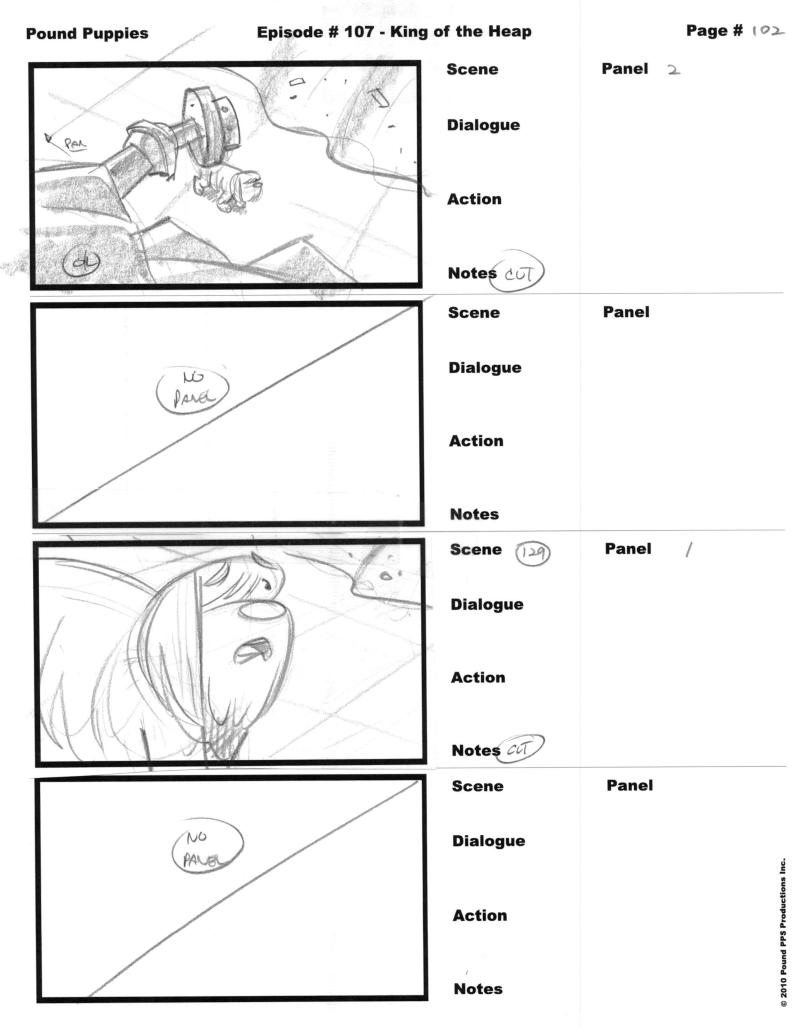
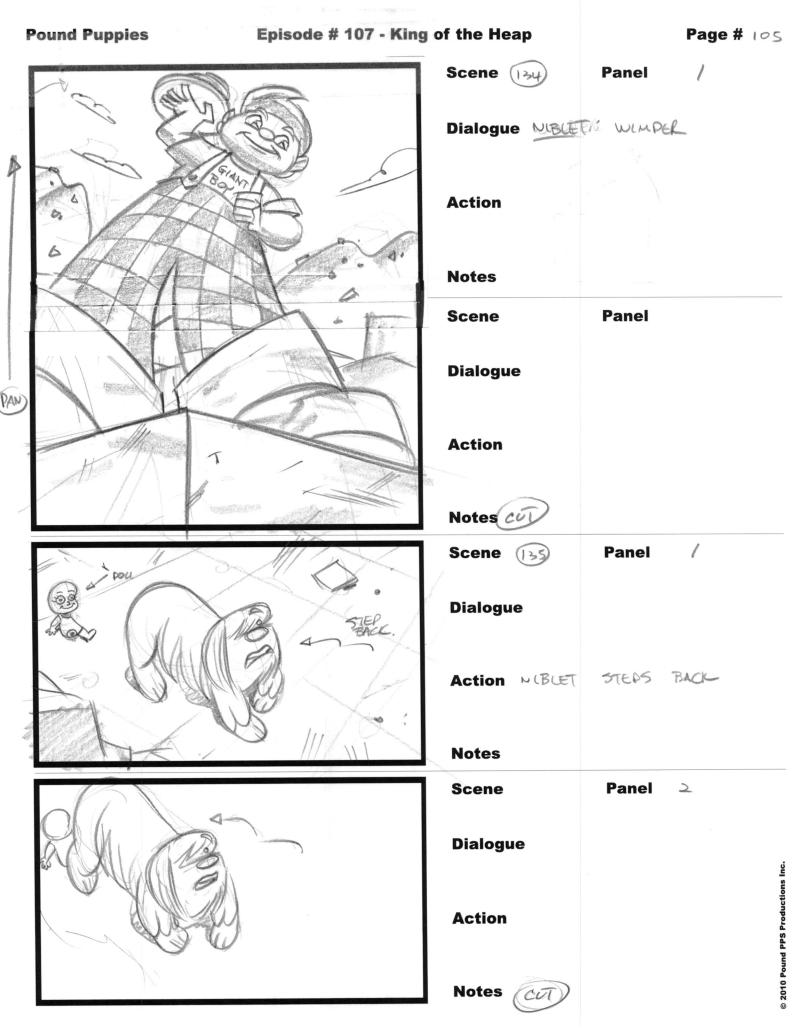
Action

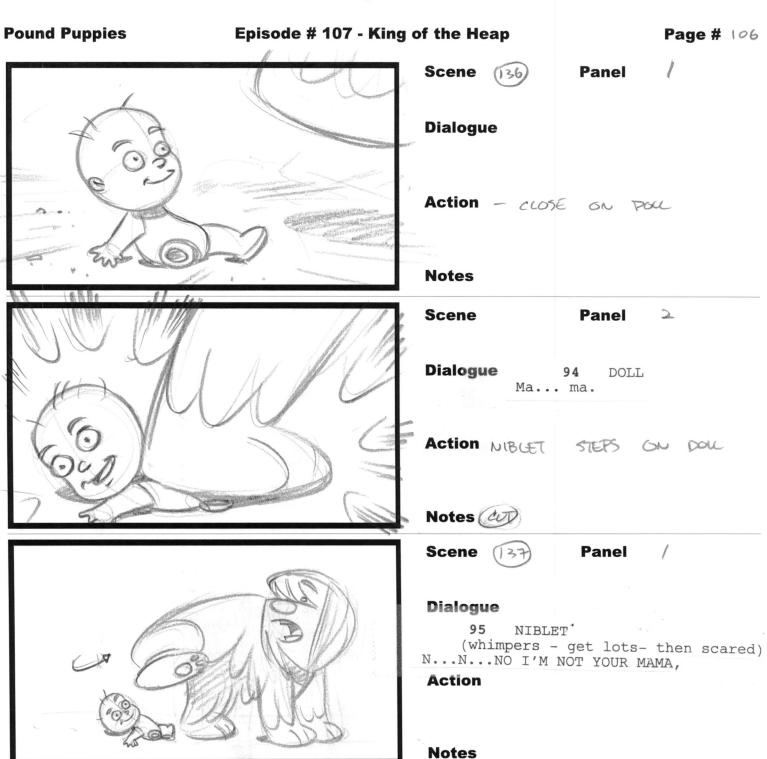
Notes

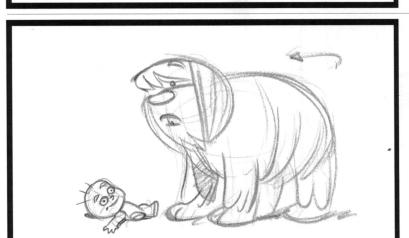












Scene Panel 2

you teeny plastic human!

Action



**Panel** 

3

NIBLET: 95

Dialogue Bot ...,

**Action** 

Notes



Scene

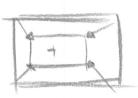
**Panel** 

4

Dialogue

(tiny, terrified)
I sure am scared.

Action



TRUCK IN

Notes

Scene

Panel 5

Dialogue

96 BILLY RAY (0.S.) Well you oughtta be -- city dawg!

**Action** 

Notes co

Scene (138)

**Panel** 

/

Dialogue



Actions cowly Tubos

\* FROM NOW ON
BILLY RAY #

Notes

BETTY BOB #3 BOBBY BILL #(3)



Scene Panel >

Dialogue 94. BETTY 808

Well

Action

Notes da



Scene (139) F

Panel

Dialogue

18 94 BETTY BOB (cont.)

well

**Action** 



Notes

Scene

**Panel** 

**Dialogue** 

97 BETTY BOB (cont.)

well... What do we got

2

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here?

Action

Notes

Scene

Panel 3

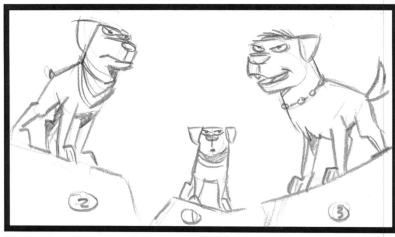
**Dialogue** 

98 BILLY RAY
Seems like someone done crossed over

to the wrong side of the dawg park.

Action





Panel 4

Dialogue

99 BOBBY BILL (crazy laughter) Dawg park... hehe...

Action

**Notes** 



Scene

Panel <sup>5</sup>

Dialogue 99. BOBBY BILL (LONT.)

dawg park! 40'0" h

Action

- BOBBY BILL JUMPS DOWN,

**Notes** 

Scene

6 Panel

Dialogue

100 BETTY BOB

Now see, we're junkyard dogs,

Action BETH BOB JUMPS POUN.

**Notes** 

Scene

Panel

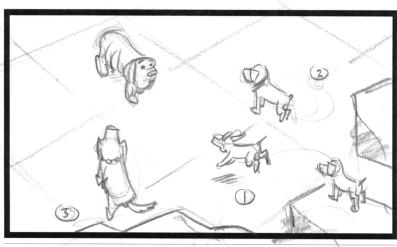
Dialogue 100 BETTY BOB (cont.)

and bein' junkyard dogs,

**Action** 

Notes (Cut





Scene (140)

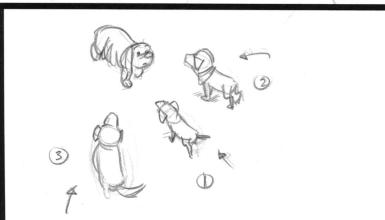


**Panel** 

**Dialogue** 

**Action** 

**Notes** 



0

Scene

Panel

2

Dialogue 100. BETTY BOB (COM.) We've got but one job to do.

Action

Notes CO

Scene

Panel /

Dialogue GEAH

**Action** 

Notes ded

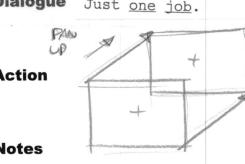
Scene

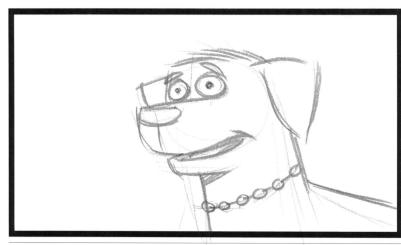
**Panel** 

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101 BILLY RAY Dialogue Just one job.

**Action** 





Panel

Dialogue

102 BOBBY BILL (crazy laughter)

One job!

**Action** 

Notes



Scene

Panel 3

allel 5

Dialogue

102. BOBBY BILL (cont.)

Action

**Notes** 

Scene

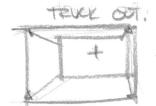
Panel

102 BOBBY BILL (CONT.)

**Dialogue** 

One job!

Action



**Notes** 

Scene

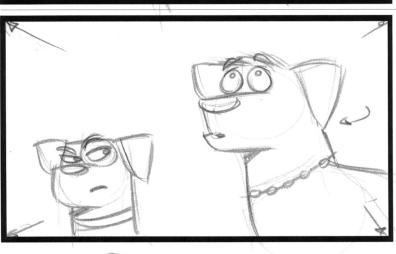
Panel 5

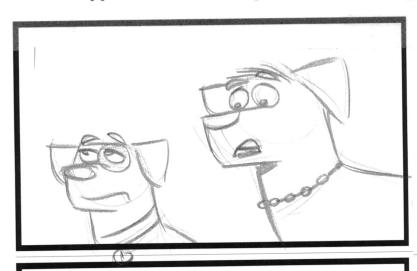
Dialogue

(beat)



Action





Panel 6

Dialogue 102, BOBBY BILL (cont.)

Which is?...

**Action** 

**Notes** 

Scene

Panel 7

Dialogue

103 BETTY BOB

To protect the junkyard from

unwanted varmints...

Action - BETH BOB IV.

(3)

Notes ( co

Scene (143)

**Panel** 

103. BETTY BOS (CONT.) V.O.

Dialogue

(to Niblet)

AND THAT

**Action** 

**Notes** 

Scene

2 **Panel** 

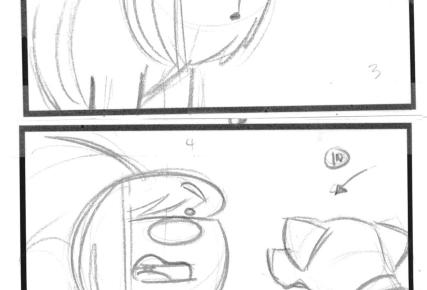
Dialogue

103, BETTY BOB (cont.)

MEANS

Action

Notes co







**Panel** 

103. BETTY BOB

Dialogue YOU!

**Action** 

Notes



Scene



**Panel** 

Dialogue 104 NIBLET (shrieks in terror a

**Action** 

Notes car Scene



**Panel** 

Dialogue

**Action** 

Notes

Scene

**Panel** 

**Dialogue** 

**Action** 

**Notes** 

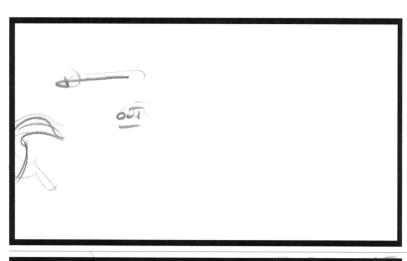
NO PANEL

NO

PANEL



Action



Panel +

**Dialogue** 

Action



Scene (148)

**Panel** 

Dialogue

Action

**Notes** 

Scene

**Panel** 

**Dialogue** 

Action

Notes

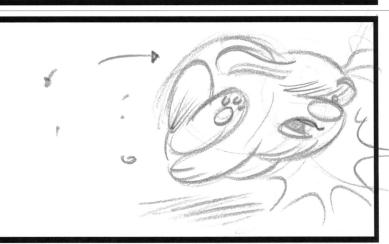
Scene

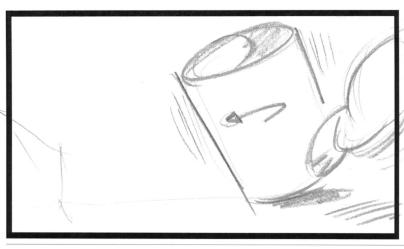
Panel 3

**Dialogue** 

Action proces over BALLOZ





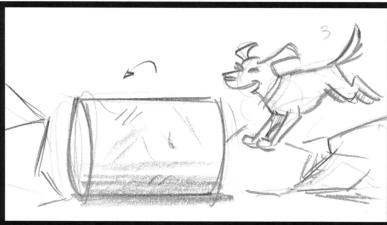


Panel 4

106 BETTY BOB, BOBBY BILL, BILLY RAY (laugh like drunken red necks as they chase Niblet)

**Action** 

Notes



Scene

Panel 5

**Dialogue** 

Action BOBBY BULL ENTERS

Notes

Scene

Panel 6

**Dialogue** 

Action BETTY BOB \$ BOBBY INTER

**Notes** 

Scene

Panel 7

**Dialogue** 

Action JUMPS GLER BARROL

**Notes** 



Panel 8

**Dialogue** 

Action

Notes

Scene

Panel 9

**Dialogue** 

Action

Notes

Scene

Panel 10

**Dialogue** 

Action

Notes

Scene

**Panel** 

11

**Dialogue** 

Notes

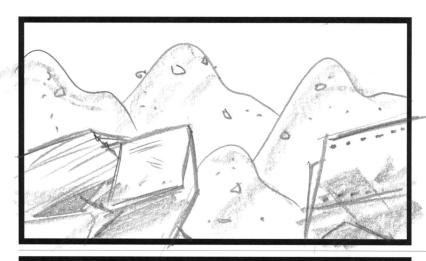
Action





## Episode # 107 - King of the Heap

Page # 118



Scene (149)

**Panel** 

**Dialogue** 

**Action** 

Notes



Scene

**Panel** 

2

**Dialogue** 

Action

Notes

Scene

**Panel** 

3

**Dialogue** 

Action NIBLET JUMPS LEPGE

ALMOST FAILS.

Notes

Scene

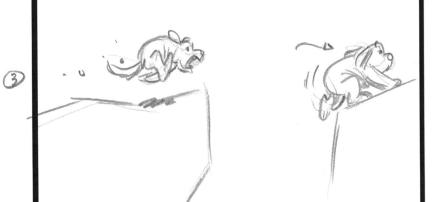
**Panel** 

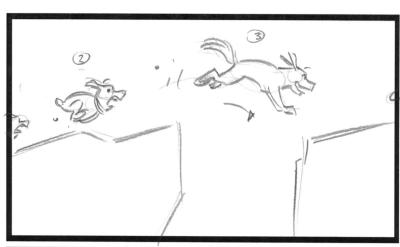
4

**Dialogue** 

Action BOBBY BILL FOLLOWS.

**Notes** 



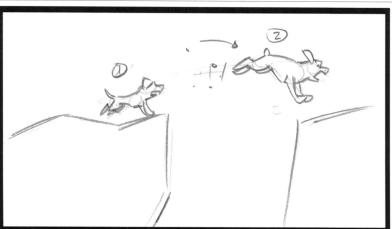


Panel 5

**Dialogue** 

Action BOBBY BULL JUMPS

Notes



Scene

Panel 6

**Dialogue** 

Action BETTY BOB JUNES.

Notes

Scene

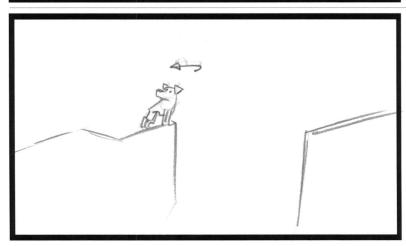
**Panel** 7

**Dialogue** 

Action BILLY PAY STORS

(GAP TO BIG)

Notes



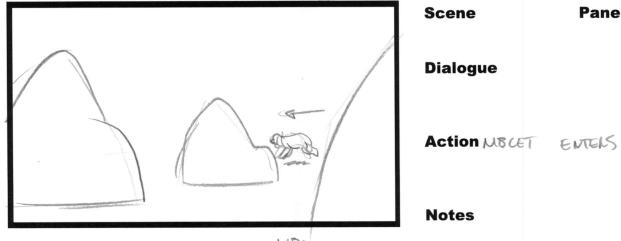
Scene

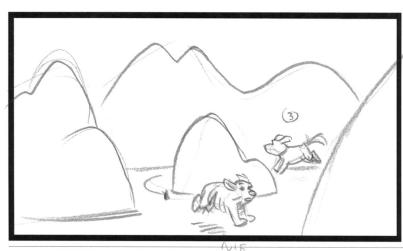
Panel

8

Dialogue

Action LOOKS AROUND.



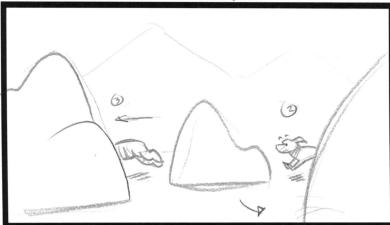


Panel 3

**Dialogue** 

Action BODBY BILL FOLLOWS.

Notes



Scene

Panel 4

**Dialogue** 

Action MBLET EXTS RIGHT BOBBY BILL EXITS LEFT.

Notes

Scene

Panel 5

**Dialogue** 

Action BETTY BOB FOLLOWS NIBLET,

Notes COD

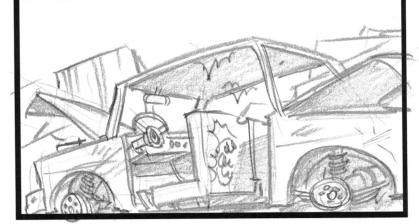
Scene (ISI)

**Panel** 

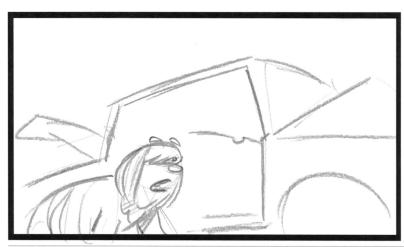
**Dialogue** 

Action HOLD ON WRECKED CAR.

Notes :



(2)

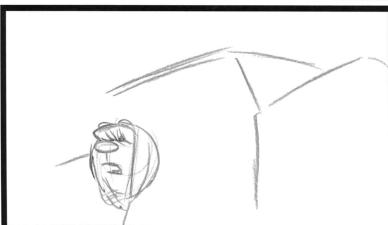


Panel 2

**Dialogue** 

Action MIBLET ENTERS .

Notes



Scene

Panel 3

Dialogue 🐷

Action LOOKS AROUND

Notes

Scene

**Panel** 

4

**Dialogue** 

Action LOOKS AT CAR.

**Notes** 

Scene

Panel 5

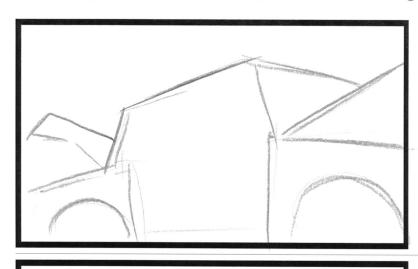
**Dialogue** 

Action HIDES IN CAP

**Notes** 



3



Scene

Panel 6

**Dialogue** 

**Action** 

Notes



Panel 7

**Dialogue** 

Action

BETTY BOB ENTERS

**Notes** 

Scene

Panel

Dialogue BETTH BOB -

SUIFFINE

Action SNIFFS TELE AIR

**Notes** 

Scene

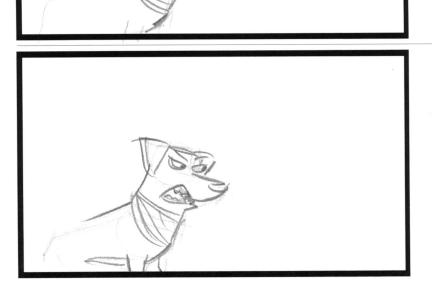
Panel 9

Dialogue BETY BOB;

GROWL.

Action

**Notes** 





Panel 10

**Dialogue** 

Action BETH BOS EXTS.

**Notes** 



Scene

Panel 11

Dialogue WIRLET

WIMPEL

Action MIBLET PEERS HEAD OUT

Notes

Scene

Panel 12

**Dialogue** 

Action NUBET SOLICS OFC,

**Notes** 



Scene

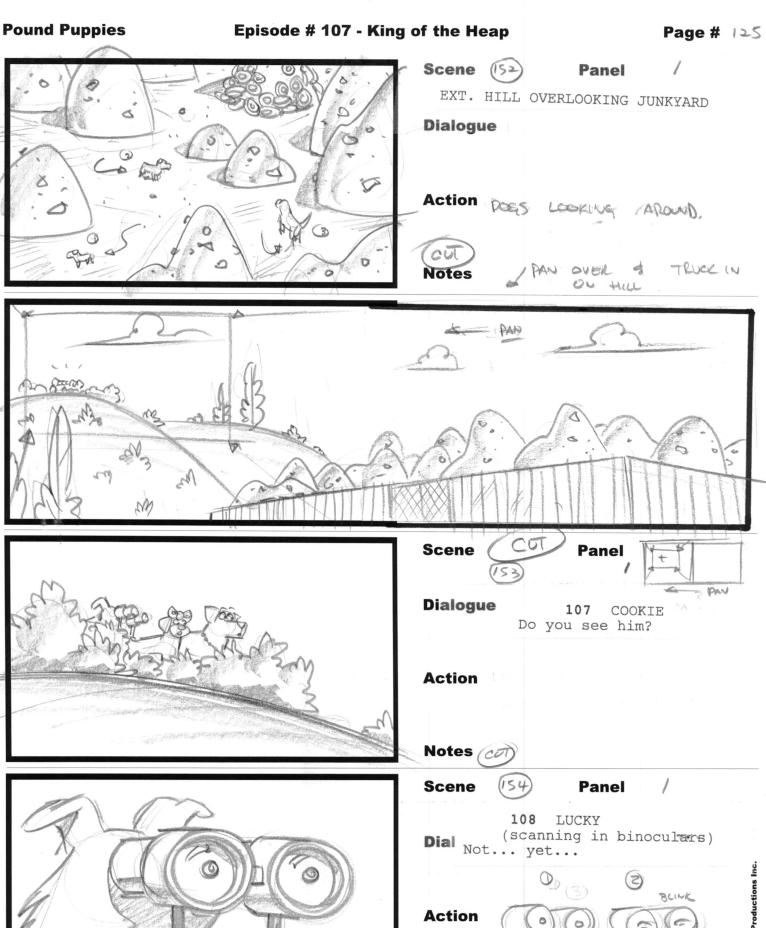
Panel 13

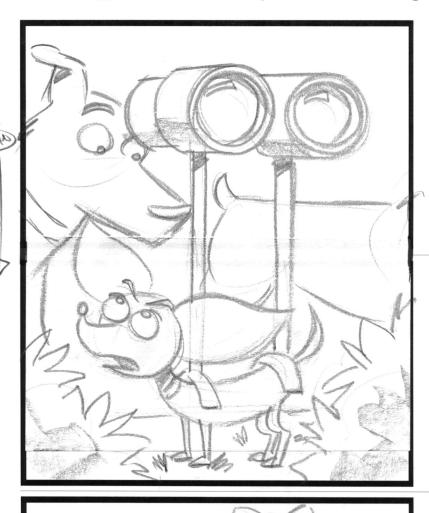
**Dialogue** 

**Action** 

Notes (COT)







Panel 2

Dialogue 109 SQUIRT (O.S.) Well, will you hurry?

Action PAN POWN TO SQUIRT.

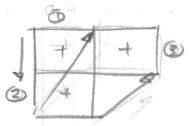
**Notes** 

Scene

**Panel** 

110 SQUIRT. (cont'd) Dialogue This is humiliating.

Action



Notes

Scene

**Panel** 

Dialogue

111 COOKIE Welcome to the club.

Action PAN GUEL TO COOKLE

Notes Cut

Scene



**Panel** 

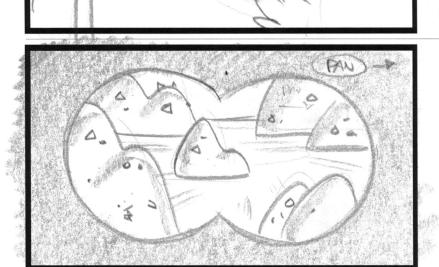
Dialog

112 LUCKY (still with binocs)

Just hold still, will ya?

Action

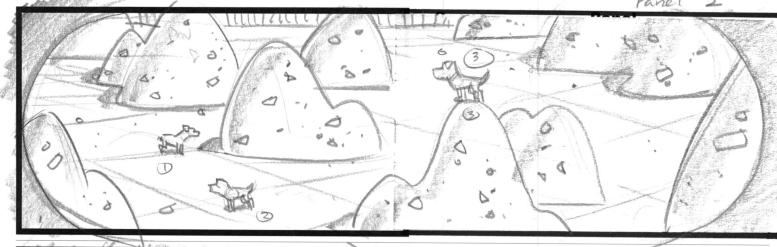
Notes (LUCKY POUL)

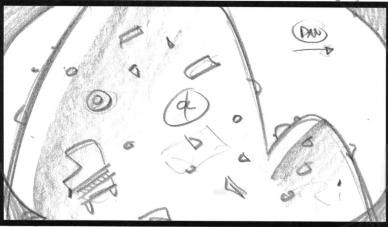






Panel





Scene

**Panel** 

Dialogue

113 LUCKY (O.S.) I see a bunch of dogs...

Action

114 LUCKY (O.S.) and a bunch of junk



**Notes** 

Scene

Panel +

**Dialogue** 



Action\_ PAN DUEL TO A STACK

OF CARS.

- NBLET TAIL STICKING OUT

Notes OF CAR, WAGGING



Scene

Panel 5

Dialogue

115 LUCKY (O.S.)

...and an old --

Action



Panel 6

115 LUCKY (O.S.)

Dialogue Niblet! 116 LUCKY Found him, guys.

Action SHETH BACKETTO SHOW

- MIBLES , TALL SHAKING

Notes (Ca)



Scene

Panel 7

117, COOKIE

Dialogue Good,

Action BINGCULIARS A WOBBIE WEST.

**Notes** 

Scene

Panel

Dialogue 117 COOKIE

then let's go get him!

Action COOKIE LEAVS IN ANGRY

Notes (La) (AU)

Scene (156)

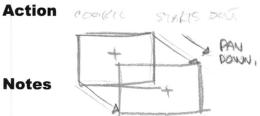
**Panel** 

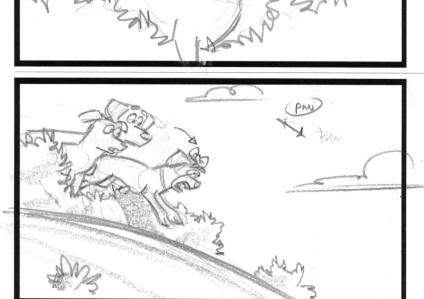
Dialogue

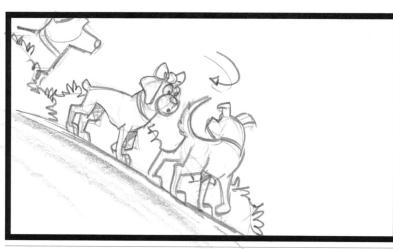
118 LUCKY

(holding Cookie back)

Not so fast.







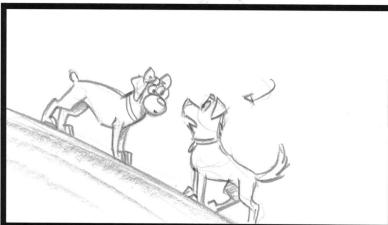
Panel 2

118 LUCKY (cont.)

Dialogue We gotta do this right

Action LUCKY CUTS HER OFF.

**Notes** 



Scene

Panel 3

Dialogue 118. LUCKY (cont.)

or there's no way we'll ever get Tysowin there.

Action - BLOCKING COOKIE.

Notes (CUT)

**Scene** (157)

Panel /

Dialogu

119 TYSON

(getting weepy) You're gonna make me cry!

Action

Notes out

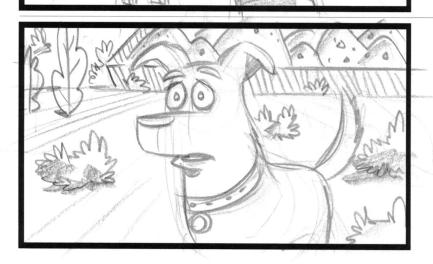
Scene (58)

Panel /

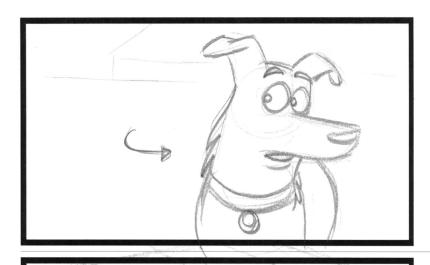
Dialogue 120 LUCKY

Wait here.

**Action** 



E M



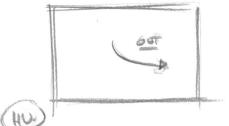
Scene

**Panel** 

120 LUCKY

Dialogue I'll be right back.





Notes (cd)



**Scene** (159)

**Panel** 

**Dialogue** 

Action LOCKYHERROCHES, Down

\$ SNEAKS TOWARDS TOLE STUNKLY ARD,

**Notes** 

Scene

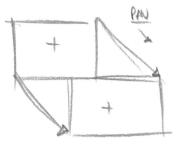
**Panel** 

2

3

**Dialogue** 

Action



Notes

Scene

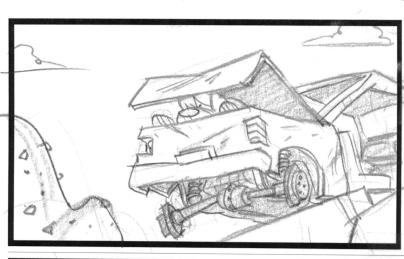
**Panel** 

**Dialogue** 

Action LUCKY GAINS & ENTERS BUSHES.

Notes Con





Panel

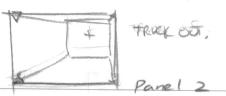
EXT. JUNKYARD JIM'S JUNKYARD - DAY

**Dialogue** 

122 BETTY BOB (V.O.) Where's that big old city dawg gone now?

Action

**Notes** 



121 BETTY BOB, BOBBY BILL, BILLY RAY (sniffing -

Dialogue

123 BILLY RAY He disappeared!

Action pos cooker warn

Notes (CUT)



Scene



**Panel** 

Dialogue

124 BOBBY BILL

Shoot!

**Action** 

Notes



Panel

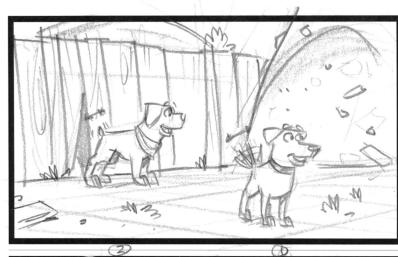
Dialogue 125. JUNKYARD JIM (0.5.)

Yoo-hoo,

**Action** 

Notes (cor





Scene (162)



**Panel** 

Dialogue 125 JUNKYARD JIM (O.S.) doggies!







Notes TAILS WAS





Panel /

Dialogue

126 JUNKYARD JIM I got some muskrat kibble for y'all.







Notes (UT)

Scene



**Panel** 

**Dialogue** 

Action Bluy RAY, BOBBY BILL.





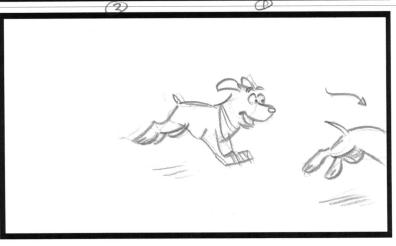
Scene

Panel 2

**Dialogue** 









Scene (165)

**Panel** 

**Dialogue** 

Action Bobby BILL

**Notes** 



Scene

**Panel** 

2

Dialogue

Action BOUNDS GUT

**Notes** 

Scene

00

Panel

3

**Dialogue** 

**Action** 

Notes (





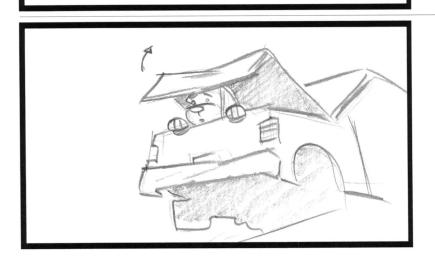
Scene

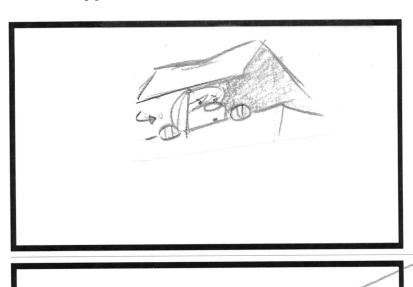
**Panel** 





MIBLET PEEKS OUT.





NO

PANEL

NO

PANEL

Scene

Panel 2

Dialogue

**Action** 

Notes at

Scene

**Panel** 

**Dialogue** 

**Action** 

Notes

Scene

**Panel** 

**Dialogue** 

Action

**Notes** 

Scene

**Panel** 

Dialogue

Action

Notes

PAVEL



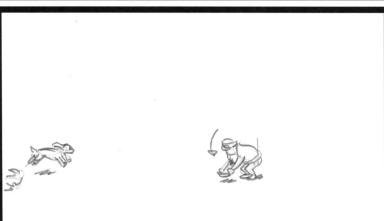
Scene (167)

Panel

**Dialogue** 

Action JUNICYARD JIM HOLDING PLATE of FOOD.

Notes



Scene

Panel 2

**Dialogue** 

Action - PUS POUNT 3RB PLATE. - POGS RUSH IN .

Notes

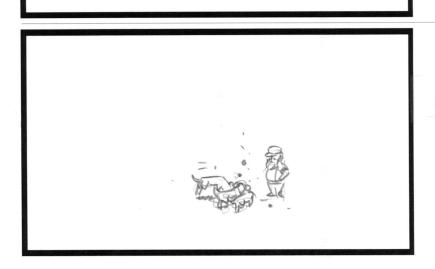
Scene

Panel 3

**Dialogue** 

**Action** 

**Notes** 



Scene

Panel 4

127 BETTY BOB, BOBBY BILL, BILLY RAY (sloppy dog eating)

Action poes START EATING



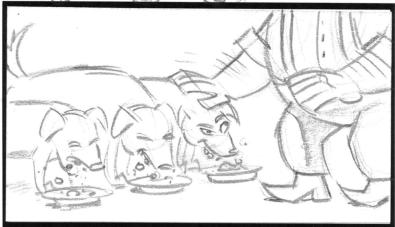
Scene (168)

**Panel** 

Dialog 128 JUNKYARD JIM Heya Betty Bob, Billy Ray,

Action possistative was chazy

Notes



Scene Panel 2

128. JUNKYARD JIM (cont.) Dialogue Bobby Bill.

Action

Notes (CU)

**Scene** (169) **Panel** 

Dialogue 128. JUNKYARD JIM (cent.) Ya meet the new fella yet?

Action

Notes

Scene

Panel 2

Dialogue 118. JUNKYARD JIM (LOPE)

He's a real tough one, he is.

Action







Scene (179) Panel



Dialogue

128. JUNKYARD JIM (cont.)

I think you're gonna like him!

Action

Notes (CCT)



Scene (171)

**Panel** 

Dialogue

129 NIBLET

(breaths sigh of relief)

**Action** 

Notes

Scene

Panel 2

Dialogue

130. LUCKY (0.5.)

Psst.

**Action** 

Notes (T)

Scene (172)

**Panel** 

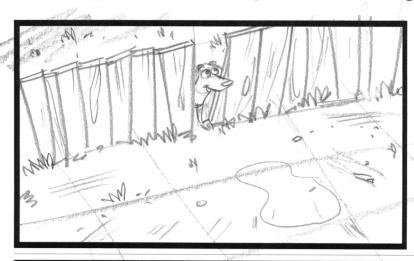
Dialogue 130 LUCKY (C.S.)

Psst, Niblet.

Action



TRUCK IN



Panel 2

Dialogue

131 LUCKY (SOTTO)

You okay, buddy?

Action

Notes cut



**Scene** (173)

**Panel** 

Dialogue

132 NIBLET

(turns and sees his pal)

LUCKY!

Action

**Notes** 

Scene

Panel

2

132. NIBLET (LONT.)

Dialogue

(rushes to the fence)

Thank gosh it's you.

**Action** 

**Notes** 

Scene

Panel

3

**Dialogue** 

**Action** 

**Notes** 

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Panel

2

Dialogue

136. LUCKY (cont.)

You're a Pound

Puppy, remember --

Action

Notescut



Scene (178)

**Panel** 

136. LUCKY (0.5) (cont.)

Dialogue that's your job.

**Action** 

**Notes** 

Scene

Panel

2

Dialogue

137 NIBLET Okay, okay...

**Action** 

**Notes** 



**Panel** 

3

Dialogue

134. NIBLET (cont.)

but those other dogs

are mean! And I'm scared.

Action

Notes (CUT





Scene (179)



**Panel** 

Dialogue

138 LUCKY There's no reason.

Action



Scene (180)



Panel /

Dialogue 138. LUCKY (0.5.) ((011.)

They're just dogs like you.

Action





Panel

138. LUCKY (LONT.) Dialogue Just keep telling

yourself

Action

**Notes** 



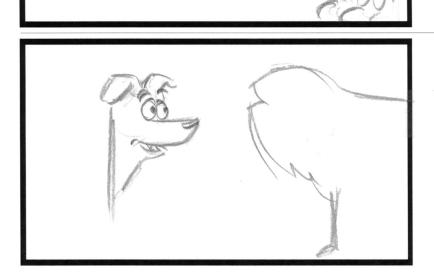
Panel 2

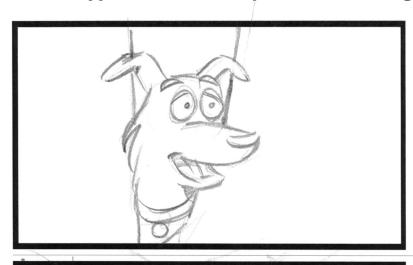
138. LUCKY (cont.)

Dialogue "I'm big and I'm brave and I'm not scared of anybody.

Action

Notes (C)





Scene (182)



Panel



138. LUCKY (Lont.)

**Action** 

Notes Cul



Scene



Panel /

Dialogue



**Action** 

**Notes** 

Scene

Panel

2

Dial

139 NIBLET.

(nods)

I'm big and I'm brave and I'm not scared of nobody.

Action

**Notes** 

Scene

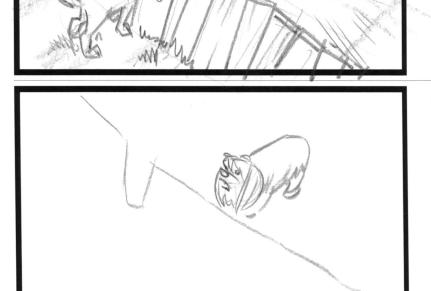
Panel 3

139. NIBLET (cont.)

Dialogue I'm big and I'm I'm big and I'm brave and I'm not scared of nobody.

Action

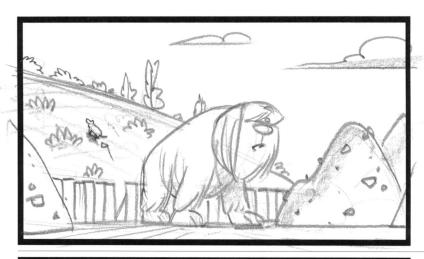
Notes CT





Notes (UT)

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Scene (186)



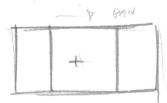
**Panel** 

Dialogue

141. NIBLET ( cont. )

I'm brave and I'm not scared of nobody...

Action



**Notes** 



**Panel** 

2

Dialogue 141 - NIBLET I'm big and I'm brave and I'm not scared of nobody.

Action - MBLER GET NOTE CONFIDER 15 HE WALKS FORWARD

Notes

Scene

Panel

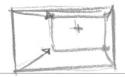
141, NBET

Dialogue I'm big and I'm brave and

I'm not scared NoT

Action GAINING CONFIDENCE

**Notes** 



TRUCK IN ON MEACHON ( ARE)

Scene

**Panel** 

141. NIBET:

Dialogue of nobody...

Action

Notes Cut







Dialogue SLOPPY EATING

BETH BOB(2)

Action

30 0 0 00. 7305B4

Notes



Scene

Panel 2

Dialogue

142 JUNKYARD JIM You all sure do like them catfishflavored kibbles, don't ya?

Action

(PETS DOG)

**Notes** 



Scene Panel 3

143 JUNKYARD JIM

Dialogue

Oh heck.

Action (LOSES AT WATCH)

**Notes** 



Dialc 143 JUNKYARD JIM

It's almost time for my favorite show, "Chicken and Gumbo" --
AMIC.



Panel 5

Dialogue 143. JUNKYARD JIM LLONT.)

those are two tough lawmen, let me tell you!

Action

**Notes** 



Scene (188)

Panel /

143 JUNKYARD JIM (cont)

Dialogue

You dogs have fun now. And leave me alone, okay, cuz it's the season finale.

Action

WALLS UP STEPS

**Notes** 

Scene

Panel -

Dialogue 143, JUNKYARD JIM (cont.)

Gumbo's got amnesia!

Action

REACHES FOR DOOR



Scene (139)

**Panel** 

143. JUNKYARD JIM (CONT.) Dialogue

Don't know how they're

gonna top that!

**Action** 

**Notes** 



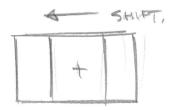


Scene	Panel	2

143. JUNEYARD JIM (cont.) Dialogue

0000-eee!

Action



Notes

Scene

**Panel** 

3

**Dialogue** 

**Action** 

**Notes** 

Scene

Panel

**Dialogue** 

Action POOR SLAMS



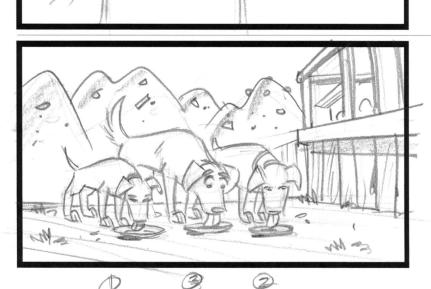
Scene (190)

**Panel** 

**Dialogue** 

DOGS FINISH Action LICKING PLATES

**Notes** 



0



Panel 2

Dialogue

Action

- FOOD IS GOVE

- BOBBY RAY LICKS FAW

Notes - BOBBY BILL LICKING PLATE.



Scene

Panel 3

Dialogue You boys finished? 144 BETTY BOB

Action

**Notes** 

Scene

Panel +

Dialogue 145 BOBBY BILL (belches loudly)

**Action** 

Notes

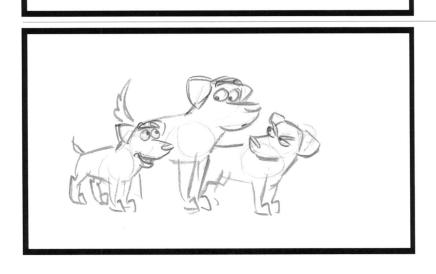
Scene

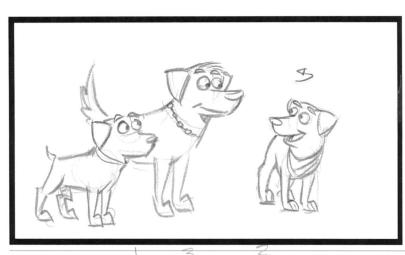
Panel 5

Dialogue That means "yup." 146 BILLY RAY

Action

**Notes** 





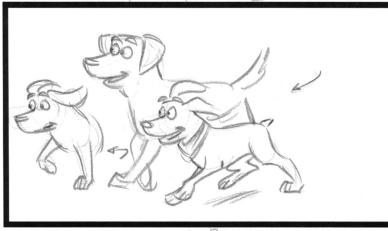
Panel 6

147 BETTY BOB

Then let's go find that intruder!

**Action** 

**Notes** 



Scene

Panel 7

**Dialogue** 

**Action** 

Notes (ca)

Scene (191)

Panel /

**Dialogue** 

**Action** 

Notes

Scene

Panel

**Dialogue** 

Action RUN GOT.

Notes co

