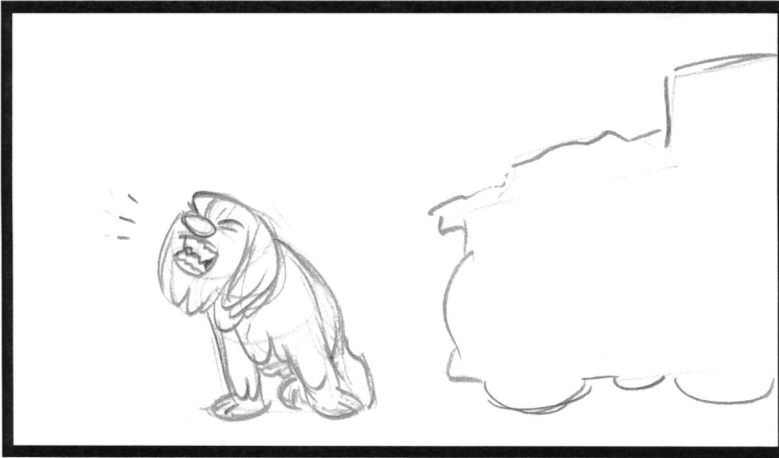
Scene

Panel 2

Dialogue

Action

Notes



Scene Panel 3

Dialogue



Action 68 NIBLET (snarling, chomping as if biting unseen foe)

Notes



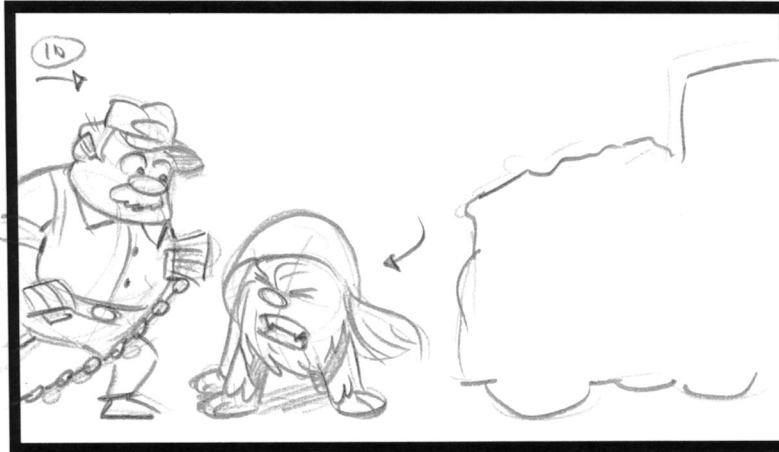
Scene Panel 4

Dialogue



Action

Notes



Scene Panel 5

Dialogue

Action OLAF RUNS IN WITH CHAIN

Notes



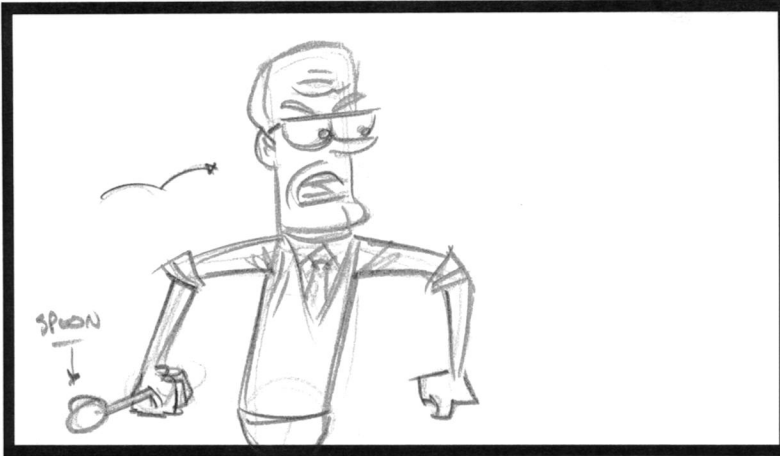
Scene Panel 6

Dialogue

Action OLAF PUTS LEISH ON NIBLET

Notes (CUT)





Scene (92) Panel 1

Dialogue 69 MCLEISH  
Lock that crazy cur up

Action

Notes



Scene Panel 2

Dialogue 69 MCLEISH (CONT.)  
where he  
can't do any more damage.

Action

Notes



Scene Panel 3

Dialogue 70 JUNKYARD JIM  
You don't need to lock that dawg up,  
Mister,

Action

Notes (HUN) (CUT)



Scene (93) Panel 1

Dialogue 70 JUNKYARD JIM  
'cause I'm taking him home.

Action NIBLET IS STRUGGLING

Notes (CUT)



Scene (94) Panel 1

Dialogue 71 MCLEISH  
What?!

Action

Notes (cut)

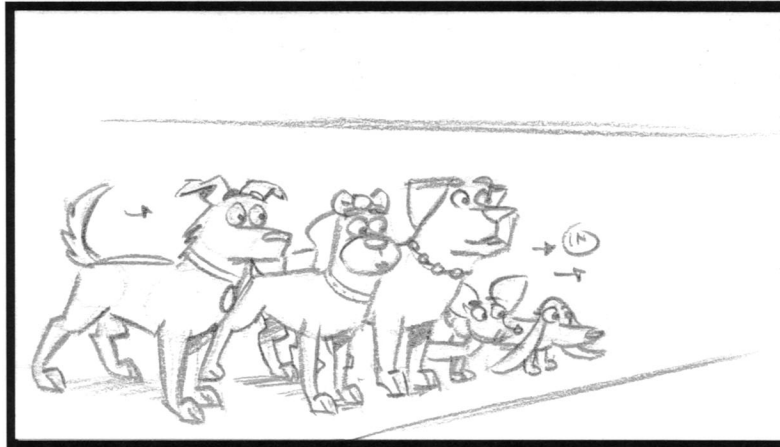


Scene (95) Panel 1

Dialogue

Action LUCKY WALKING UP.

Notes

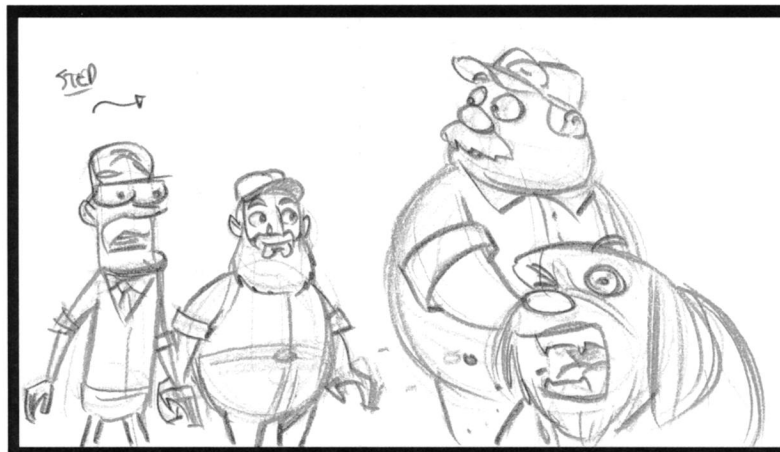


Scene Panel 2

Dialogue 72 LUCKY  
Oh no!

Action LUCKY ENTERS & SO DO STEVE & SQUIRT.

Notes (cut)



Scene (96) Panel 1

Dialogue 73 MCLEISH  
You want...

Action

Notes

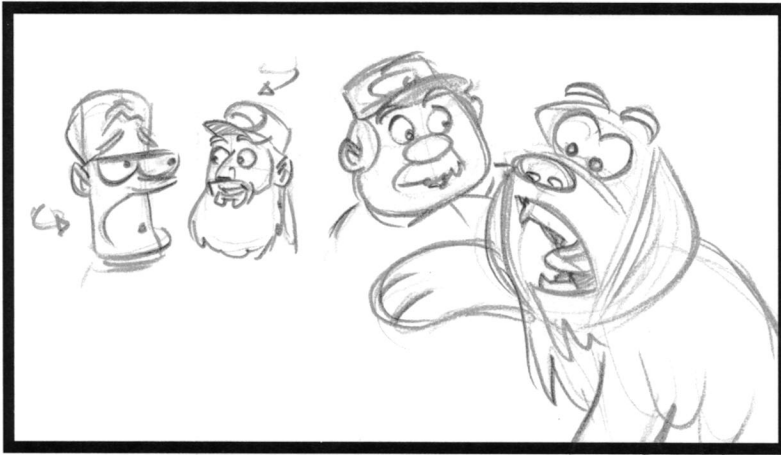


Scene Panel 2

Dialogue 73 MCLEISH (cont.)  
him?

Action

Notes

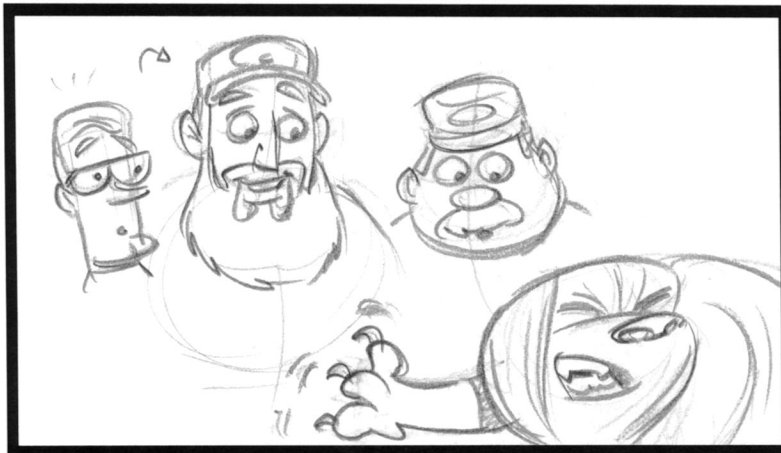


Scene Panel 3

Dialogue 74 JUNKYARD JIM  
That's right.

Action

Notes



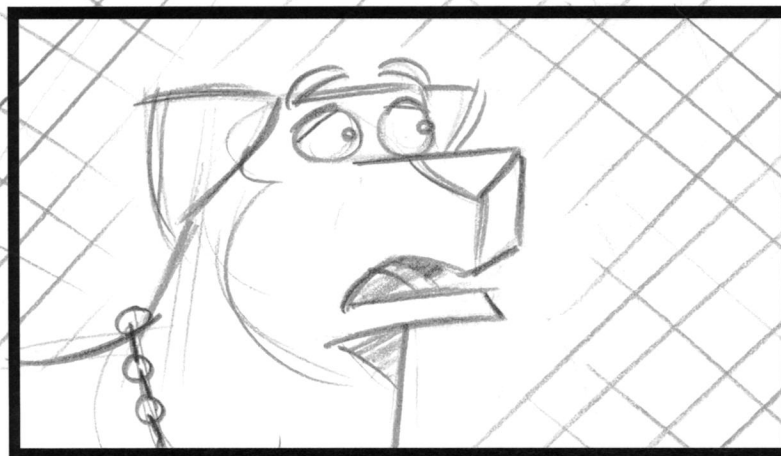
Scene Panel 4

Dialogue 74 JUNKYARD JIM (cont.)  
That there's the  
best junkyard dawg I ever seen.

Action

JUNKYARD JIM STEPS UP.

Notes (CUT)

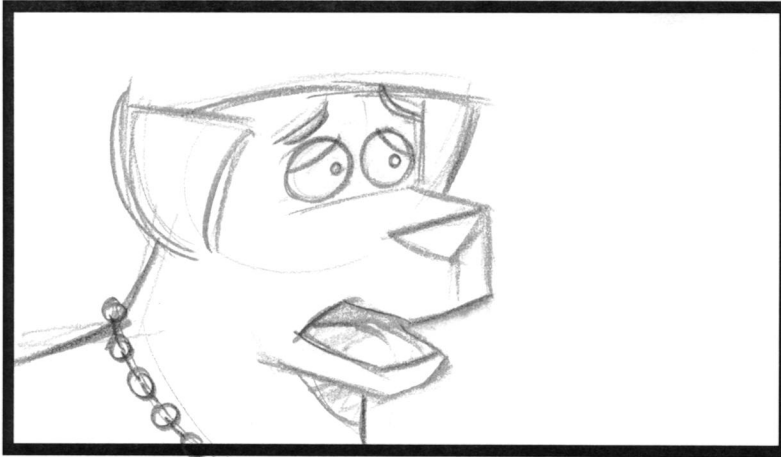


Scene Panel 1

Dialogue 75 TYSON  
But.. but...

Action

Notes



Scene Panel 2

Dialogue 75. TYSON (cont.)  
that's MY job!

Action TYSON SAD

Notes (CUT)

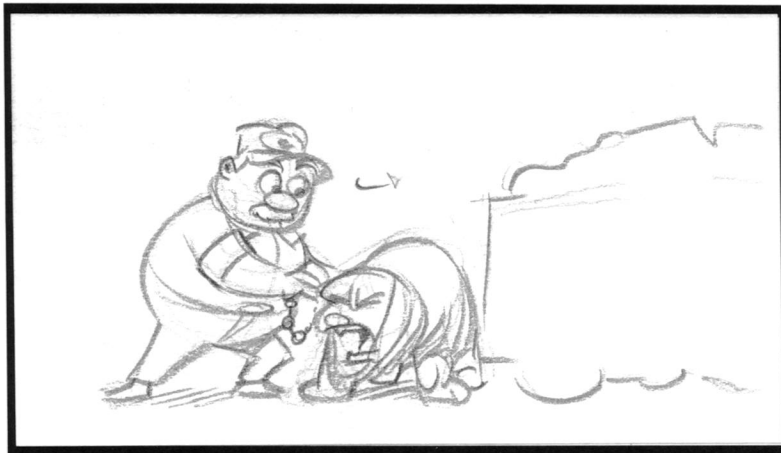


Scene (98) Panel 1

Dialogue 76 NIBLET  
Ahhhh-CHOOO!!!!

Action NIBLET IS ABOUT TO  
SNEEZE.

Notes

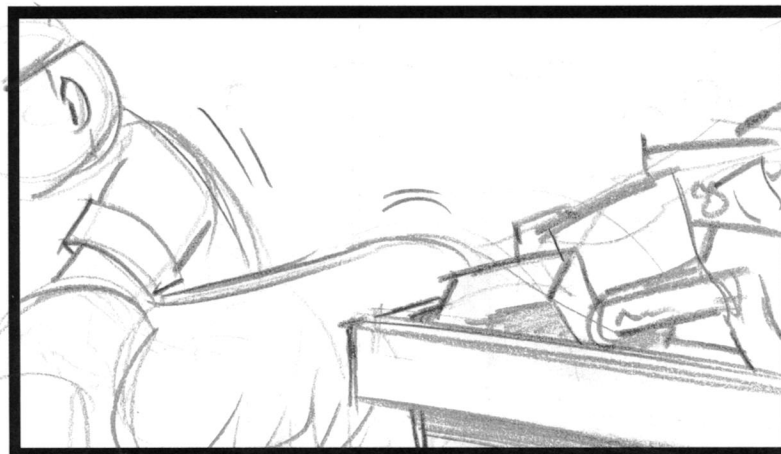


Scene Panel 2

Dialogue

Action

Notes (CUT) (HU)



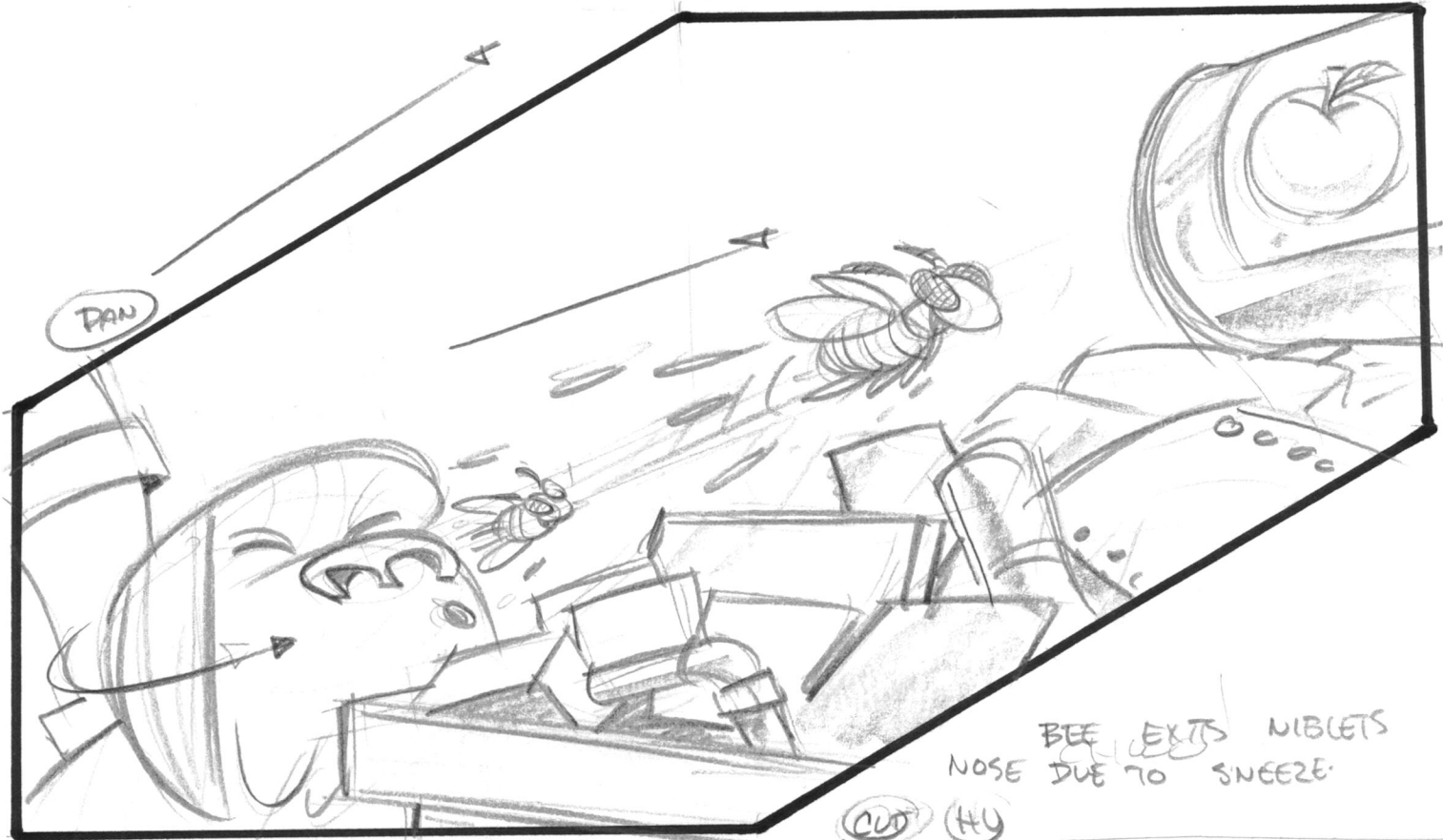
Scene (99) Panel 1

Dialogue

Action (BACK OF TRUCK)

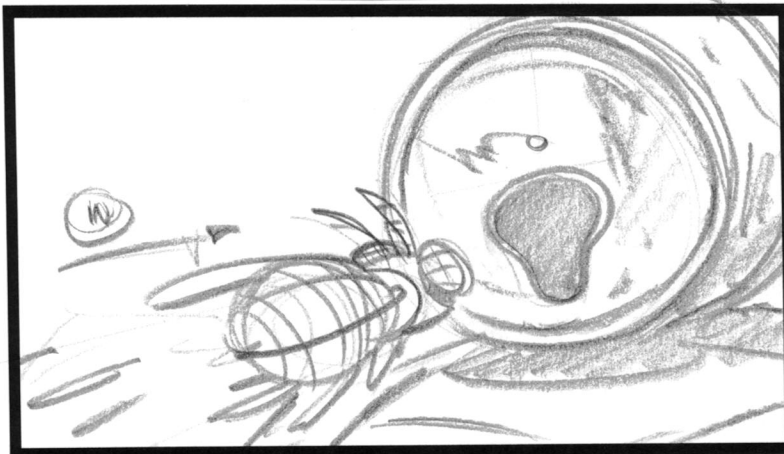
Notes

Panel 2



BEE EXITS NIBLETS  
NOSE DUE TO SNEEZE.

(CUT) (HU)



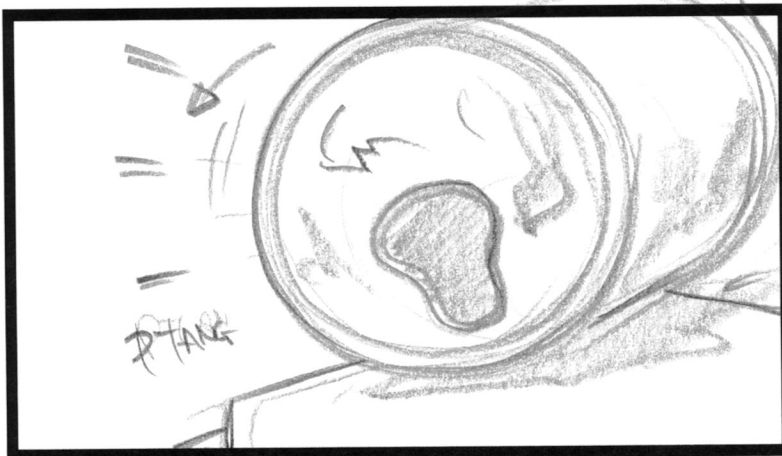
Scene (100)

Panel 1

Dialogue

Action

Notes



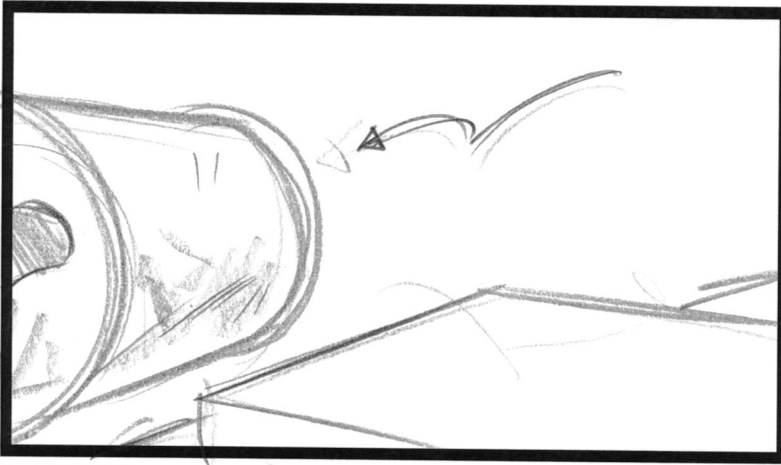
Scene

Panel 2

Dialogue (PTANG SFX)

Action BEE GETS SHOT INTO  
POPCAN.

Notes

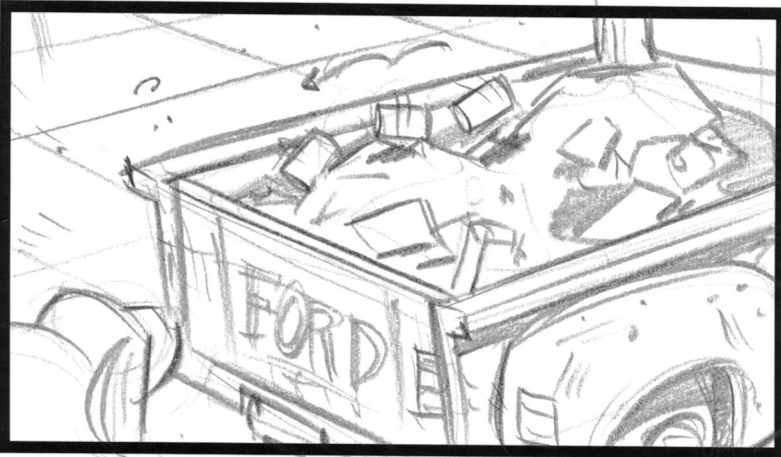


Scene Panel 3

Dialogue

Action PORDAN ROLLS OFF EDGE

Notes (CUT) (HU)



Scene (101) Panel 1

Dialogue CAN ROLLS DOWN THE INTO THE BED OF THE TRUCK,

Action CLANG SFX

Notes (CUT) (HU)



Scene (102) Panel 1

Dialogue ( ) ( ) ( ) ( ) BLINK X 2

Action NIBLET BACK TO NORMAL.

Notes



Scene Panel 2

Dialogue

Action SHAKES HEAD.

Notes (CUT)



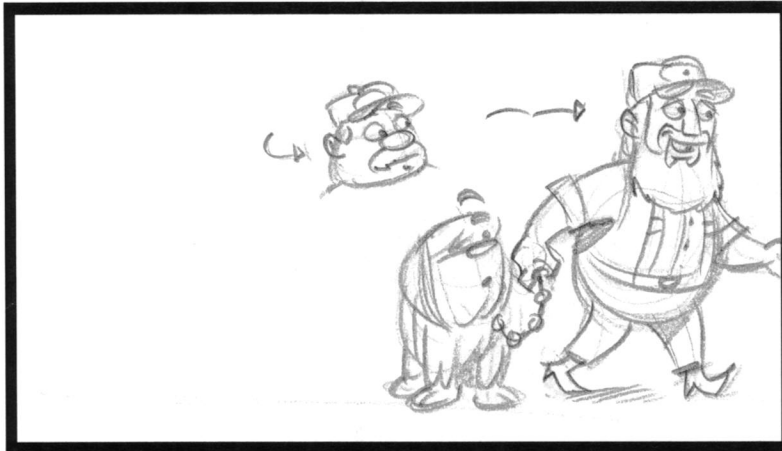
Scene 103

Panel 1

Dialog 77 JUNKYARD JIM  
Come on, Dawg.

Action NIBLET ALL SMILES  
JJ. TAKES LEASH FROM OLIF

Notes

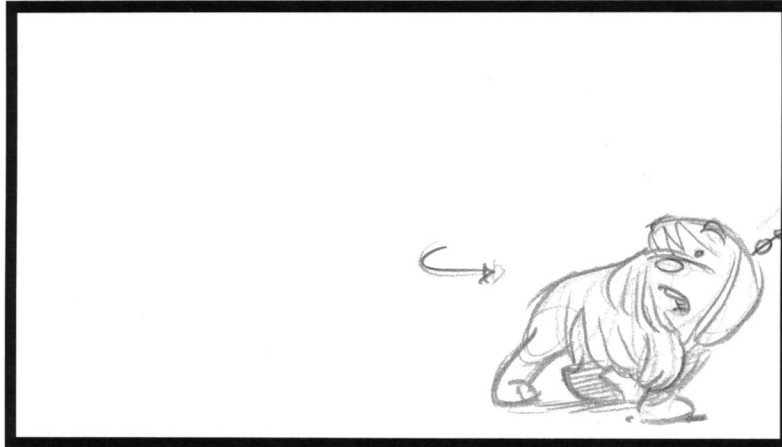


Scene Panel 2

Dialog 77 JUNKYARD JIM (CONT.)  
You're commin'

Action BOTH EXIT.

Notes

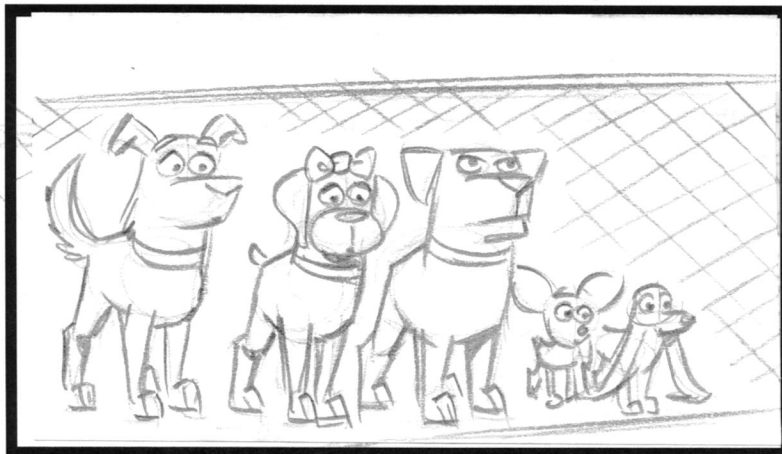


Scene Panel 3

Dialog 77 JUNKYARD JIM (CONT.)  
with me.

Action

Notes (cut)



Scene 104 Panel 1

78 LUCKY, STRUDEL, COOKIE, SQUIRT  
NIBLET!!! NOOOOOOO!

Action ALL SHOCKED (REACT)

Notes (cut)



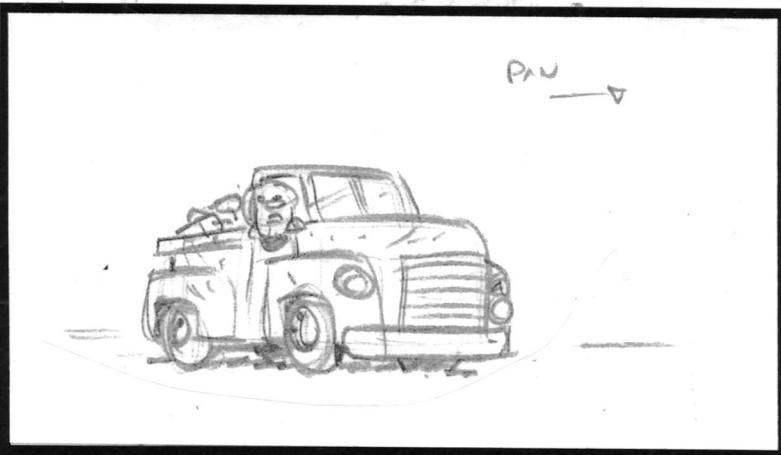
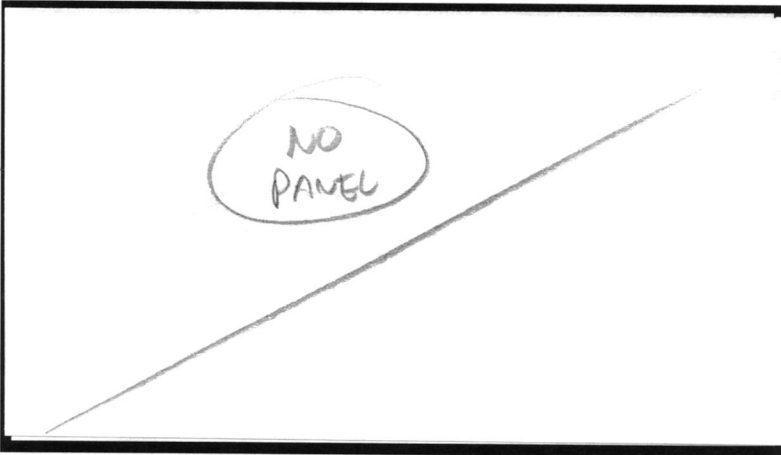
Scene 105

Panel 1

Dialogue 79 TYSON  
 (bitterly)  
 Some guys get all the breaks.

Action  
 - DOOR SLAM FX  
 - ENGINE REV

Notes CUT

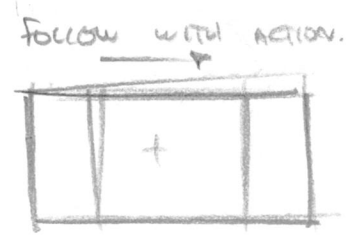


Scene 106

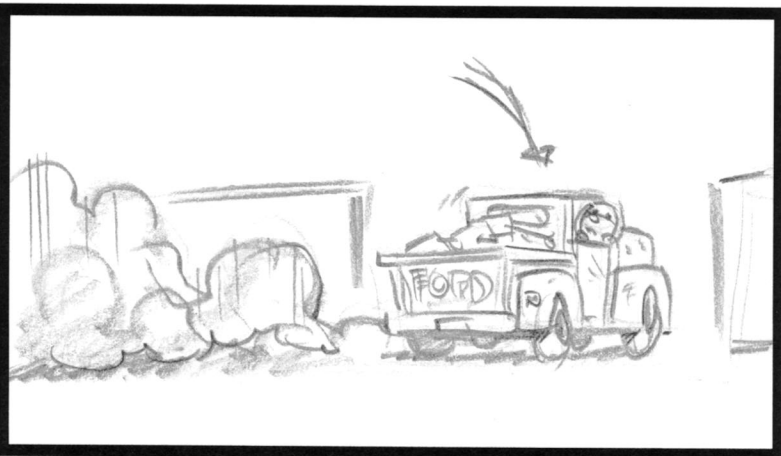
Panel 1

Dialogue

Action



Notes



Scene

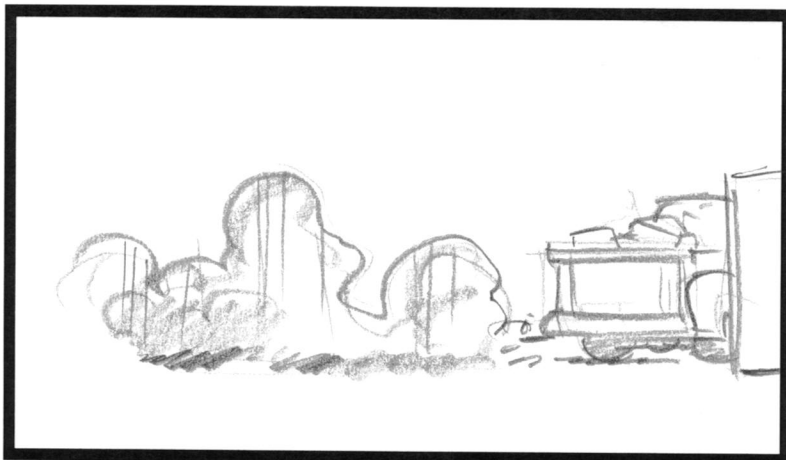
Panel 2

Dialogue

Action

Notes





Scene Panel 3

Dialogue

Action

Notes

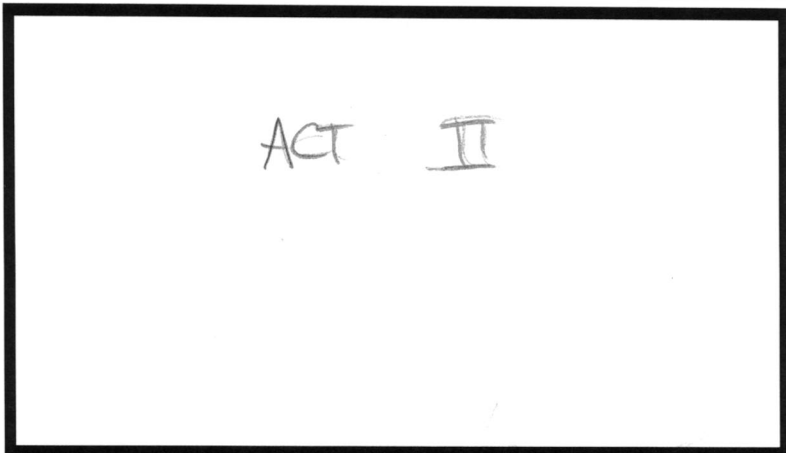


Scene Panel 4

Dialogue

Action

Notes (COT)



Scene Panel

Dialogue

Action

Notes



Scene (107) Panel 1

EXT. STREET - DAY

Dialogue

Action TRUCK ROLLING DOWN THE STREET.

Notes

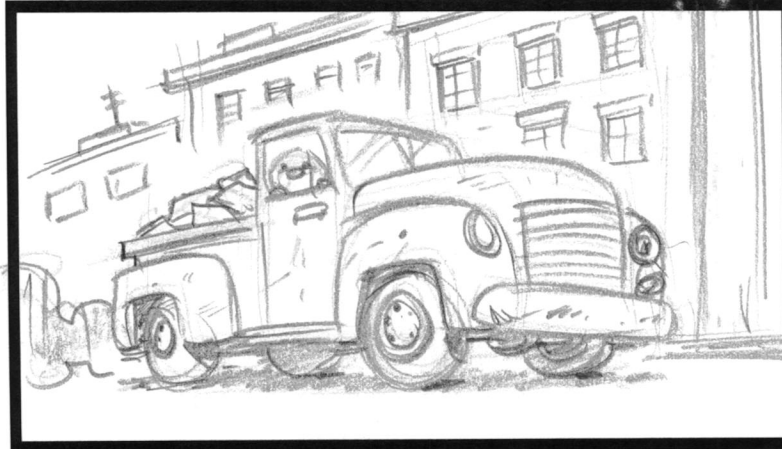


Scene Panel 2

Dialogue

Action NIBLET LOOKING OUT THE WINDOW.

Notes

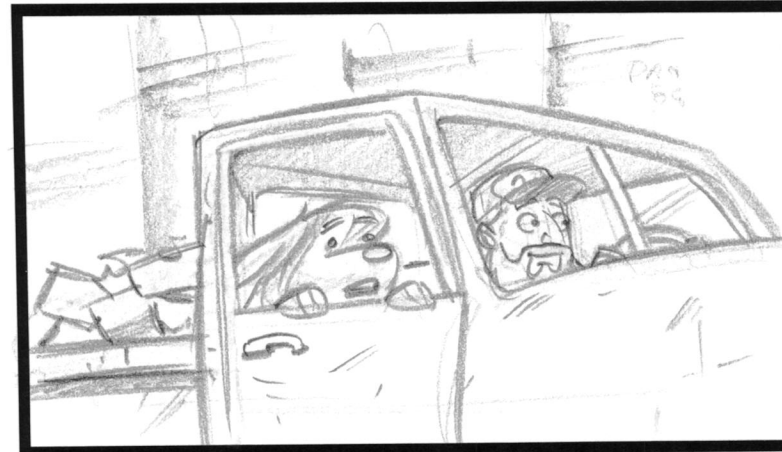


Scene Panel 3

Dialogue

Action

Notes



Scene Panel 4

Dialogue

Action ANIMATE INTO CAB RADIO FIX (( BANJO MUSIC ))

Notes

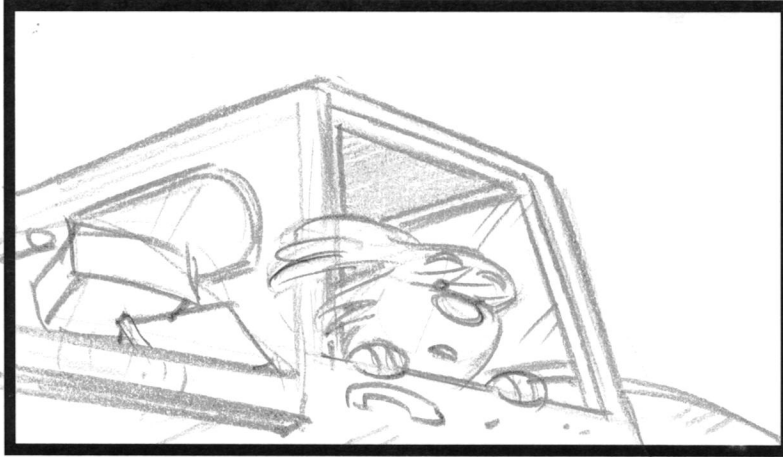


Scene Panel 5

Dialogue 80 NIBLET Help.... me....

Action

Notes



Scene

Panel 6

Dialogue ME...

Action

Notes



Scene

Panel 7

Dialogue

Action TRUCK GAIN OUT.

Notes



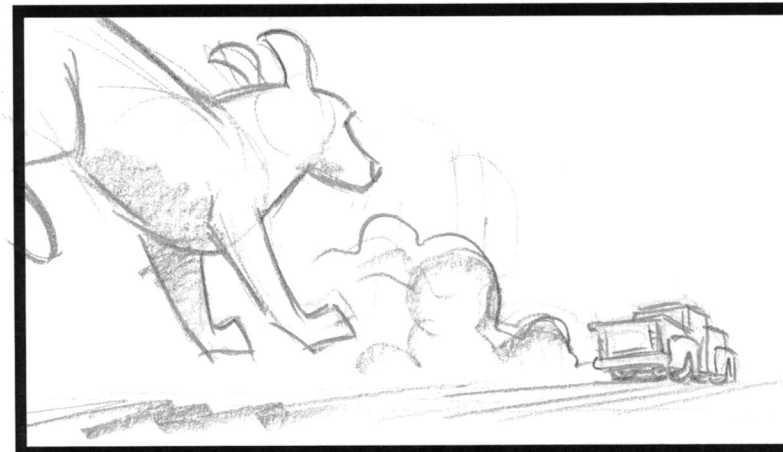
Scene

Panel 8

Dialogue

Action

Notes



Scene

Panel 9

Dialogue

Action LUCKY ENTERS TRUCK

Notes

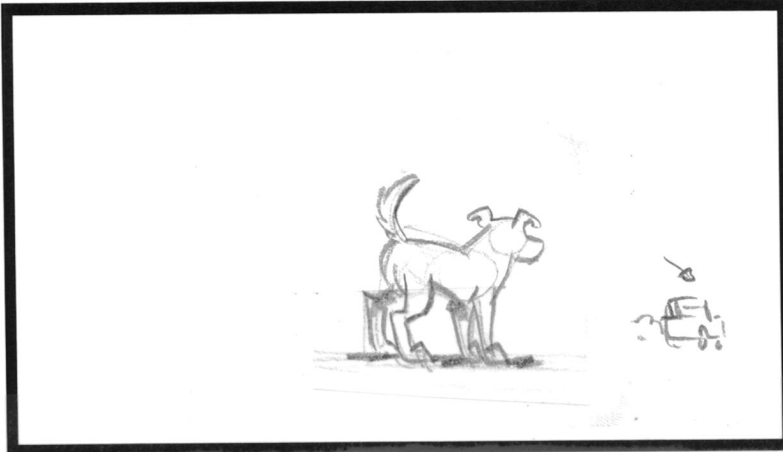


Scene Panel 10

Dialogue

Action COOKIE FOLLOWING.

Notes

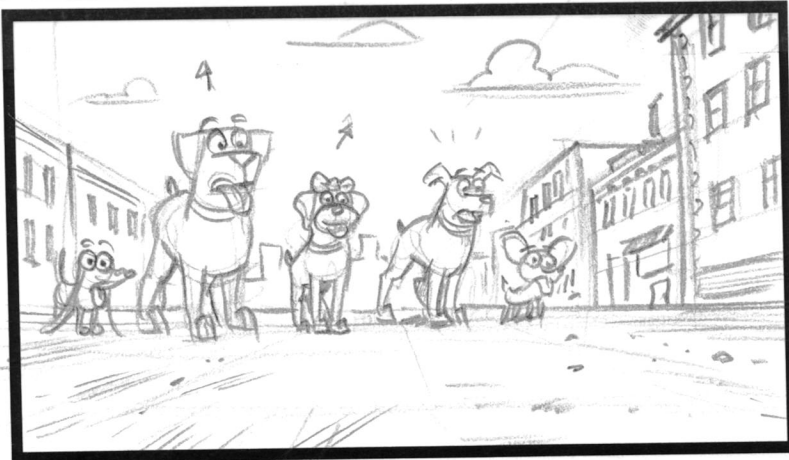


Scene Panel 11

Dialogue

Action LUCKY SETTLES

Notes CUT HU

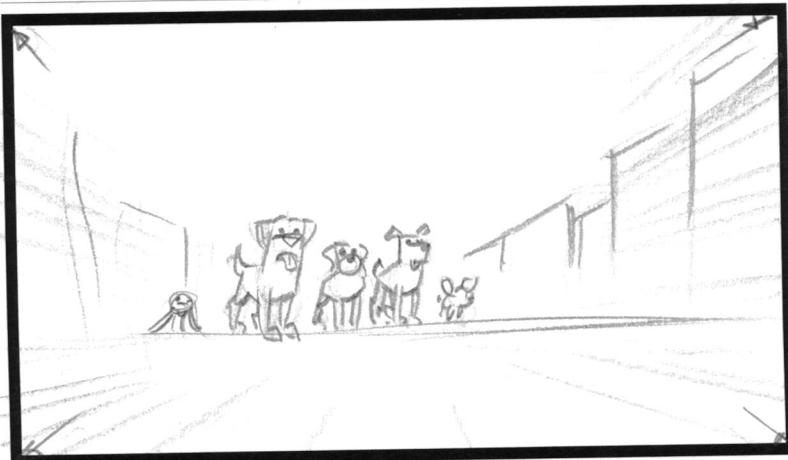


Scene 108 Panel 1

Dialogue

Action OTHER DOGS SETTLE IN PAINTING.

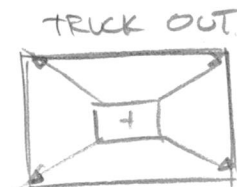
Notes



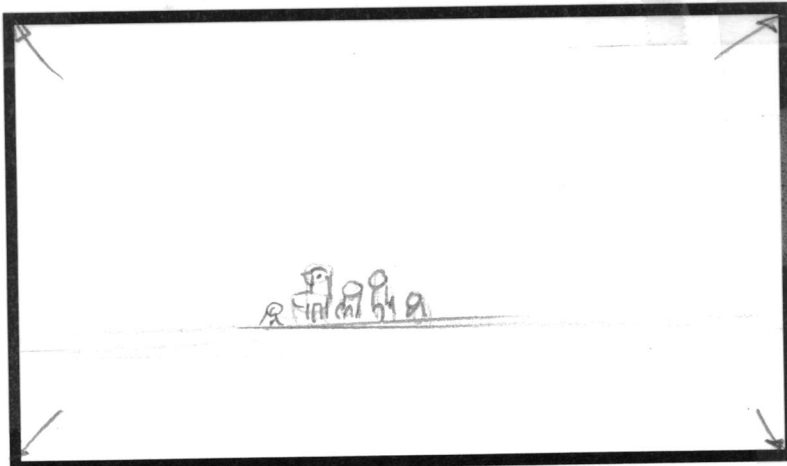
Scene Panel 2

Dialogue

Action



Notes



Scene

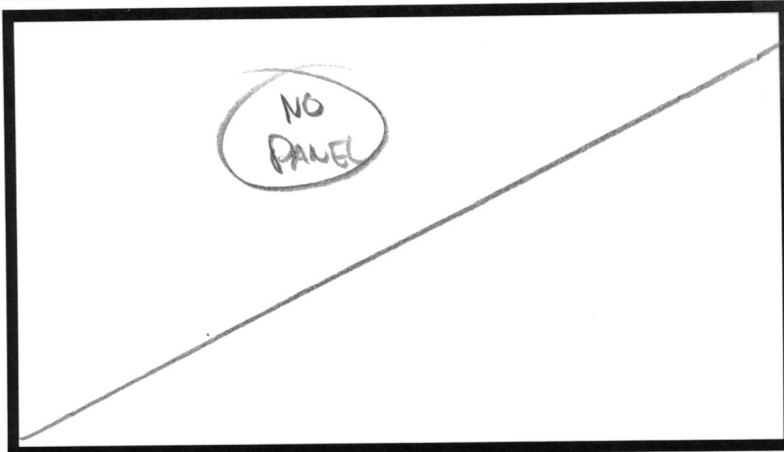
Panel 3

Dialogue

COOKIE: 8'  
THAT THING...

Action

Notes CU



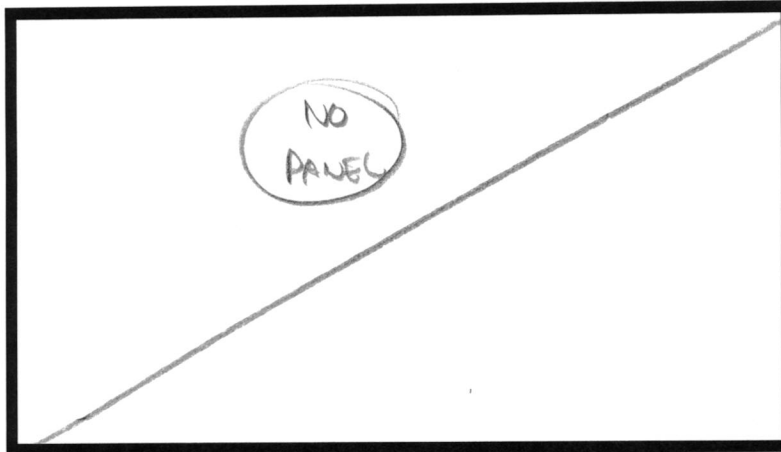
Scene

Panel

Dialogue

Action

Notes



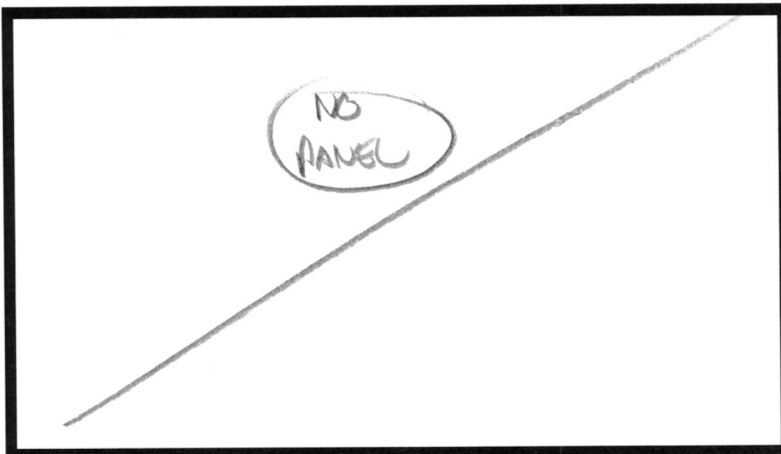
Scene

Panel

Dialogue

Action

Notes



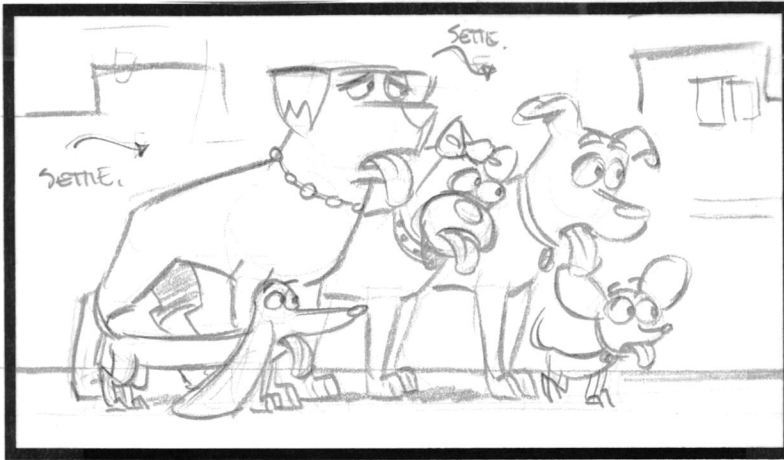
Scene

Panel

Dialogue

Action

Notes



Scene 109

Panel 1

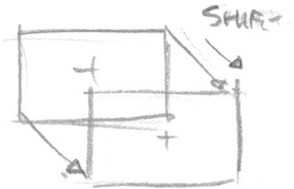
Dialogue

81. COOKIE (cont.)

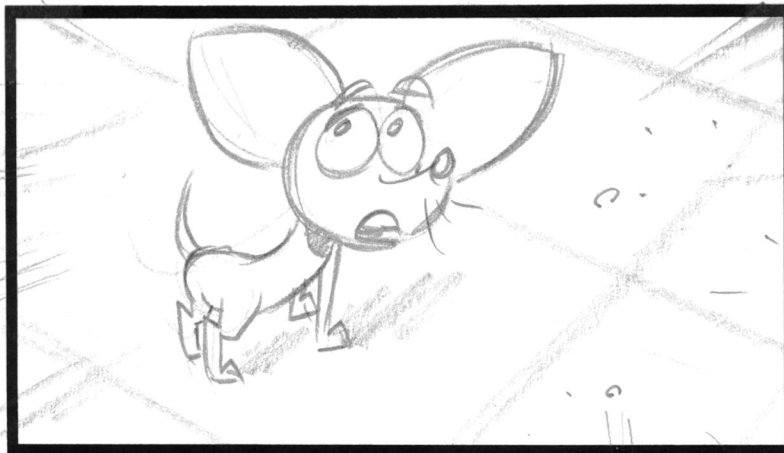
can move faster than it looks.

Action

DOGS  
PANTING



Notes



Scene

Panel 2

Dialogue

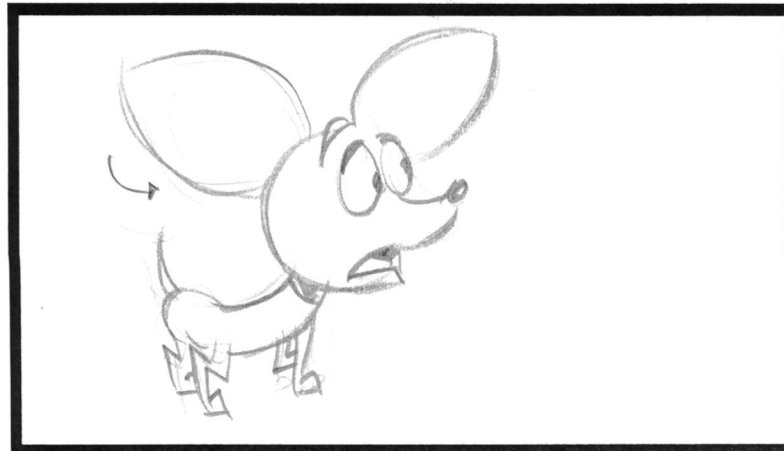
82 SQUIRT

(panting before and after ln)

NIB We gotta catch 'em or Niblet'll be stuck

Action

Notes



Scene

Panel 3

Dialogue

82. SQUIRT (cont.)

in the junkyard for good!

Action

Notes CUT



Scene 110

Panel 1

Dialog 83

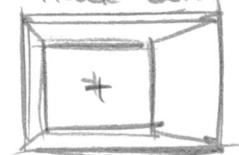
TYSON

(panting before and after ln)

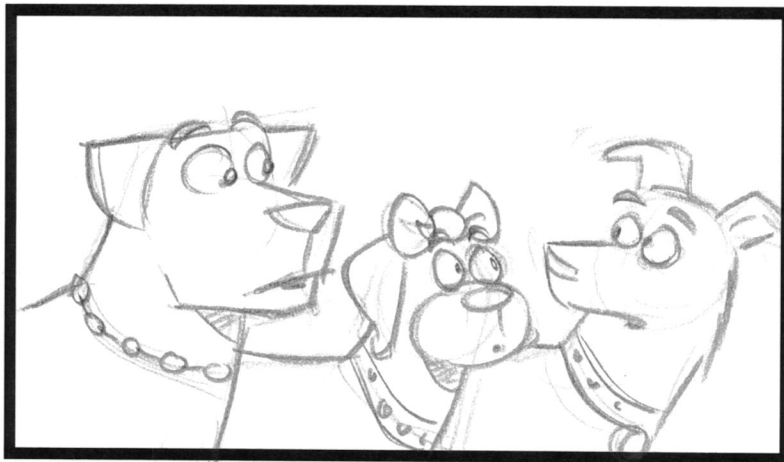
But that's where I'M supposed to be stuck for good!

Action

TRUCK OUT.



Notes

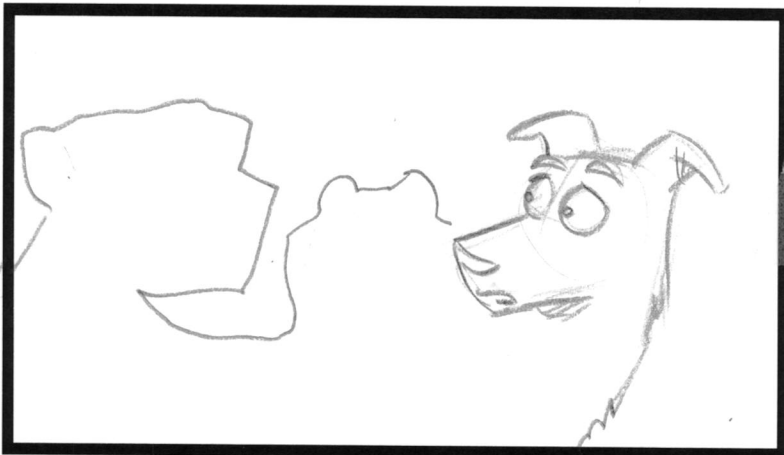


Scene Panel 2

Dialogue 84 LUCKY  
(panting before ln)  
Look,

Action

Notes

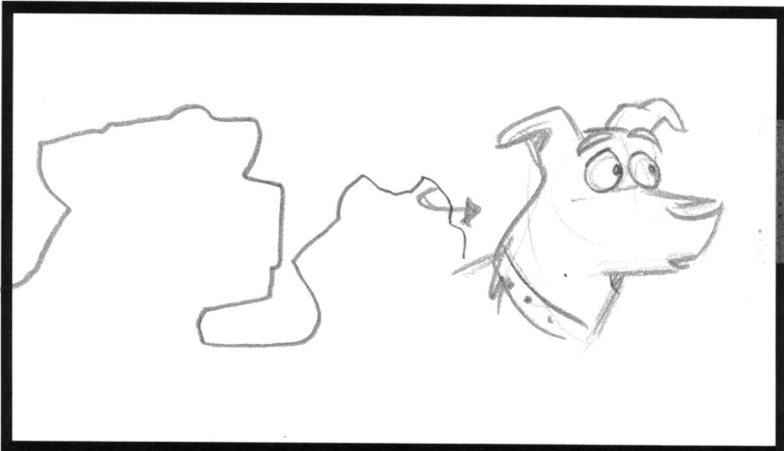


Scene Panel 3

Dialogue 84. LUCKY (cont.)  
we'll figure out a way to get  
you in and Niblet out,

Action

Notes

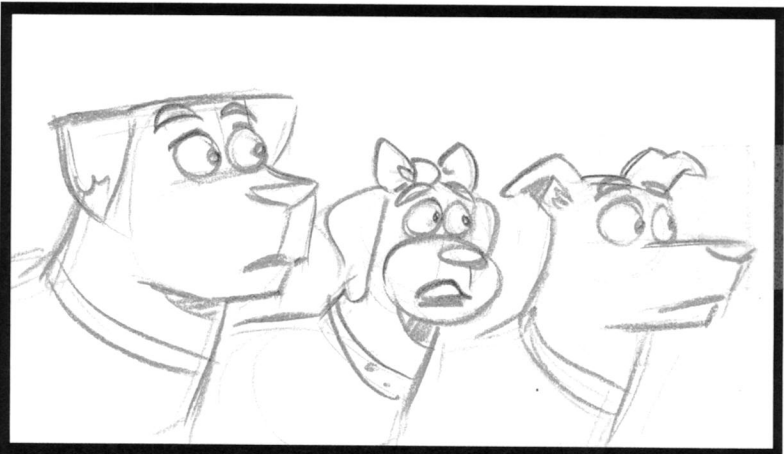


Scene Panel 4

Dialogue 84. LUCKY (cont.)  
but we gotta catch him first.

Action

Notes



Scene Panel 5

Dialogue 85 COOKIE  
Which is not gonna happen now!

Action

Notes



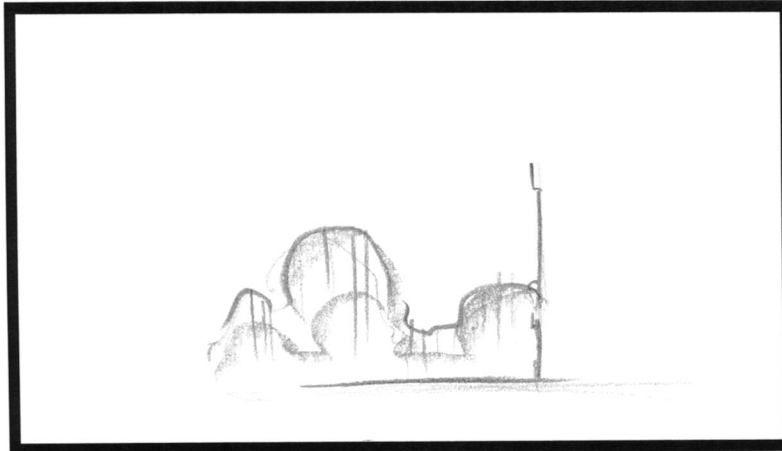
Scene (111)

Panel 1

Dialogue

Action TRUCK TURNS CORNER.  
(SCREECH FX)

Notes

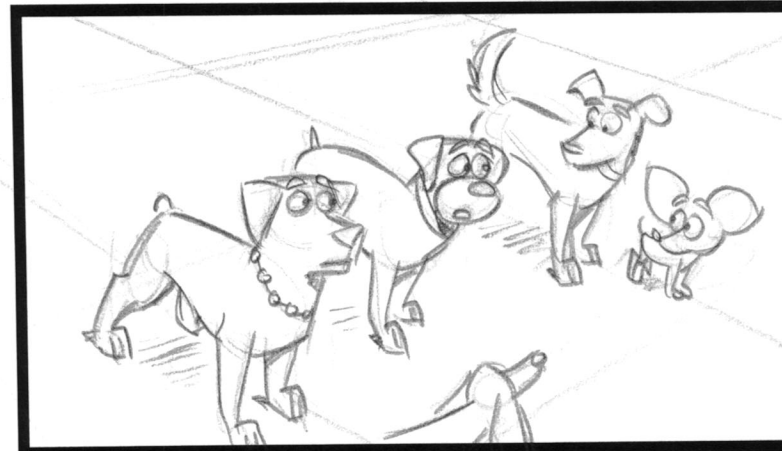


Scene Panel 2

Dialogue 86 TYSON (v.o.)  
Oh no!

Action SMOKE FX

Notes (CUT)



Scene (112) Panel 1

Dialogue 87 COOKIE  
And we don't even know where it's going.

Action

Notes (CUT)



Scene (113) Panel 1

Dialogue 88. LUCKY  
Look,

Action TO COOKIE.

Notes





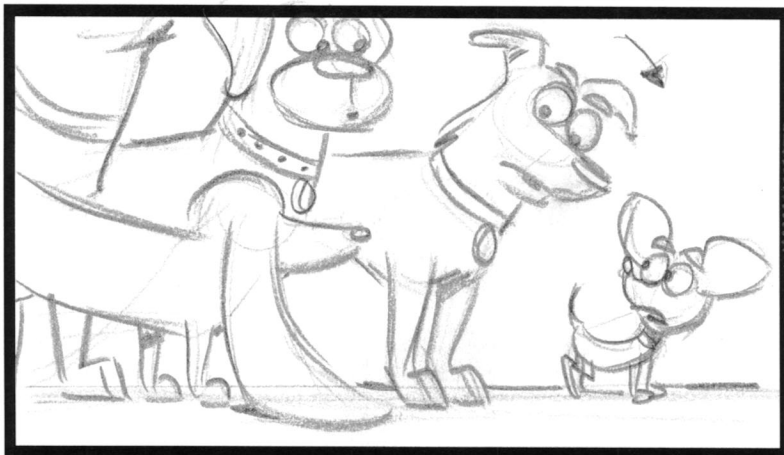
Scene Panel 2

Dialogue

88 LUCKY  
 all we have to do is head back  
 to the pound,

Action

Notes (cut)



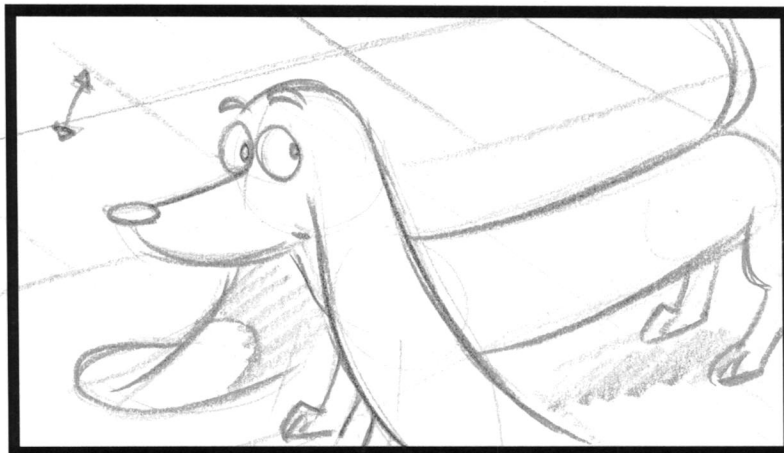
Scene (114) Panel 1

Dialogue

88. LUCKY (cont.)  
 find out where the  
 junkyard is from Strudel, go there,

Action

Notes (cut)



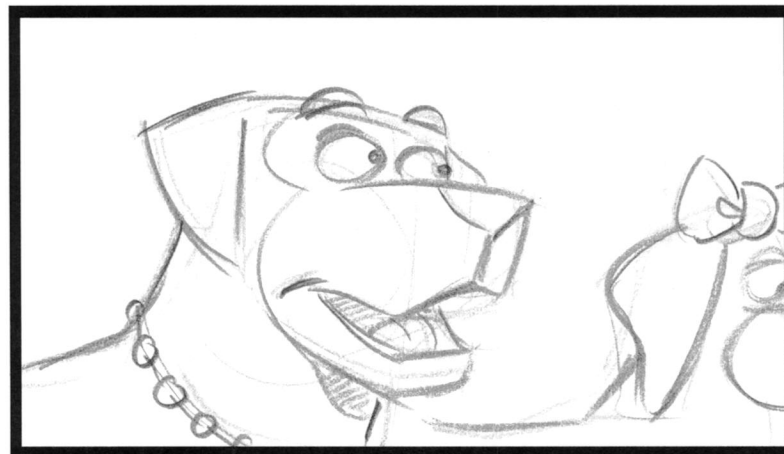
Scene (115) Panel 1

Dialogue

88. LUCKY (cont.)  
 and exchange Rocky and Niblet.

Action STRUDEL MODS.

Notes (cut)



Scene (116) Panel 1

Dialogue

89. TYSON  
 Yeah,

Action

Notes



Scene

Panel 2

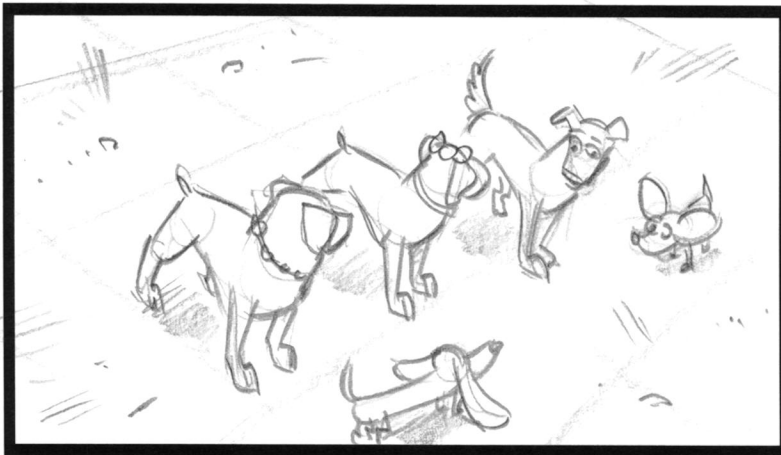
Dialogue

89 TISON (cont.)  
that should work.

Action

Notes

CUT



Scene

117

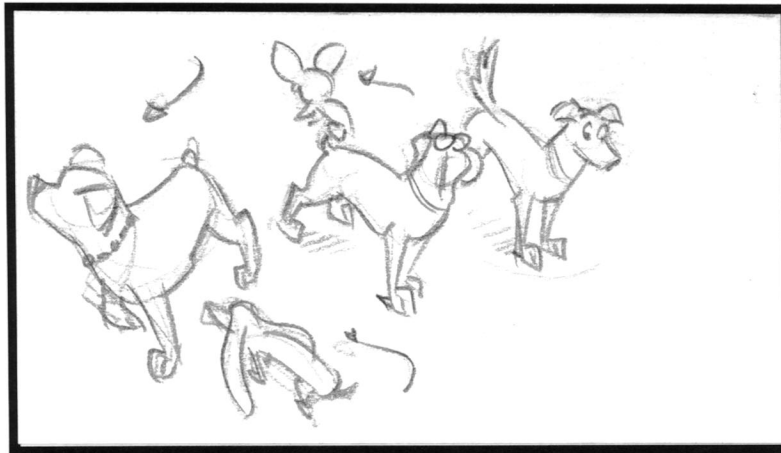
Panel 1

Dialogue

90 LUCKY  
Good, then...

Action

Notes



Scene

Panel 2

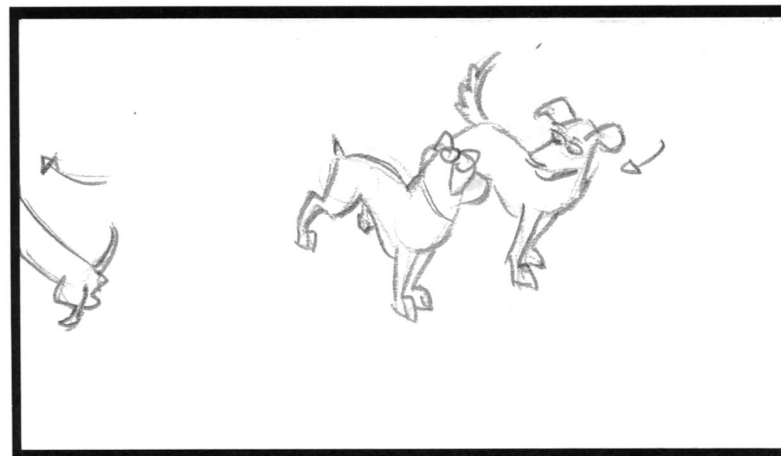
Dialogue

90. LUCKY (cont.)  
GO, DOGS, GO!

Action

ALL EXIT BUT COOKIE  
& LUCKY

Notes



Scene

Panel 3

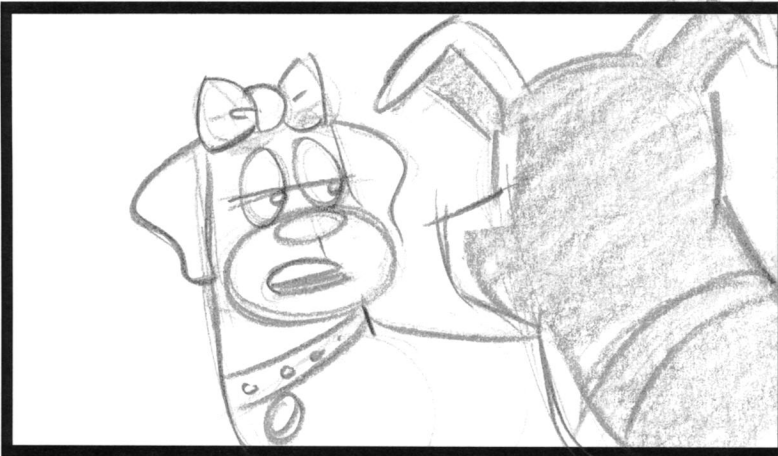
Dialogue

Action

LUCKY TURNS TO  
COOKIE.

Notes

CUT



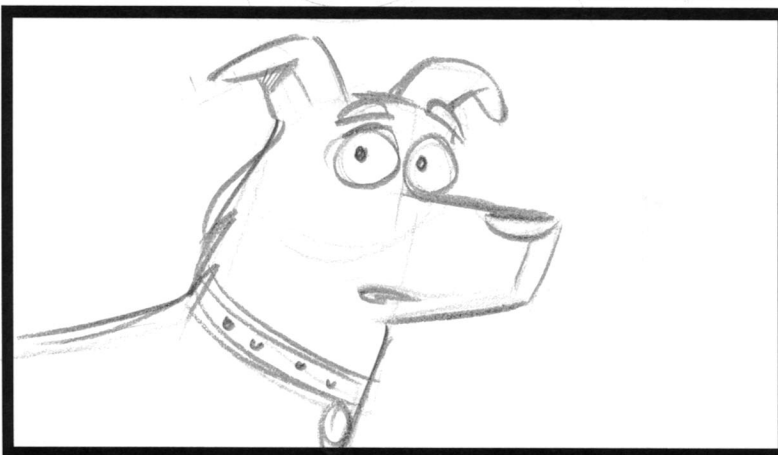
Scene (118) Panel 1

Dialogue

91 COOKIE  
You have no idea how we're gonna pull this off, do you?

Action

Notes (CUT)



Scene (119) Panel 1

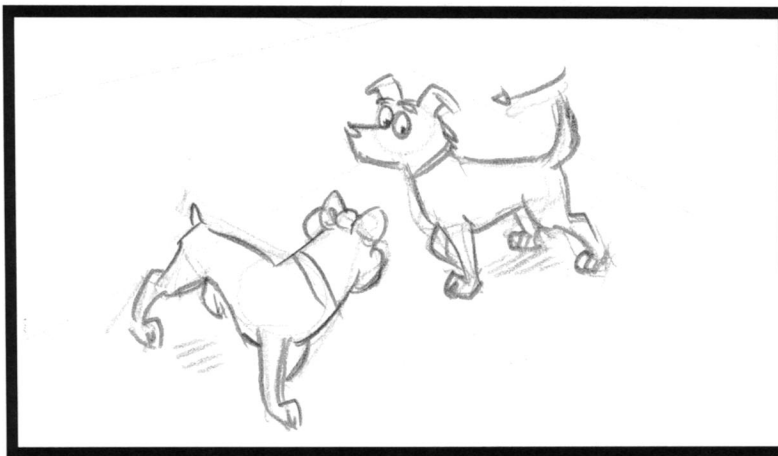
Dialogue

92. LUCKY  
Nope,

Action



Notes (CUT) (HU)



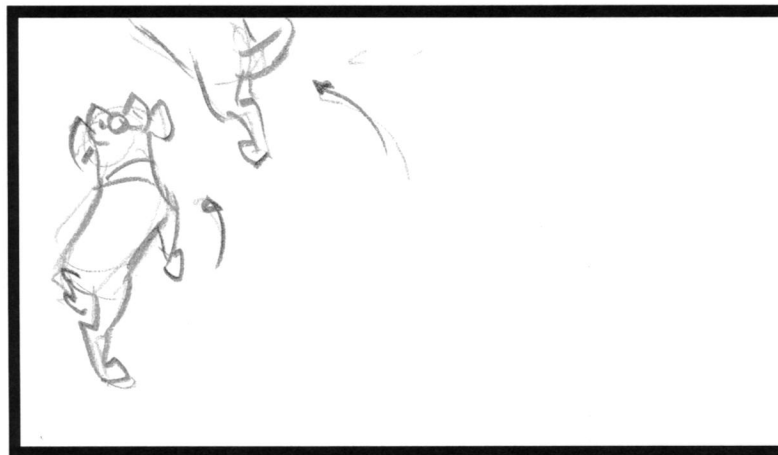
Scene (120) Panel 1

Dialogue

92 LUCKY (cont.)  
but we gotta try.

Action

Notes



Scene Panel 2

Dialogue

Action COOKIE FOLLOWS.

Notes (CUT)



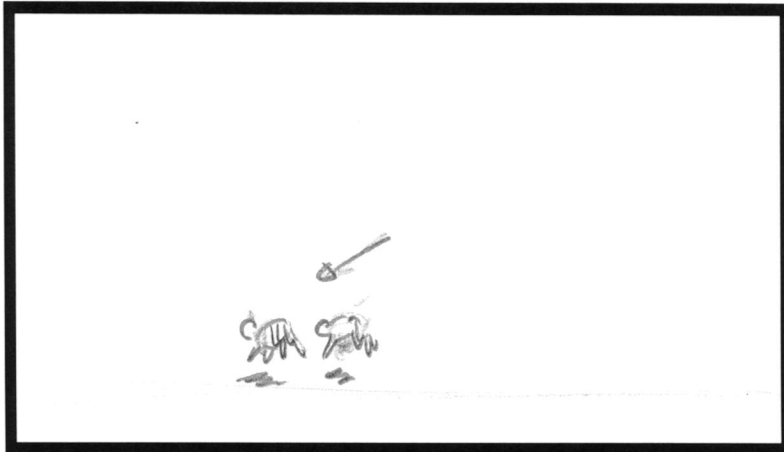
Scene (121)

Panel 1

Dialogue

Action

Notes



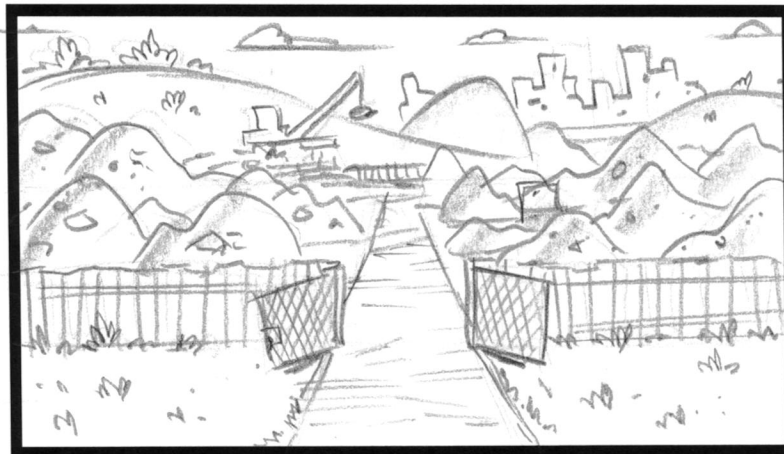
Scene

Panel 2

Dialogue

Action

Notes (CW)



Scene (122)

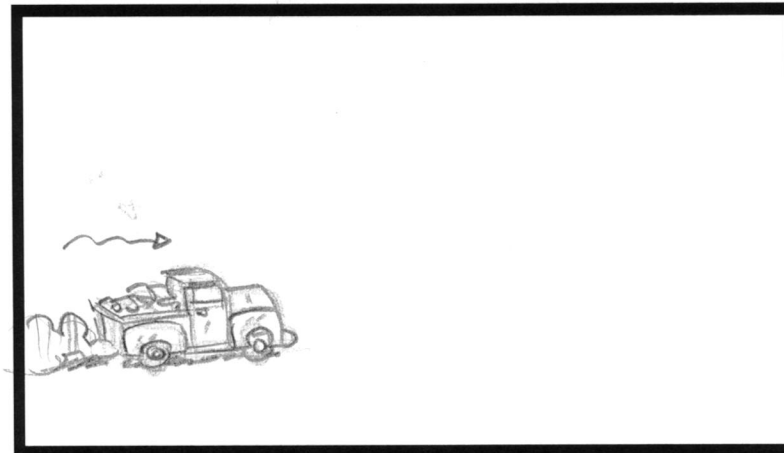
Panel 1

EXT. JUNKYARD - FRONT GATE - DAY

Dialogue

Action

Notes



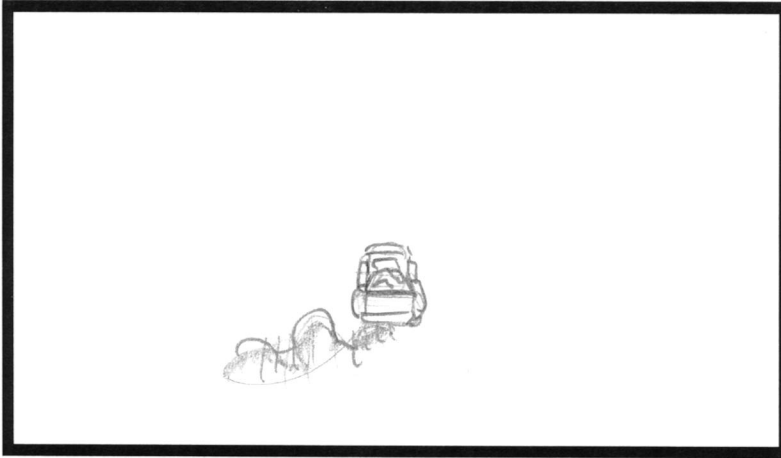
Scene

Panel 2

Dialogue

Action TRUCK ENTERS.

Notes



Scene

Panel 3

Dialogue

Action TRUCK INTO GATE

Notes cut



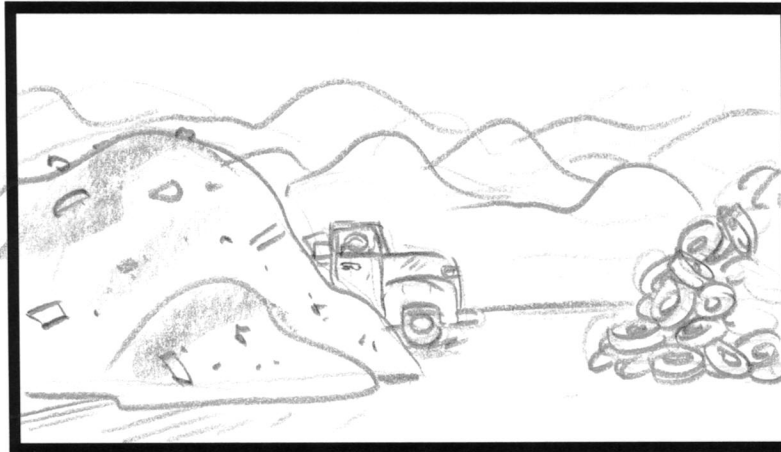
Scene (123)

Panel 1

Dialogue

Action TRUCK DRIVES THROUGH JUNKYARD.

Notes



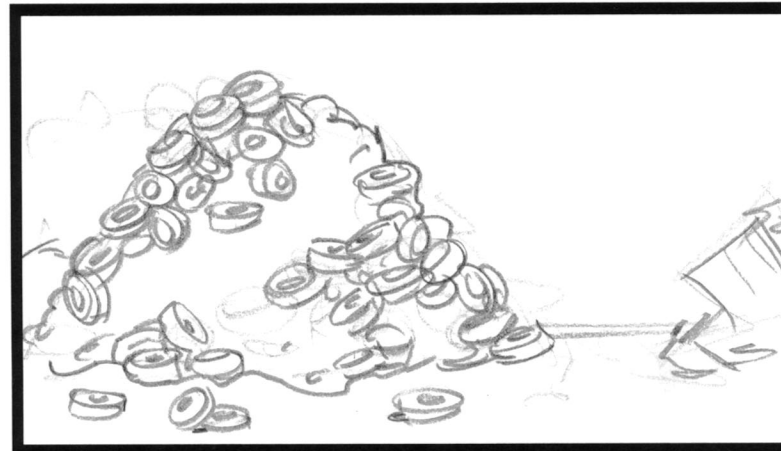
Scene

Panel 2

Dialogue

Action

Notes



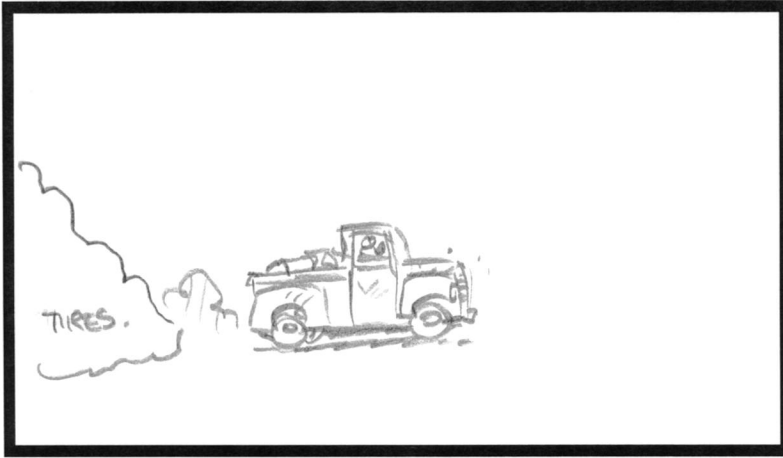
Scene

Panel 3

Dialogue

Action

Notes



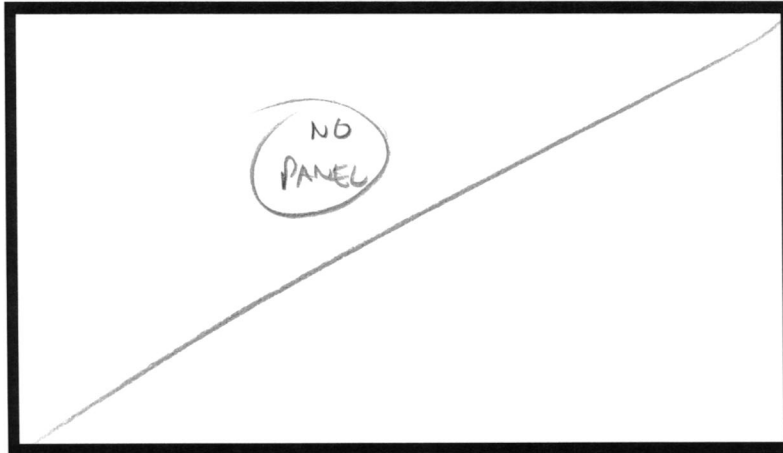
Scene

Panel 4

Dialogue

Action

Notes *cut*



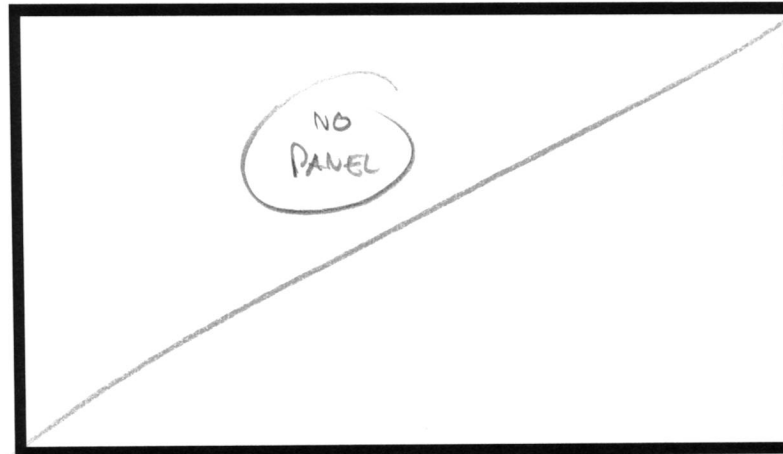
Scene

Panel

Dialogue

Action

Notes



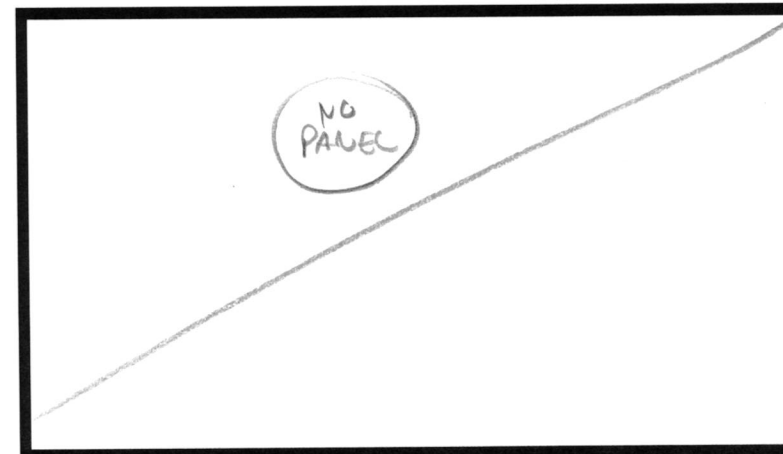
Scene

Panel

Dialogue

Action

Notes



Scene

Panel

Dialogue

Action

Notes



Scene 124

Panel 1

Dialogue

Action JUNKYARD JIM TRAILER

Notes

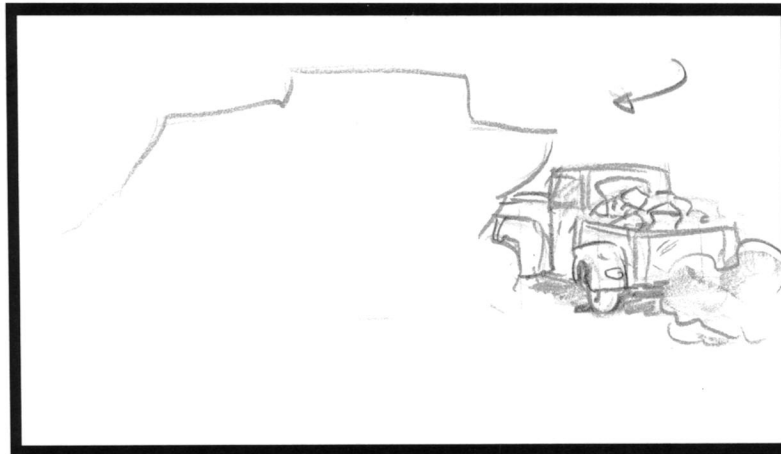


Scene Panel 2

Dialogue

Action

Notes

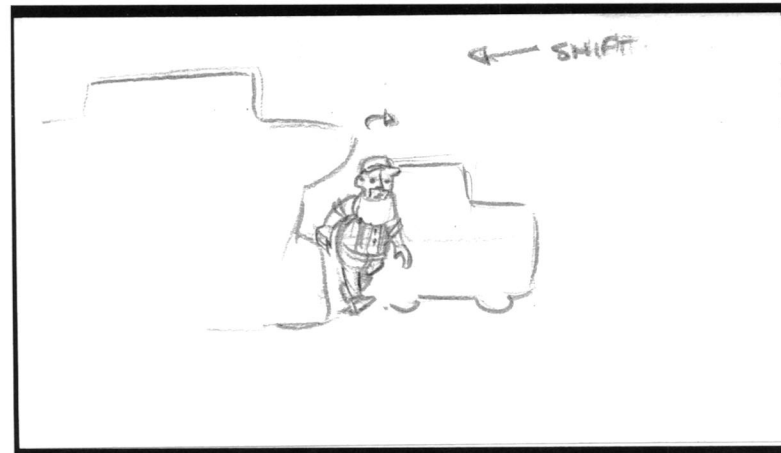


Scene Panel 3

Dialogue

Action PARKS.

Notes



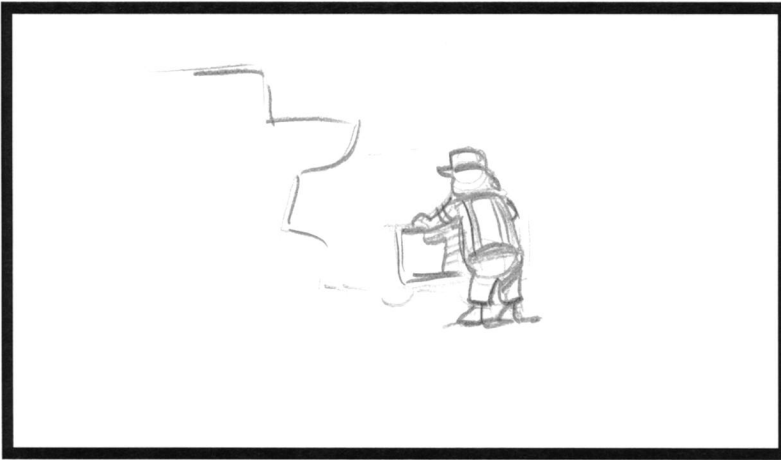
Scene Panel 4

Dialogue

Action EXITS TRUCK  
← SHIFT.



Notes



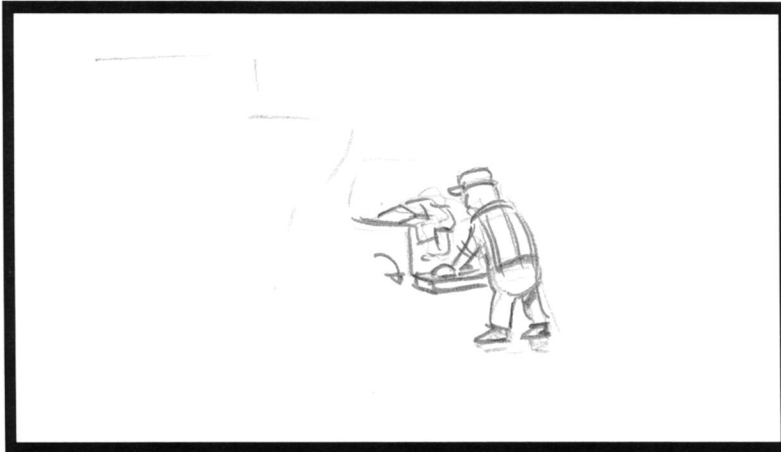
Scene

Panel 5

Dialogue

Action OPENS TAILGATE

Notes



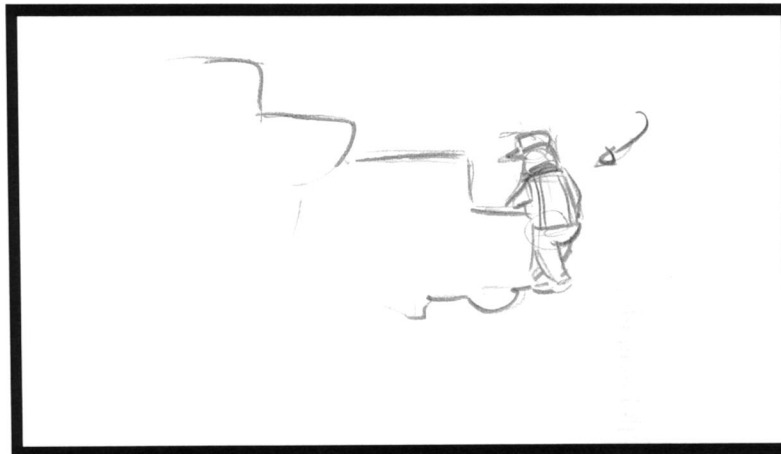
Scene

Panel 6

Dialogue

Action

Notes



Scene

Panel 7

Dialogue 93 JUNKYARD JIM  
Well boy,

Action WALKS OVER TO PASSENGER  
DOOR

Notes (CUT) HW

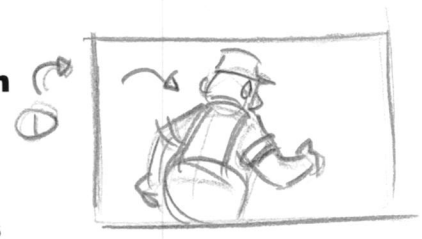


Scene (125)

Panel 1

Dialogue 93. JUNKYARD JIM (cont.)  
here we are.

Action (2)



Notes





Scene Panel 2

Dialogue 93. JUNKYARD JIM (CONT.)  
Junkyard Jim's Yard of Premium Junk!

Action OPENS DOOR

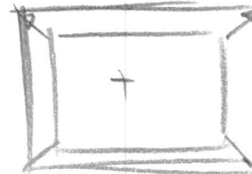
Notes



Scene Panel 3

Dialogue 93. JUNKYARD JIM (CONT.)  
Make yerself at home.

Action SLIGHT TRAVEL OUT.



Notes



Scene Panel 4

Dialogue

Action MIBBLE JUMPS OUT.

Notes

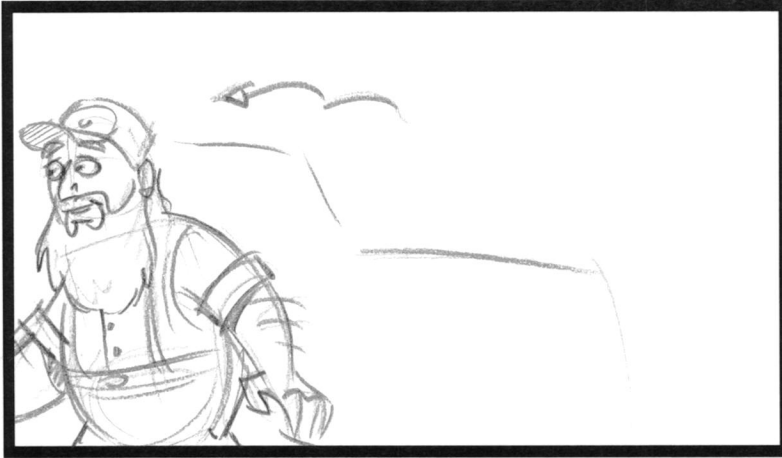


Scene Panel 5

Dialogue

Action SHUTS DOOR

Notes



Scene

Panel 6

Dialogue

Action

Notes CUT (HU)



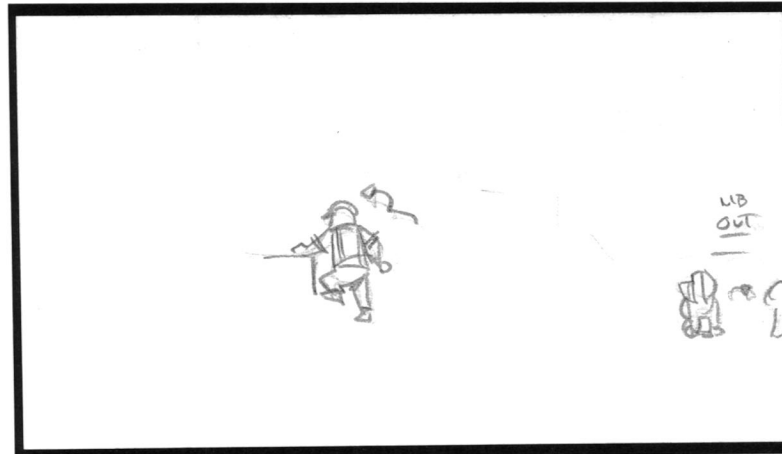
Scene 126

Panel 1

Dialogue

Action JO HEADS TO TRAILER

Notes



Scene

Panel 2

Dialogue

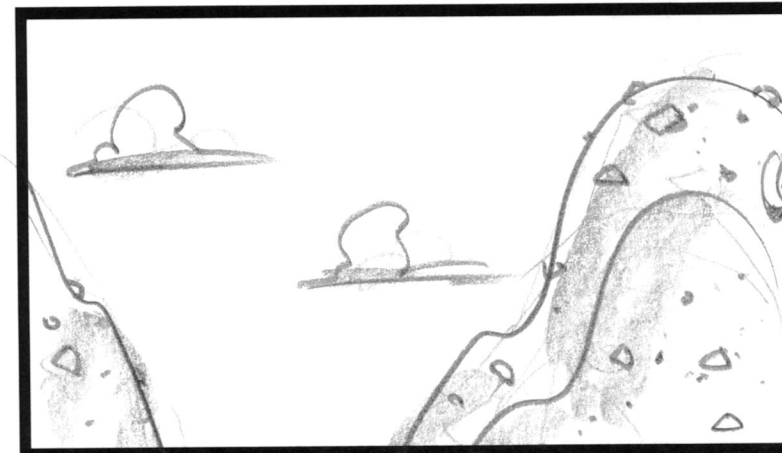
ENTERS & SLAMS DOOR.



DOOR SLAMS

Action

Notes CUT



Scene 127

Panel 1

Dialogue

Action

Notes