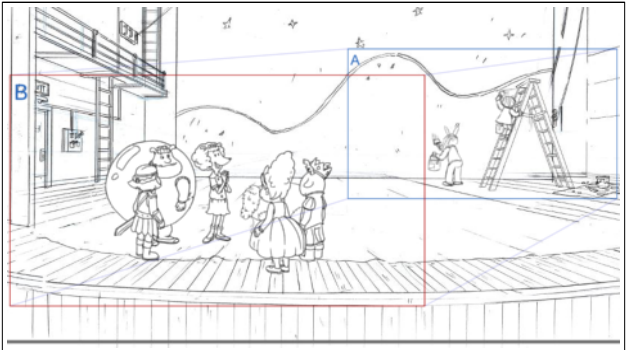


Scene	Duration	Panel	Duration
92	05:17	1	03:18



Dialog

78 PRUNELLA  
Dress rehearsal, everyone!  
Today we've got lights...

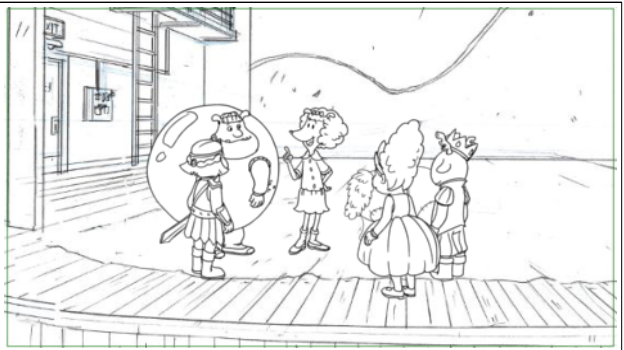
Action Notes

15 INT. COMMUNITY CENTER  
THEATRE - STAGE - DAY \*  
Two ?techies? - JENNA and ALEX  
- paint storm clouds on a \*  
canvas backdrop.PAN OVER.  
Downstage, Prunella addresses  
the cast, \*  
now in FULL COSTUME.

Background

AR\_bg\_00036ap-D01

Scene	Duration	Panel	Duration
92	05:17	2	01:23



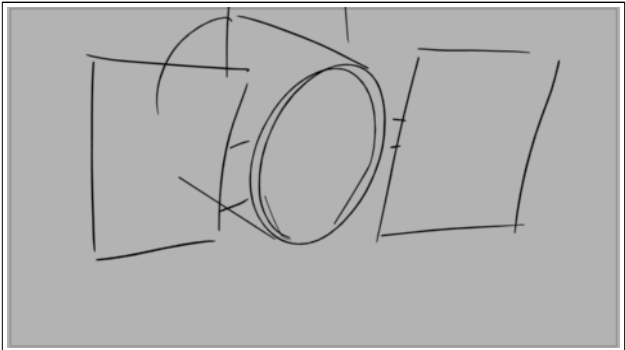
Dialog

78 PRUNELLA  
Dress rehearsal, everyone!  
Today we've got lights...

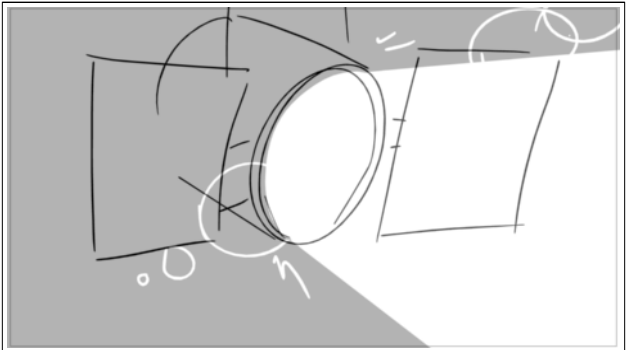
Action Notes

Prunella gestures

Scene	Duration	Panel	Duration
93	00:15	1	00:05



Scene	Duration	Panel	Duration
93	00:15	2	00:10



Action Notes  
GLARING STAGE LIGHTS snap on

Scene	Duration	Panel	Duration
94	01:18	1	00:23



Dialog  
79 PRUNELLA (CONT?D) \*  
(squinting) And sets... \*

Action Notes  
blinding Prunella

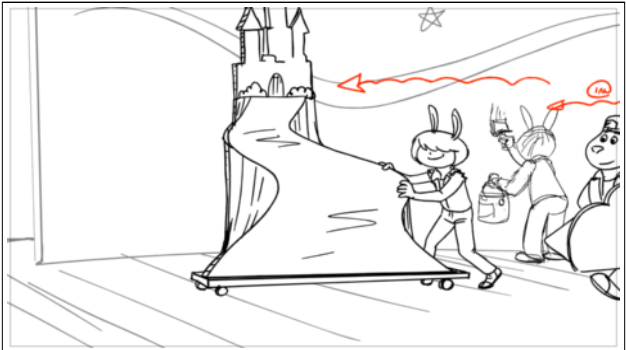
Scene	Duration	Panel	Duration
94	01:18	2	00:19



Dialog  
79 PRUNELLA (CONT?D)  
sets...

Action Notes  
She turns

Scene	Duration	Panel	Duration
95	00:15	1	00:08



Action Notes

Two more techies - MOLLY and RATTLES - wheel on THE ACT 1 SET

Scene	Duration	Panel	Duration
95	00:15	2	00:07



Action Notes

Molly dusts off her hands and Rattles sets down the bush prop

Scene	Duration	Panel	Duration
96	06:14	1	00:13



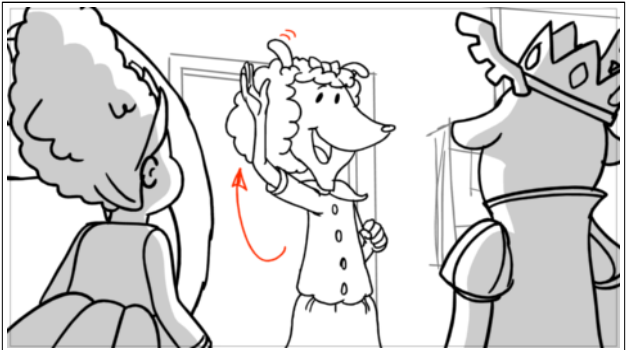
Dialog

80 PRUNELLA (CONT?D) \*  
And

Action Notes

Prunella speaks

Scene	Duration	Panel	Duration
96	06:14	2	01:04



Dialog  
80 PRUNELLA (CONT?D)  
sound...

Action Notes  
she puts a hand to her ear

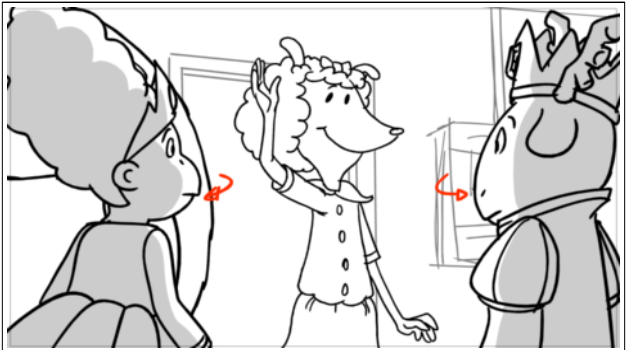
Scene	Duration	Panel	Duration
96	06:14	3	00:11



Dialog  
<SFX CUES: BUGLE CHARGE;  
WILHELM SCREAM>

Action Notes  
She listens

Scene	Duration	Panel	Duration
96	06:14	4	00:10



Dialog  
<SFX CUES: EXPLOSION; CAT> \*

Action Notes  
Muffy and george look at each other

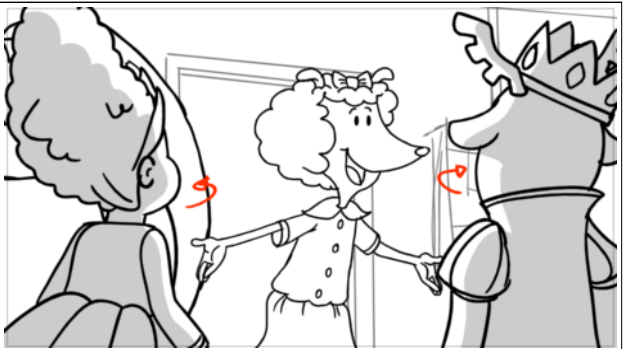
Scene	Duration	Panel	Duration
96	06:14	5	00:17



Dialog  
81 PRUNELLA (CONT?D) \*  
So

Action Notes  
Prunella joins her hands

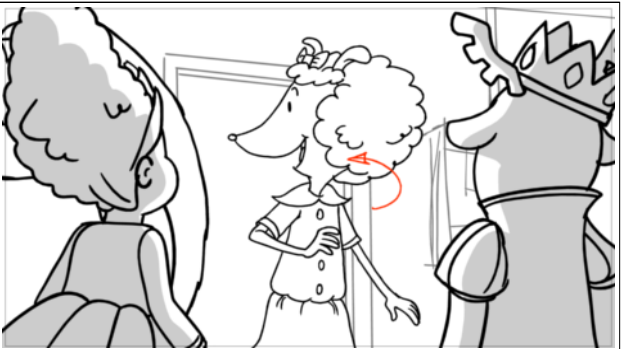
Scene	Duration	Panel	Duration
96	06:14	6	01:03



Dialog  
81 PRUNELLA (CONT?D) \*  
give it your all!

Action Notes  
and opens her arms wide

Scene	Duration	Panel	Duration
96	06:14	7	01:08



Dialog  
81 PRUNELLA (CONT?D)  
But not really.

Action Notes  
She looks back at Binky

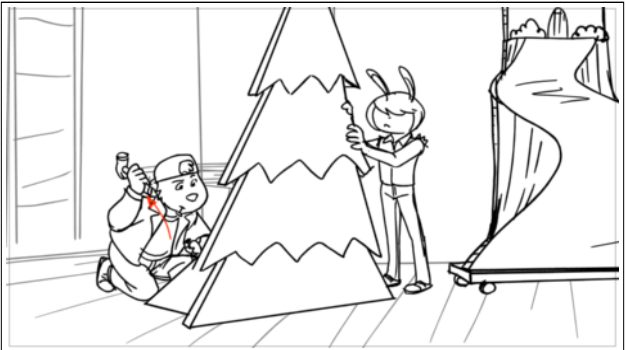
Scene	Duration	Panel	Duration
96	06:14	8	00:20



Dialog  
81 PRUNELLA (CONT?D)  
Be careful.

Action Notes  
She holds up a hand, looking at Muffy

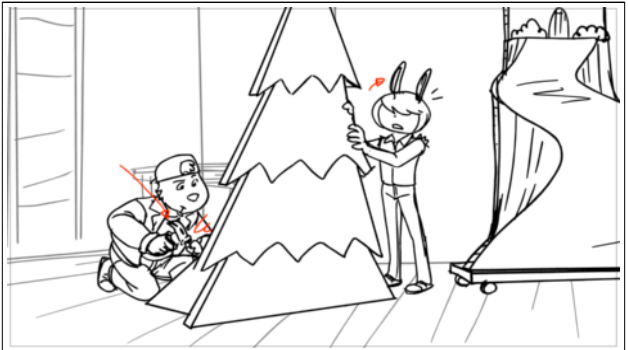
Scene	Duration	Panel	Duration
97	02:18	1	00:21



Dialog  
81 PRUNELLA (CONT?D) (OS)  
The sets are rickety.

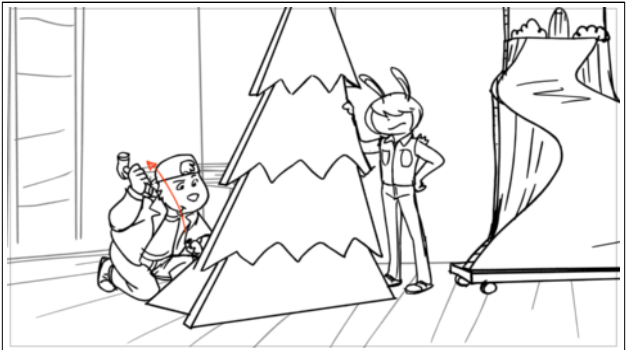
Action Notes  
Rattles hammers while Molly holds up the tree prop

Scene	Duration	Panel	Duration
97	02:18	2	00:19



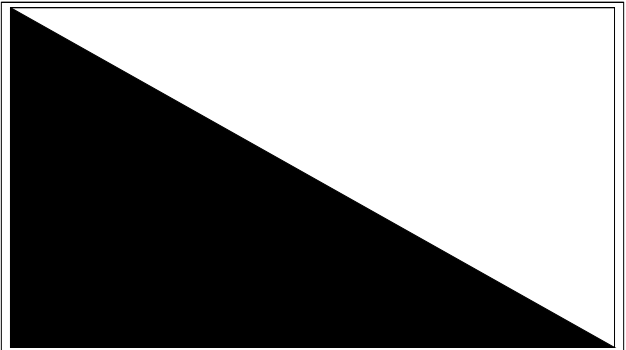
Action Notes  
She reacts, insulted

Scene	Duration	Panel	Duration
97	02:18	3	01:02



Action Notes  
and puts her fists on her hips

Wipe	Duration
	00:12



Scene	Duration	Panel	Duration
98	04:19	1	01:00



Action Notes  
Binky IN on the balcony

Scene	Duration	Panel	Duration
98	04:19	2	01:20



Dialog  
82 BINKY  
Woe is me!

Action Notes  
Binky acts

Scene	Duration	Panel	Duration
98	04:19	3	01:23



Dialog  
82 BINKY  
A wee little pea!

Scene	Duration	Panel	Duration
99	04:12	1	01:12

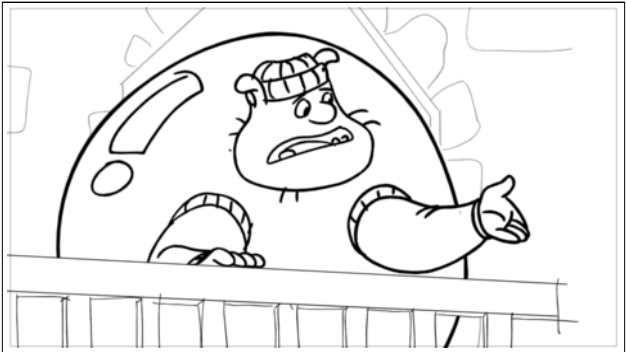


Dialog  
82 BINKY  
Tossed and turned

Action Notes  
On Binky



Scene	Duration	Panel	Duration
99	04:12	2	00:14

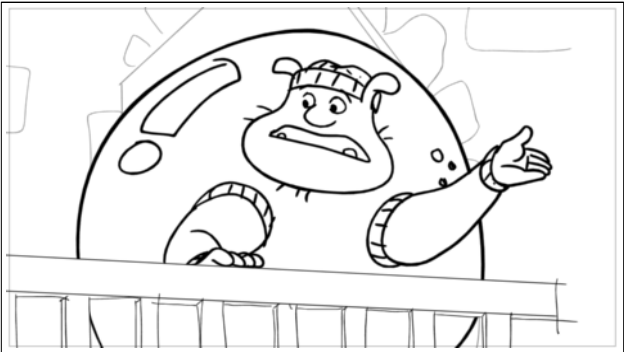


Dialog

82 BINKY

in this

Scene	Duration	Panel	Duration
99	04:12	3	01:23



Dialog

82 BINKY

terrible tornado!

Scene	Duration	Panel	Duration
99	04:12	4	00:11



Action Notes

End pose

Scene	Duration	Panel	Duration
100	10:04	1	00:05



Action Notes

George, standing below with his horse with two butts

Scene	Duration	Panel	Duration
100	10:04	2	01:03



Dialog

83 GEORGE  
Hark!

Action Notes

George cups an ear.

Scene	Duration	Panel	Duration
100	10:04	3	01:08



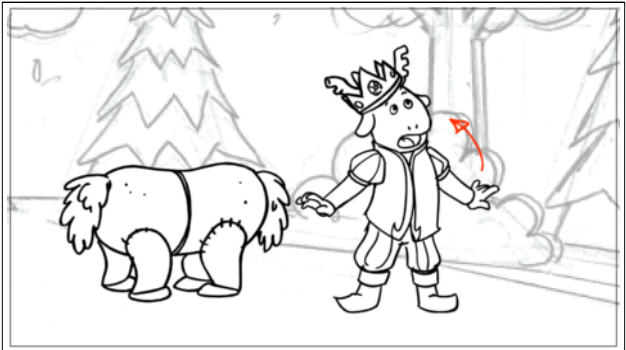
Dialog

83 GEORGE  
Do I hear-eth

Action Notes

He lunges forward

Scene	Duration	Panel	Duration
100	10:04	4	01:08



Dialog  
83 GEORGE  
a princess?

Action Notes  
and stands wide-legged

Scene	Duration	Panel	Duration
100	10:04	5	00:14



Action Notes  
To everyone?s surprise,  
Francine swings in on a rope  
like Errol Flynn. TRUCK OUT+PAN  
w/action

Scene	Duration	Panel	Duration
100	10:04	6	00:13



Scene	Duration	Panel	Duration
100	10:04	7	00:14



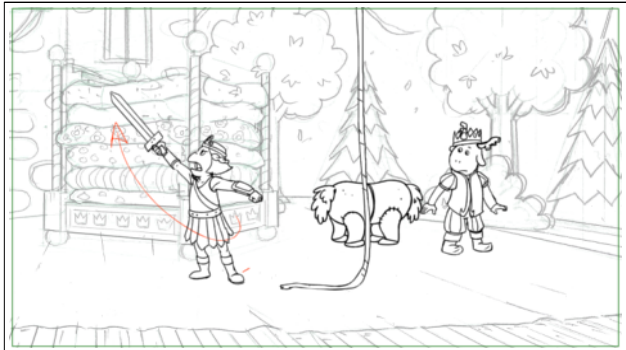
Scene	Duration	Panel	Duration
100	10:04	8	00:18



Dialog  
84 FRANCINE  
(as Princess/Swashbuckler)  
Avast ,

Action Notes  
She drops off,

Scene	Duration	Panel	Duration
100	10:04	9	00:21



Dialog  
84 FRANCINE \*  
you vegetable!

Action Notes  
brandishing her wooden sword.

Scene	Duration	Panel	Duration
100	10:04	10	02:20



Dialog  
84 FRANCINE  
It is I, the Pirate Princess of Pizzaville.

Action Notes  
She gestures at herself

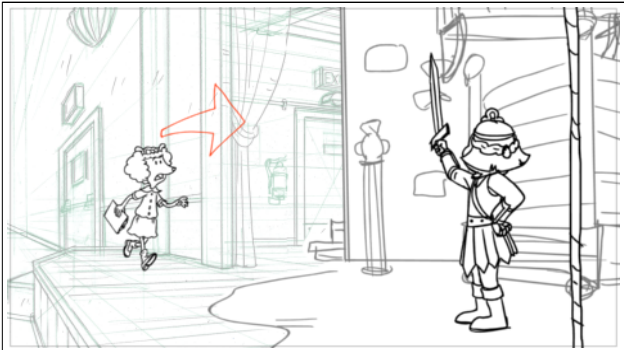
Scene	Duration	Panel	Duration
101	02:08	1	02:08



Dialog  
84 FRANCINE  
Prepare to be pureed!

Action Notes  
She points the sword towards camera

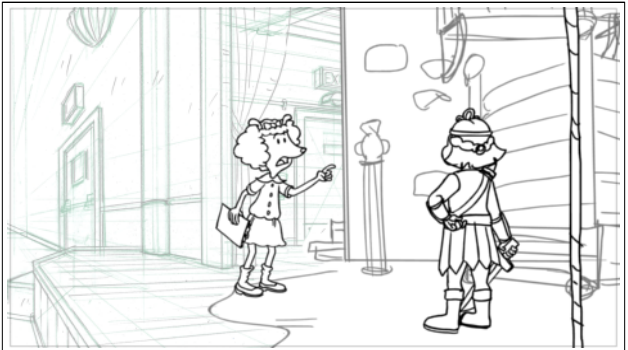
Scene	Duration	Panel	Duration
102	05:11	1	02:02



Dialog  
85 PRUNELLA  
Whoa whoa!

Action Notes  
Prunella approaches

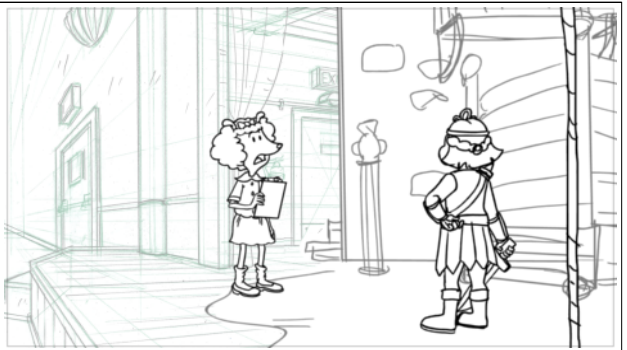
Scene	Duration	Panel	Duration
102	05:11	2	01:04



Dialog  
85 PRUNELLA  
What?s with the rope?

Action Notes  
she stops and points

Scene	Duration	Panel	Duration
102	05:11	3	02:05



Dialog  
85 PRUNELLA  
And where?d you get those  
lines?!

Action Notes  
Francine is smug

Scene	Duration	Panel	Duration
103	04:13	1	01:03



Dialog  
86 FRANCINE \*  
I wrote them!

Action Notes  
Francine perks up

Scene	Duration	Panel	Duration
103	04:13	2	00:16



Dialog

86 FRANCINE \*  
And look! \*

Action Notes

Francine grips the rope

Scene	Duration	Panel	Duration
103	04:13	3	01:01



Dialog

86 FRANCINE  
If I get a running start

Action Notes

She sheathes her sword

Scene	Duration	Panel	Duration
103	04:13	4	00:11



Dialog

86 FRANCINE  
I can swing

Action Notes

She runs OUT with the rope

Scene	Duration	Panel	Duration
103	04:13	5	01:06



Dialog  
86 FRANCINE (OS)  
all the way over to Binky ...

Action Notes  
Prunella steps forward

Scene	Duration	Panel	Duration
104	01:04	1	01:04



Dialog  
86 FRANCINE  
wouldn?t that be cool?

Action Notes  
On Prunella, looking concerned

Scene	Duration	Panel	Duration
105	03:16	1	00:12



Action Notes  
start pose



Scene	Duration	Panel	Duration
105	03:16	2	00:13



Action Notes  
She jumps on the rope

Scene	Duration	Panel	Duration
105	03:16	3	00:14



Action Notes  
swings forward

Scene	Duration	Panel	Duration
105	03:16	4	00:16



Dialog  
87 FRANCINE (CONT?D)  
AghhhhH!  
88 BINKY (OVERLAPPING)  
Whoo-oh-ooah!!!

Action Notes  
and smashes straight into the tower, feet first.  
Binky throws out his arms as the tower teeters.

Scene	Duration	Panel	Duration
105	03:16	5	00:17



Dialog  
87 FRANCINE (CONT?D)  
AghhhhH!  
88 BINKY (OVERLAPPING)  
Whoo-oh-ooah!!!

Action Notes  
As the tower falls, Binky leaps off -

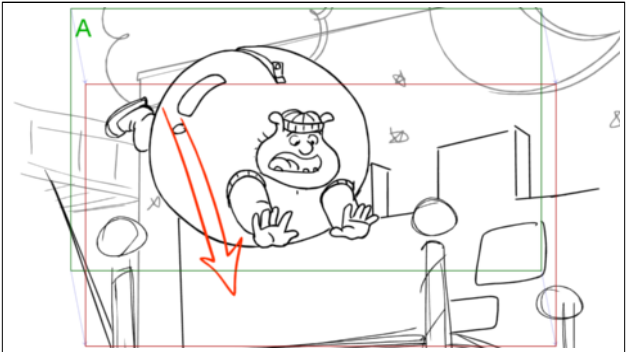
Scene	Duration	Panel	Duration
105	03:16	6	00:16



Dialog  
88 BINKY (OVERLAPPING)  
Whoo-oh-ooah!!!

Action Notes  
Wall topples back, Binky falls off the balcony

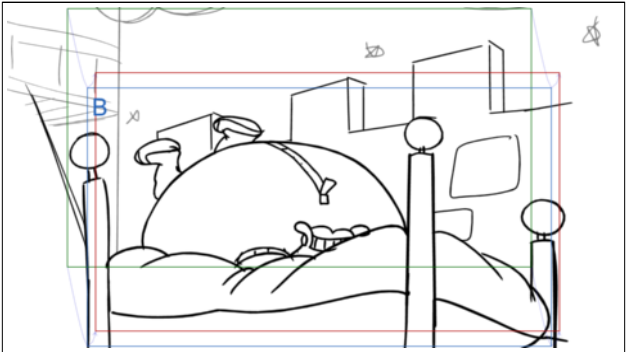
Scene	Duration	Panel	Duration
106	02:01	1	00:14



Dialog  
88 BINKY (OVERLAPPING)  
Whoo-oh-ooah!!!

Action Notes  
PAN w/ACTION

Scene	Duration	Panel	Duration
106	02:01	2	00:14



Action Notes

landing on a foam mattress.

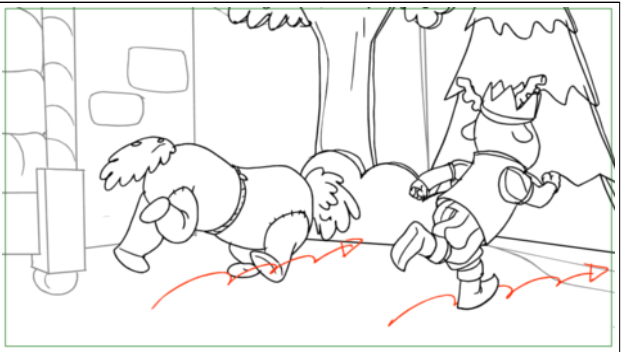
Scene	Duration	Panel	Duration
106	02:01	3	00:21



Action Notes

The bed rolls forward

Scene	Duration	Panel	Duration
108	04:02	1	00:15



Dialog

89 KIDS \*  
(alarm shrieks and walla) \*

Action Notes

George runs off as two-butt horse struggles

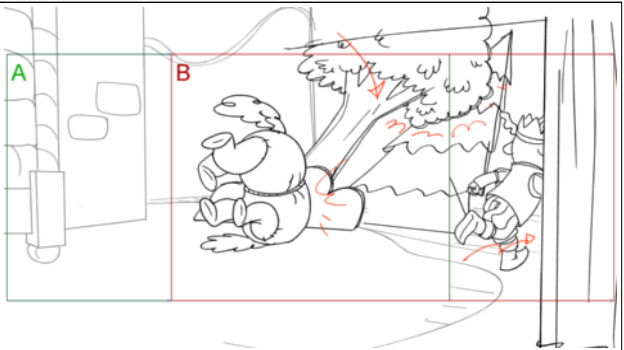
Scene	Duration	Panel	Duration
108	04:02	2	00:16



Dialog  
89 KIDS \*  
(alarm shrieks and walla) \*

Action Notes  
and bumps into a bush prop

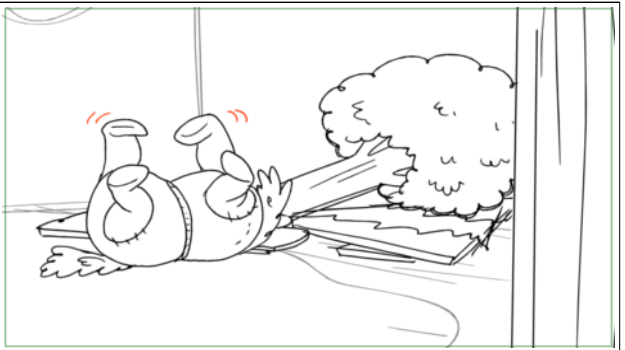
Scene	Duration	Panel	Duration
108	04:02	3	00:22



Dialog  
89 KIDS \*  
(alarm shrieks and walla) \*

Action Notes  
which topples the trees

Scene	Duration	Panel	Duration
108	04:02	4	00:21



Dialog  
89 KIDS \*  
(alarm shrieks and walla) \*

Action Notes  
two-buttt horse is on its back,  
legs kicking  
CAM SHAKE

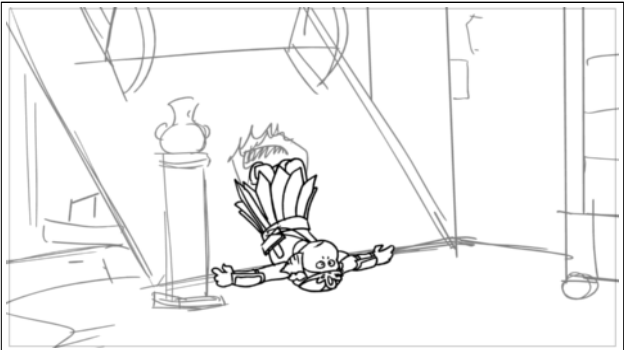
Scene	Duration	Panel	Duration
108	04:02	5	01:00



Dialog  
89 KIDS \*  
(alarm shrieks and walla) \*

Action Notes  
end pose

Scene	Duration	Panel	Duration
107	02:13	1	00:15



Dialog  
89 KIDS \*  
(alarm shrieks and walla) \*

Action Notes  
Francine slides down

Scene	Duration	Panel	Duration
107	02:13	2	00:14



Dialog  
89 KIDS \*  
(alarm shrieks and walla) \*

Action Notes  
and settles

Scene	Duration	Panel	Duration
107	02:13	3	00:13



Dialog  
89 KIDS \*  
(alarm shrieks and walla) \*

Action Notes  
cloud prop falls INand Francine shields her face

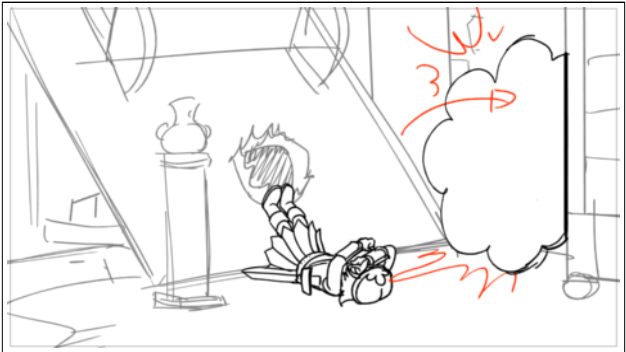
Scene	Duration	Panel	Duration
107	02:13	4	00:09



Dialog  
89 KIDS \*  
(alarm shrieks and walla) \*

Action Notes  
it hits the ground

Scene	Duration	Panel	Duration
107	02:13	5	00:06



Dialog  
89 KIDS \*  
(alarm shrieks and walla) \*

Action Notes  
falls against the back wall prop

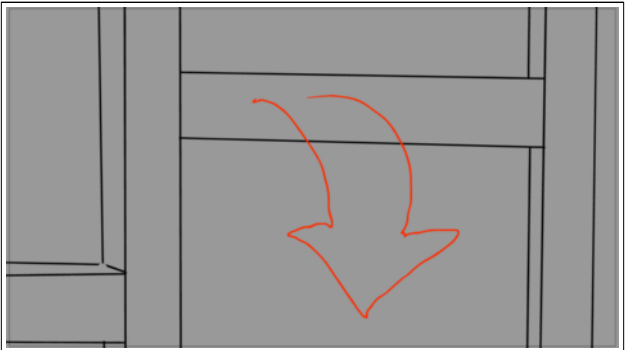
Scene	Duration	Panel	Duration
107	02:13	6	00:04



Dialog  
89 KIDS \*  
(alarm shrieks and walla) \*

Action Notes  
making it fall over

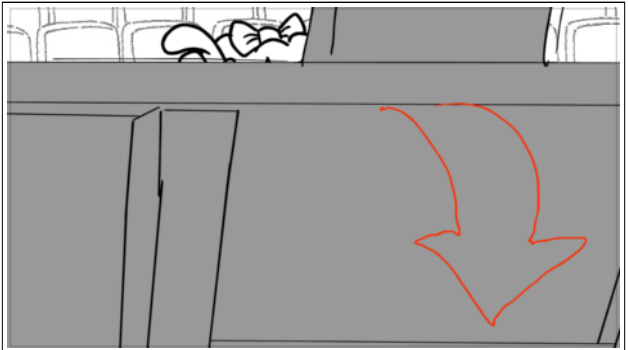
Scene	Duration	Panel	Duration
109	01:17	1	00:11



Dialog  
89 KIDS \*  
(alarm shrieks and walla) \*

Action Notes  
Back of prop wall falls backwards

Scene	Duration	Panel	Duration
109	01:17	2	00:06



Dialog  
89 KIDS \*  
(alarm shrieks and walla) \*

Scene	Duration	Panel	Duration
109	01:17	3	00:07



Dialog  
89 KIDS \*  
(alarm shrieks and walla) \*

Action Notes  
revealing a shocked Prunella

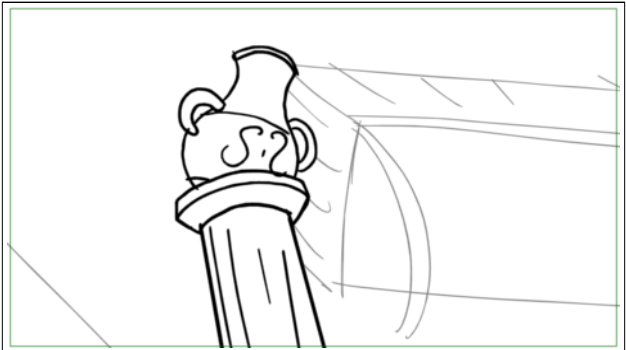
Scene	Duration	Panel	Duration
109	01:17	4	00:17



Dialog  
SFX CRASH  
89 KIDS \*  
(alarm shrieks and walla) \*

Action Notes  
CAM SHAKE

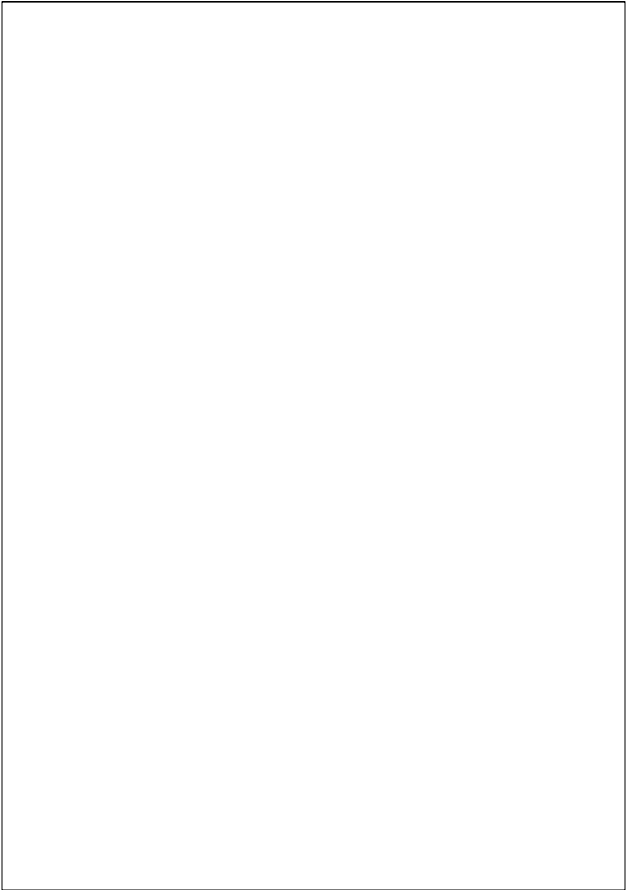
Scene	Duration	Panel	Duration
110	03:19	1	00:07



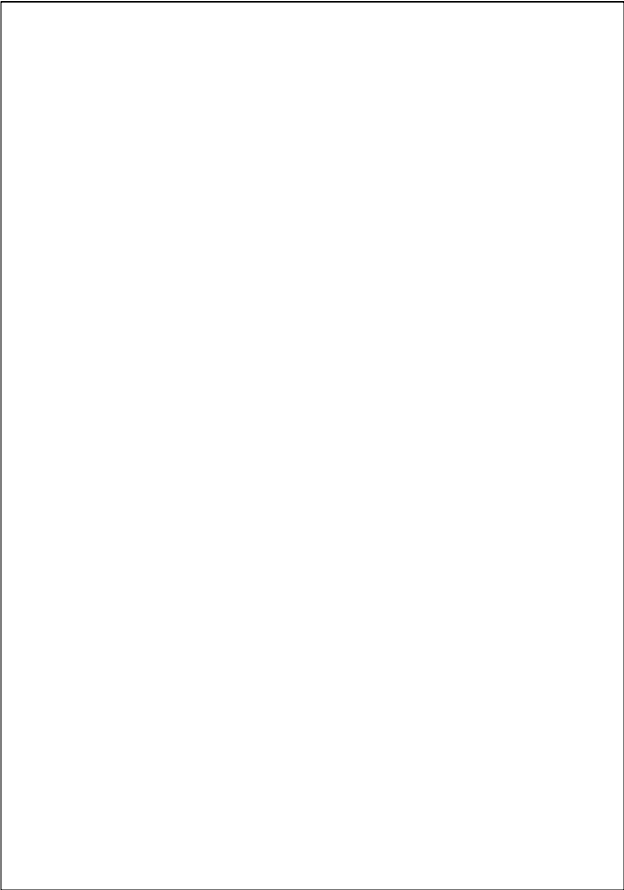
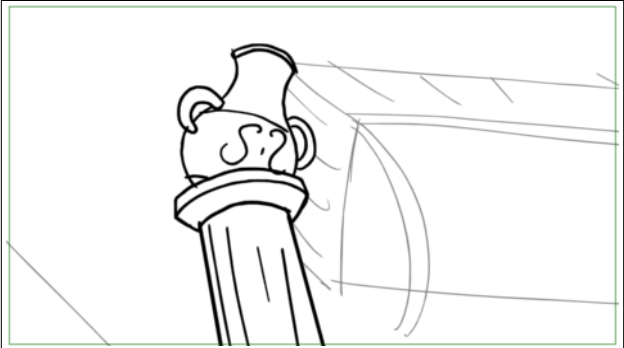
Action Notes  
Finally, with a groan, the urn and pedestal topple



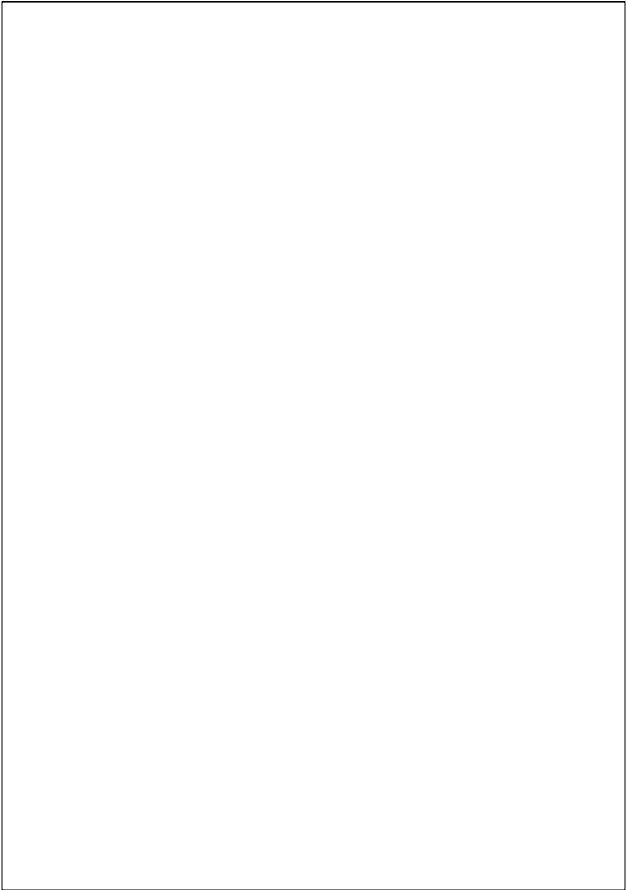
Scene	Duration	Panel	Duration
110	03:19	2	00:06



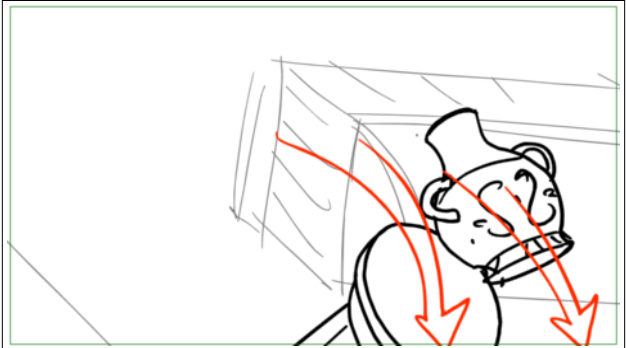
Scene	Duration	Panel	Duration
110	03:19	3	00:07



Scene	Duration	Panel	Duration
110	03:19	4	00:06



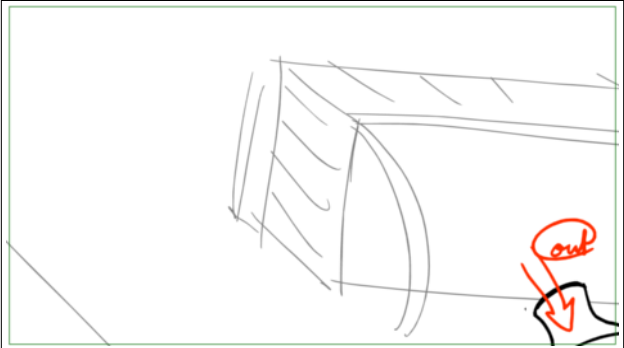
Scene	Duration	Panel	Duration
110	03:19	5	00:12



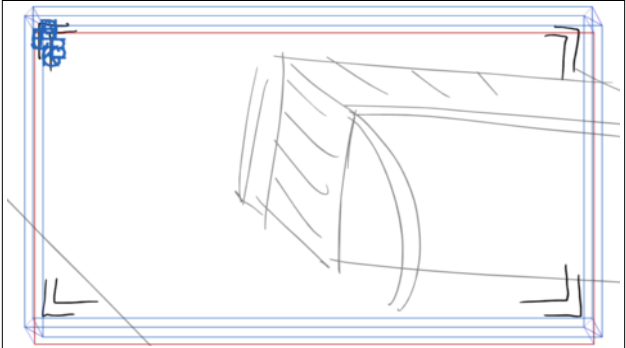
Action Notes

fall OUT

Scene	Duration	Panel	Duration
110	03:19	6	00:07



Scene	Duration	Panel	Duration
110	03:19	7	01:22



Action Notes

and crashes to the floor. CAM SHAKE