

SH: 23

PANEL: 2

BG:



CAMERA:

ACTION:

DIAL:

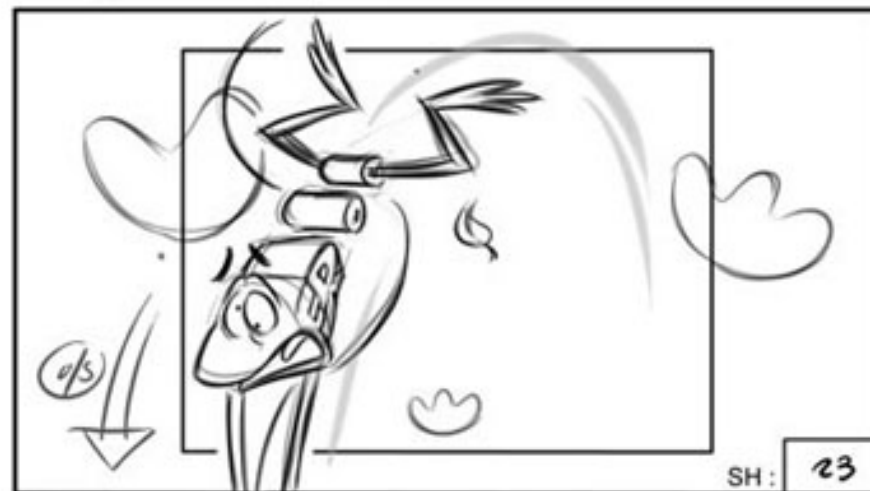
FROG
/k/-/k/-/k/-

EFX:

SH: 23

PANEL: 3

BG:



CAMERA:

ACTION:

~~KITE~~ & FROG FLY (o/s)

DIAL:

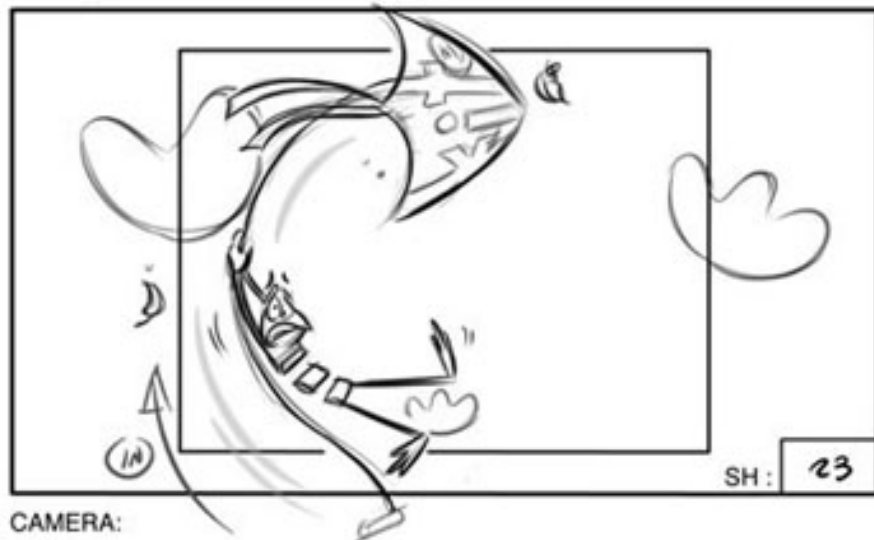
FROG
KITE!

EFX:

SH: 23

PANEL: 4

BG:



ACTION:

KITE & FROG FLY (IN)

DIAL:

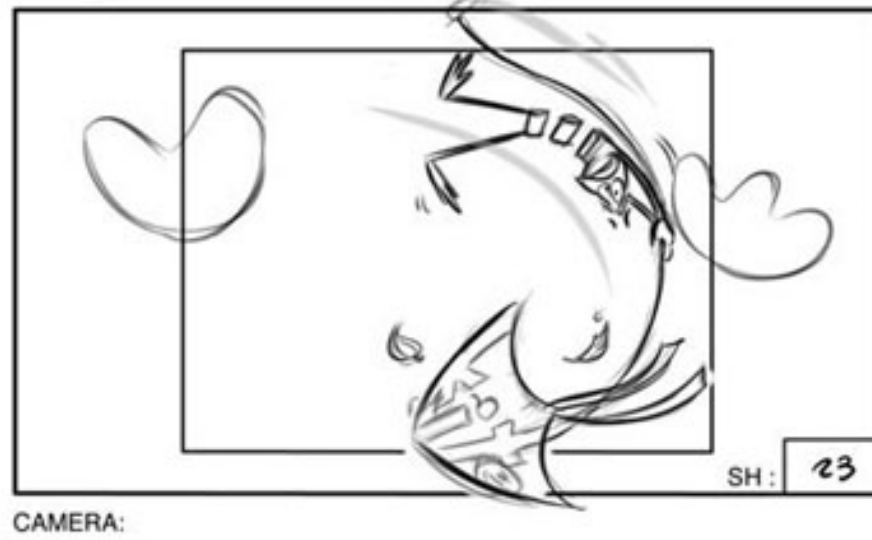
FROG
YOU'RE MAKING -

EFX:

SH: 23

PANEL: 5

BG:



ACTION:

FROG FLIES IN CIRCLES

DIAL:

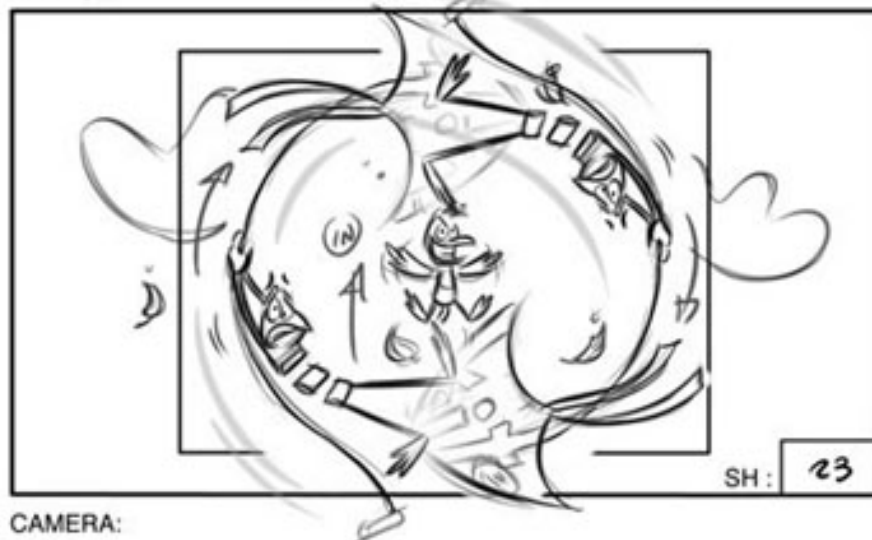
FROG
- ME DIZZY!

EFX:

SH: 23

PANEL: 6

BG:



CAMERA:

ACTION:

DUCK FLIES UP

DIAL:

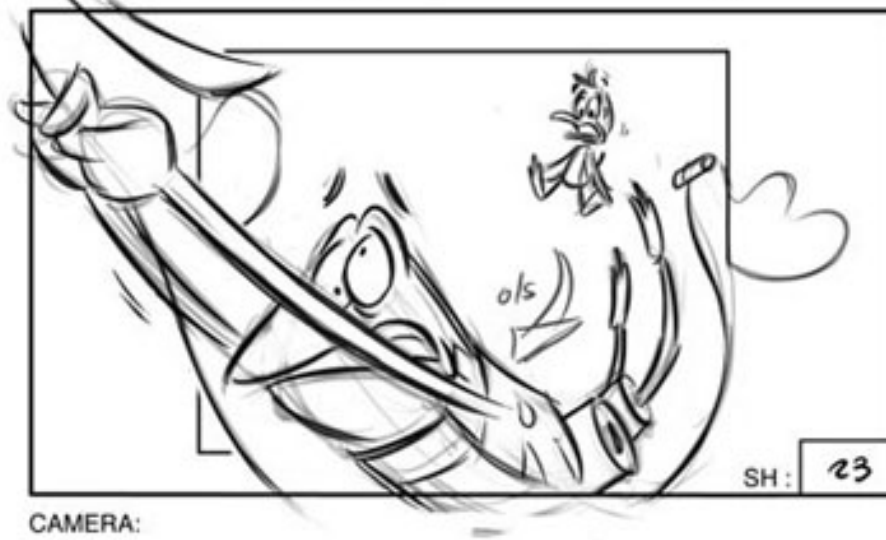
(35) DUCK
I'LL CATCH THAT KITE,
FROG!

EFX:

SH: 23

PANEL: 7

BG:



CAMERA:

ACTION:

KITE + FROG FLY (16)

DIAL:

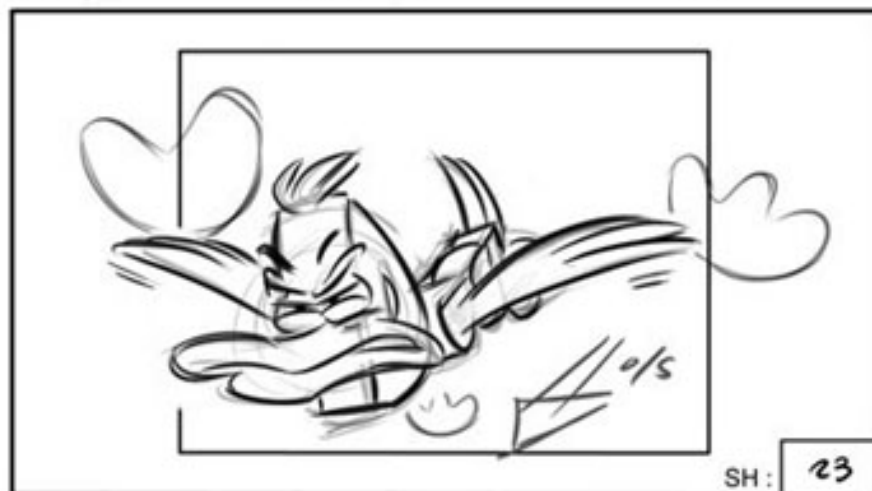
FROG
WHOOOOAA!

EFX:

SH: 23

PANEL: 8

BG:



CAMERA:

ACTION:

DUCK DIVES (1/5) AFTER THEM

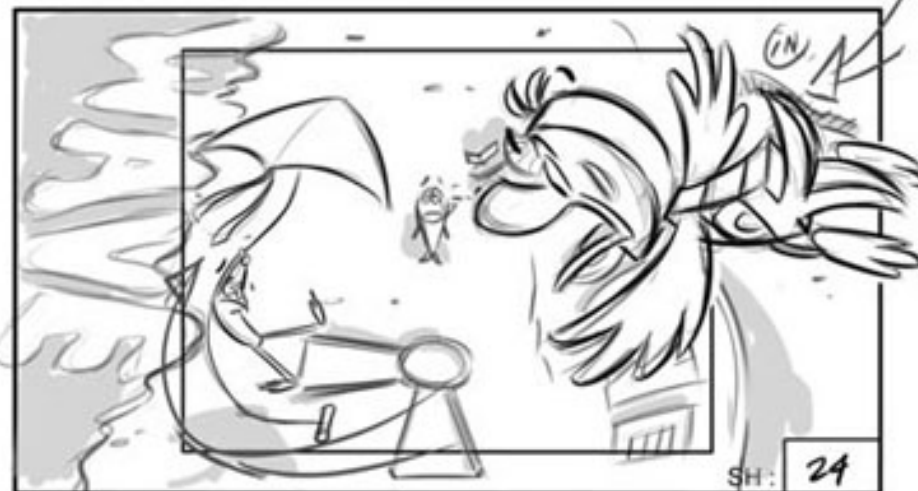
DIAL:

EFX:

SH: 24

PANEL: 1

BG:



CAMERA:

(CUT)

ACTION:

DUCK FLIES (2)

DIAL:

(3) DUCK

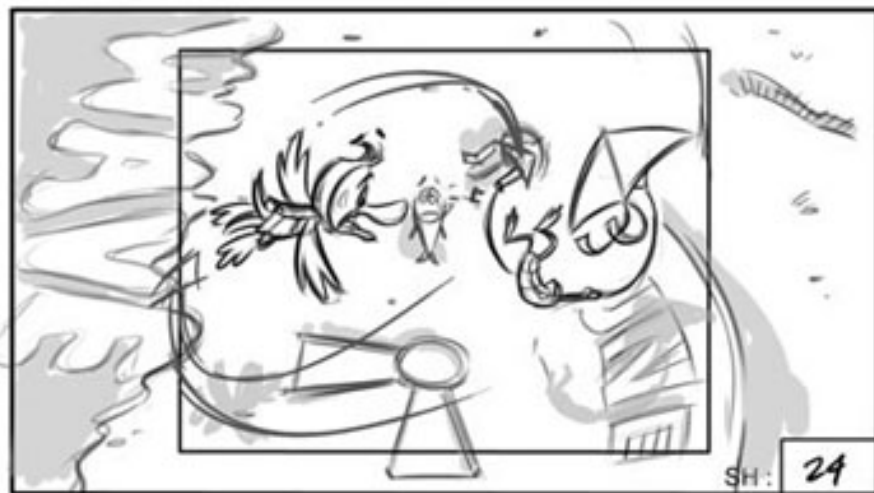
COME HERE, KITE!

EFX:

SH: 24

PANEL: 2

BG:



CAMERA:

ACTION:

DIAL:

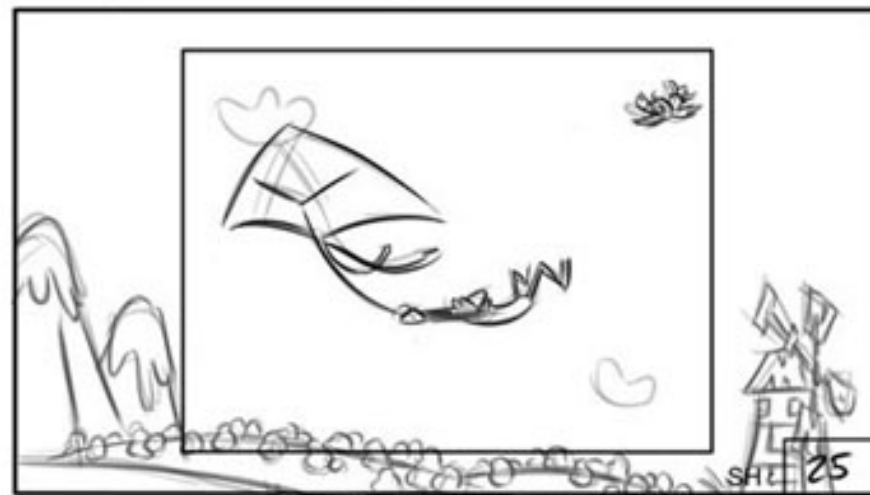
DUCK
HEY ... CUT IT OUT, KITE!

EFX:

SH: 25

PANEL: 1

BG:



CAMERA:

CUT

ACTION:

DIAL:

EFX:

SH: 25

PANEL: 2

BG:



CAMERA:

ACTION:

DUCK FLIES (0/5)

DIAL:

EFX:

SH: 25

PANEL: 3

BG:



CAMERA:

ACTION:

DUCK DIVE BOMBS (IN) TO CATCH
FROG, WHO ZIPS (0/5)

DIAL:

(30) DUCK

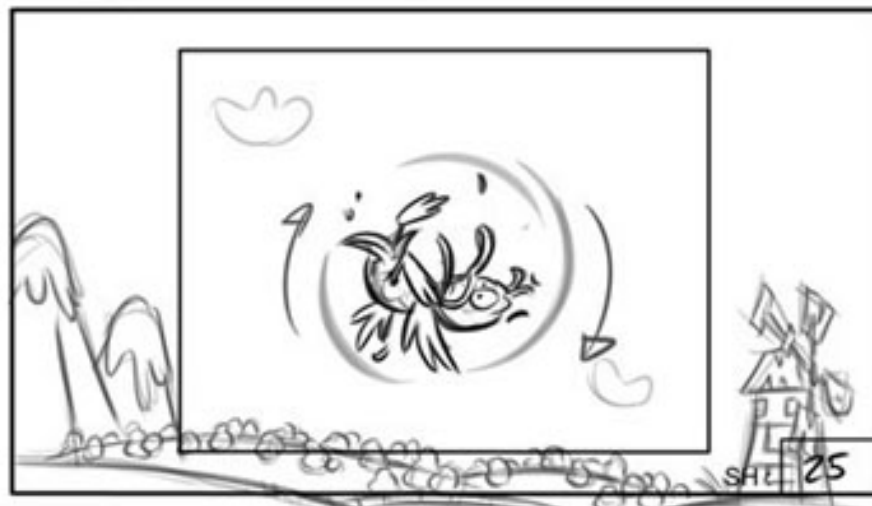
I GOTCHA KITE!

EFX:

SH: 25

PANEL: 4

BG:

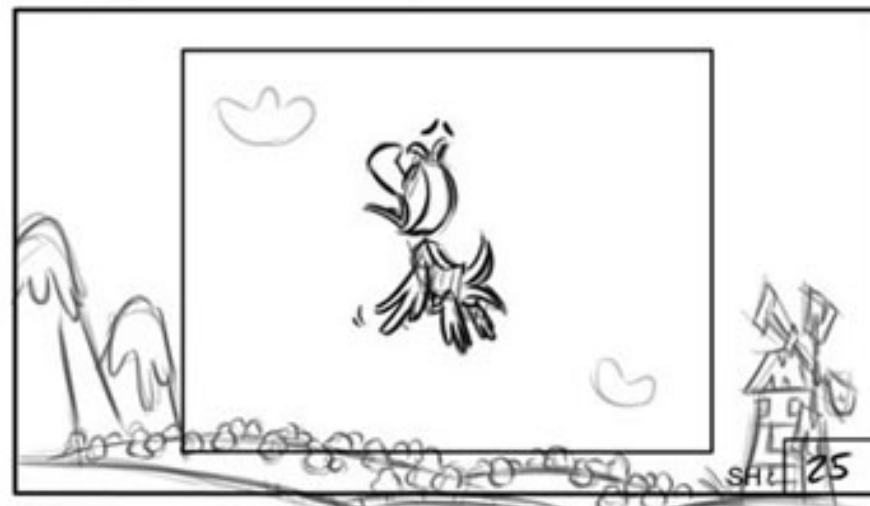


CAMERA:

SH: 25

PANEL: 5

BG:



CAMERA:

ACTION:

DUCK SPINS

DIAL:

DUCK
(CONFUSED WALLA)

EFX:

ACTION:

DUCK LOOKS AROUND CONFUSED

DIAL:

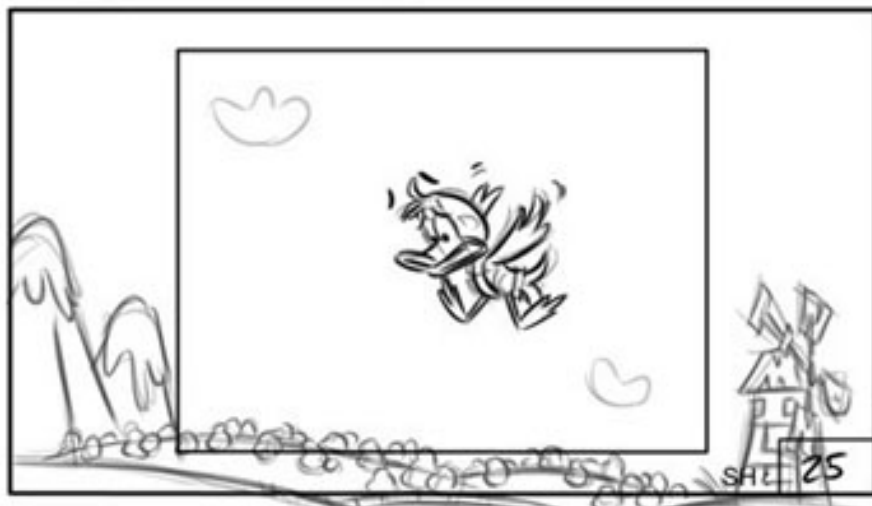
DUCK
KITE?

EFX:

SH: 25

PANEL: 6

BG:



CAMERA:

ACTION:

DIAL:

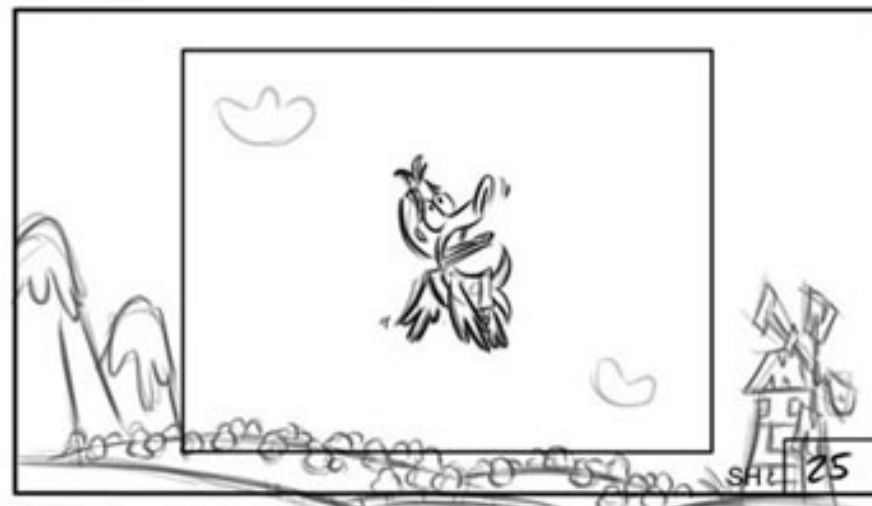
DUK
HEY KITE ...

EFX:

SH: 25

PANEL: 7

BG:



CAMERA:

ACTION:

DIAL:

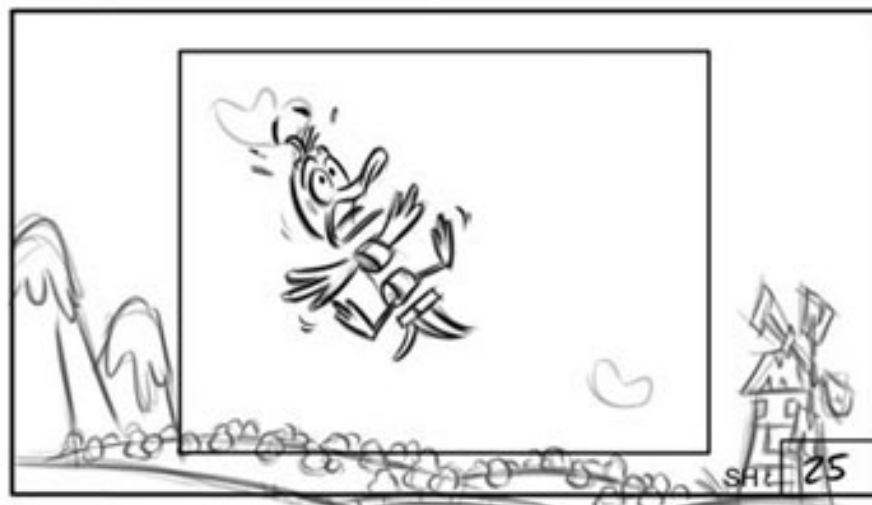
DUK
WHERE'D YA GO?

EFX:

SH: 25

PANEL: 8

BG:



CAMERA:

ACTION:

DIAL:

(31) DUCK
(TERIFIED)
QUAAAAACK!

EFX:

SH: 25

PANEL: 9

BG:



CAMERA:

ACTION:

DUCK FLIES (15), FOLLOWED BY
KITE & FROG

DIAL:

(39) FROG/DUCK
(FREAKING OUT WALLA)

EFX:

SH: 25

PANEL: 10

BG:



CAMERA:

ACTION:

DIAL:

(39) FROG/DUCK
(FREAKING OUT WALLA)

EFX:

SH: 26

PANEL: 1

BG:



CAMERA:

(WT)

ACTION:

DUCK FLIES (IN)

DIAL:

(9) DUCK
(FREAKING OUT WALLA)

EFX:

SH: 26

PANEL: 2

BG:



SH: 26

CAMERA:

ACTION: AND HITS THE SAND LIKE AN ARROW

DIAL:

<THUNK/TWANG>

EFX:

SH: 26

PANEL: 3

BG:



SH: 26

CAMERA:

ACTION:

DIAL:

Ⓢ DUCK
(MUFFLED IN SAND)
INCOMING.

EFX:

SH: 26

PANEL: 4

BG:



CAMERA:

ACTION:

FROG & KITE FLY (IN)

DIAL:

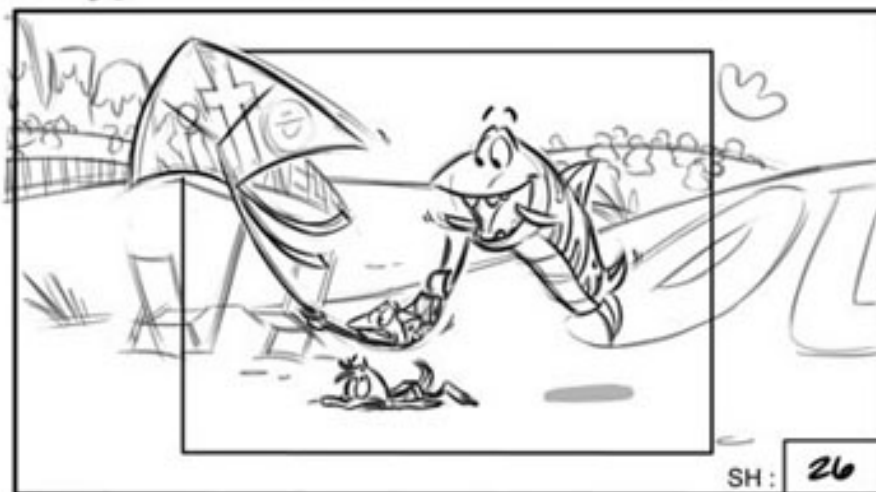
FROG
(FREAKING OUT WALLA)

EFX:

SH: 26

PANEL: 5

BG:



CAMERA:

ACTION:

SHARK LEAPS FOR FROG

DIAL:

(IN) SHARK
I GOT IT!

EFX:

SH: 26

PANEL: 6

BG:



CAMERA:

ACTION:

HE MISSES AND FALLS ON DUCK, KITE
AND FROG FLY (O/S)

DIAL:

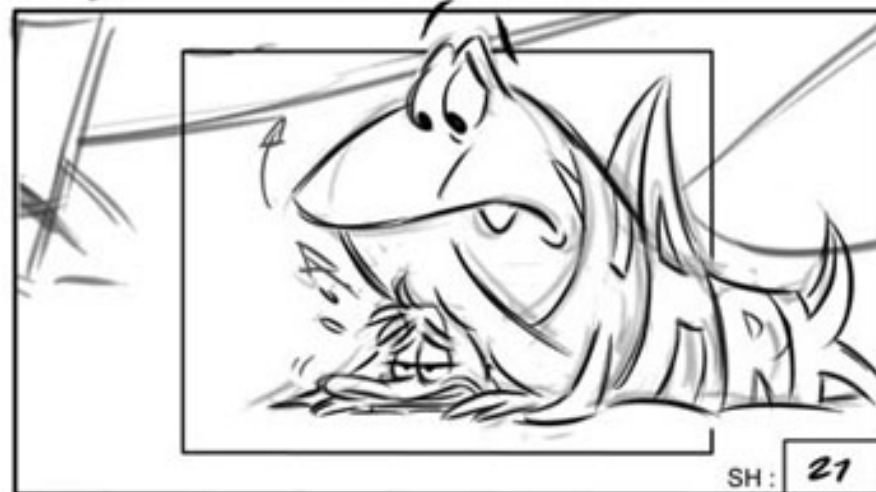
④ SHARK
OOOOF!

EFX:

SH: 27

PANEL: 1

BG:



CAMERA:

(CUT)

ACTION:

SHARK LIFTS HIMSELF, DUCK POPS HIS
HEAD OUT FROM UNDER HIM

DIAL:

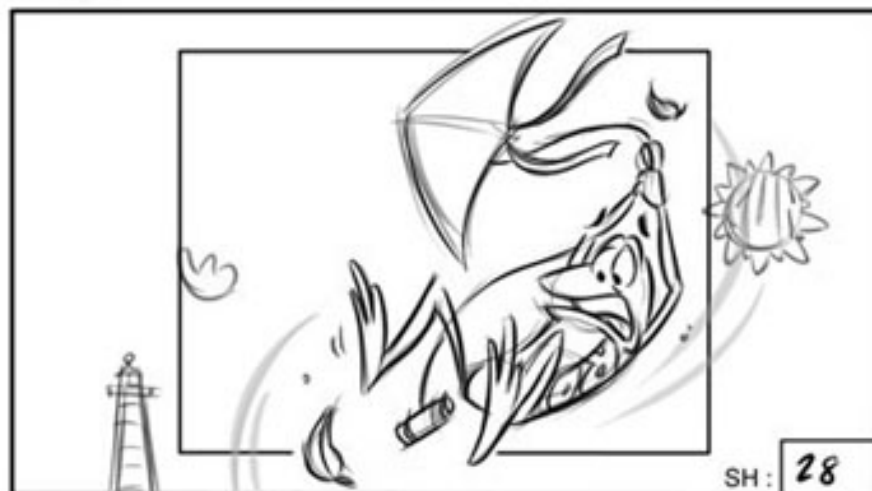
⑤ DUCK
(MORE INSULT THAN INJURY)
QUACK,

EFX:

SH: 28

PANEL: 1

BG:



CAMERA:

(WY)

ACTION:

DIAL:

(43) FROG

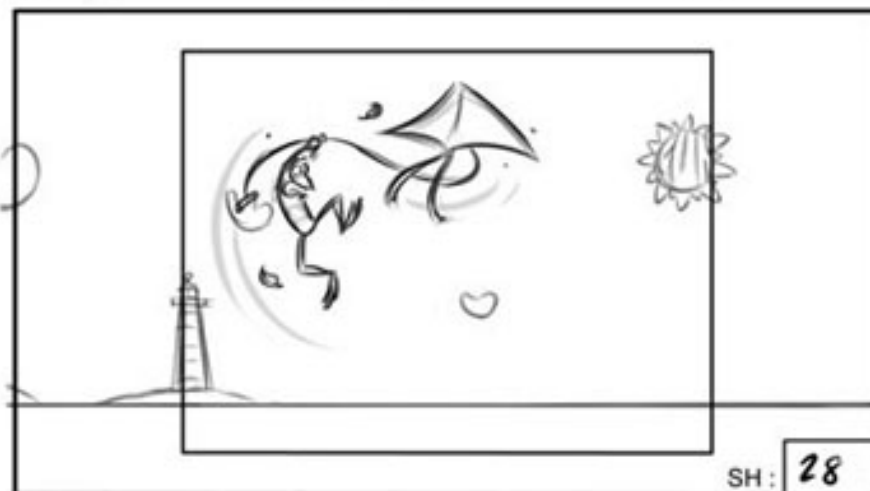
OH -

EFX:

SH: 28

PANEL: 2

BG:



CAMERA:

ACTION:

KITE & FROG FLY OFF OVER THE
OCEAN

DIAL:

FROG

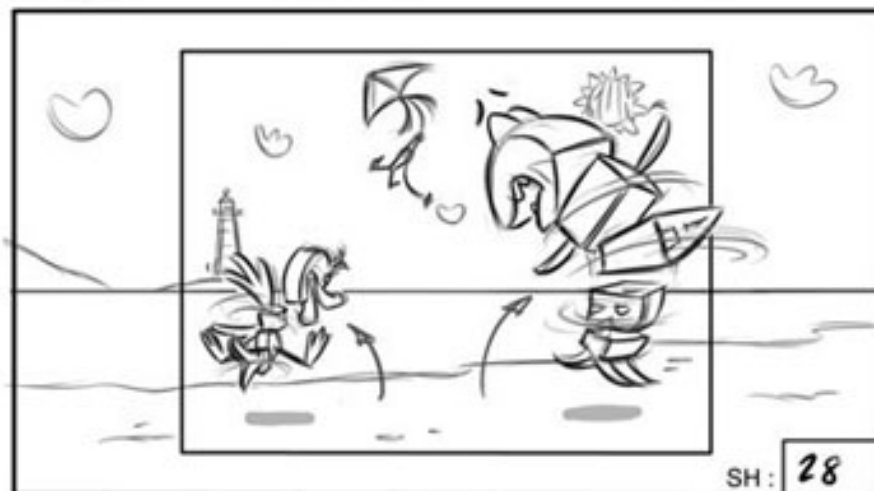
NOOOOOO!

EFX:

SH: 28

PANEL: 3

BG:



CAMERA: TRUCK OUT

ACTION:

DUCK AND SHARK JUMP UP, SPINNING
THEIR LETTERS STRAIGHT.

DIAL:

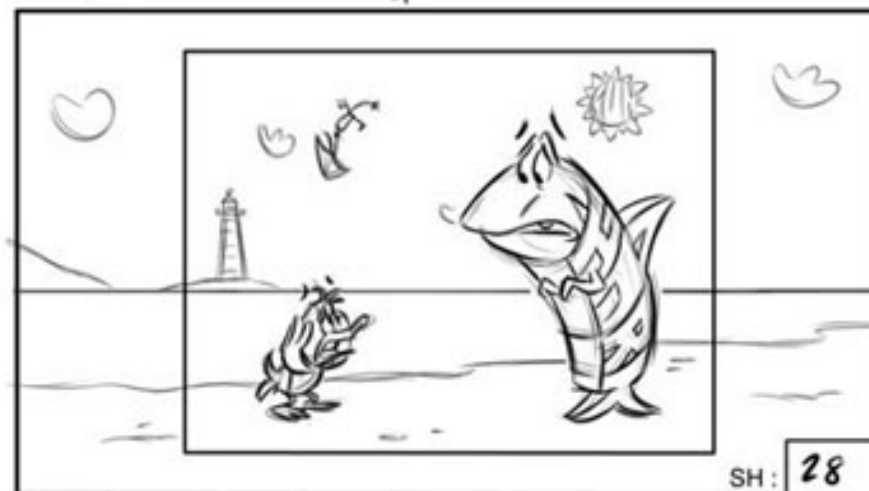
(H) DUCK
(GASP)

EFX:

SH: 28

PANEL: 4

BG:



CAMERA:

ACTION:

DIAL:

(H) DUCK
FROG IS FLYING OUT TO
SEA!

EFX:

SH: 28

PANEL: 5

BG:

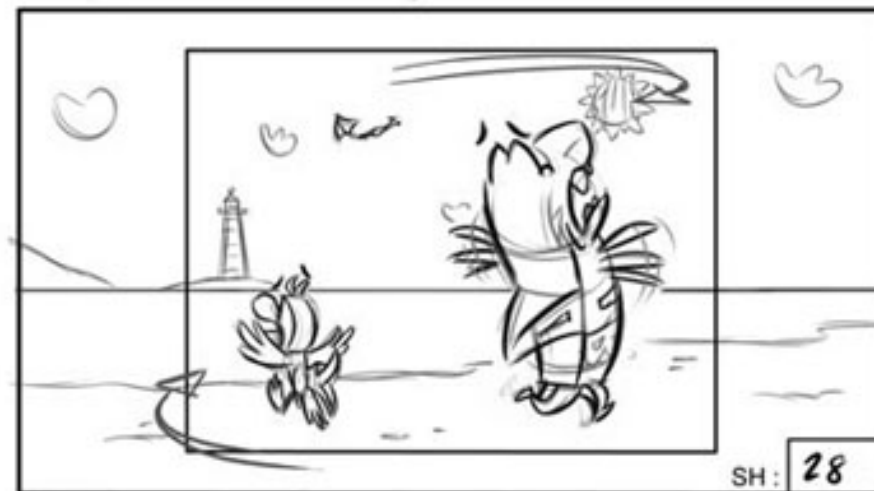


CAMERA:

SH: 28

PANEL: 6

BG:



CAMERA:

ACTION: DUCK & SHARK PANIC, RUNNING IN CIRCLES

DIAL: (15) DUCK/SHARK
WHADDAWEGONNADO?

EFX:

ACTION:

DIAL: (15) DUCK/SHARK
WHADDAWEGONNADO?

EFX: