

# Dorothy and The WIZARD of OZ

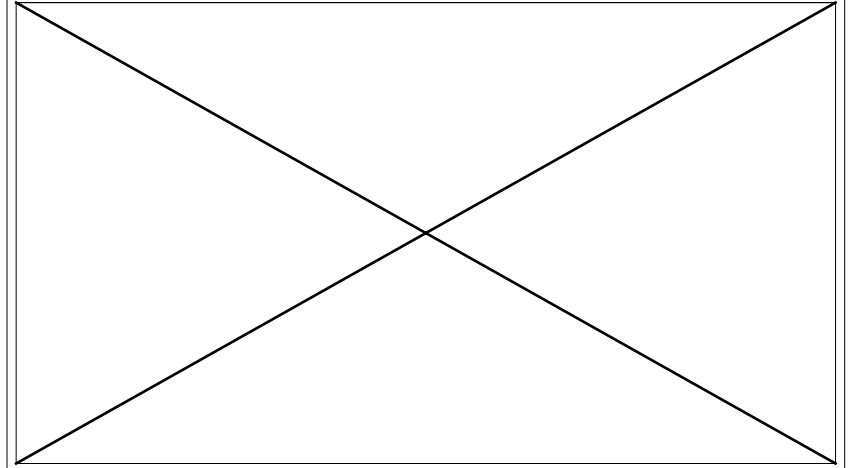
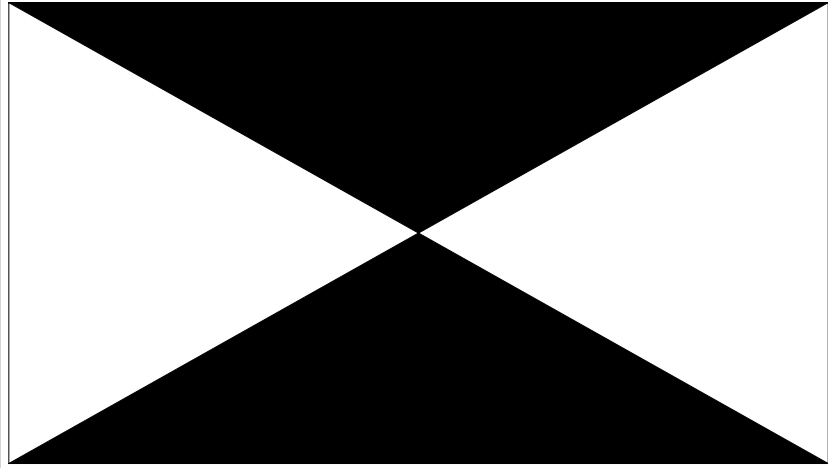
DWOZ986  
'HOME AWAY FROM HOME'



Scene	Duration	Panel	Duration
1	00:14	1 / 1	00:14

Dissolve	Duration
	00:07

NO PANEL
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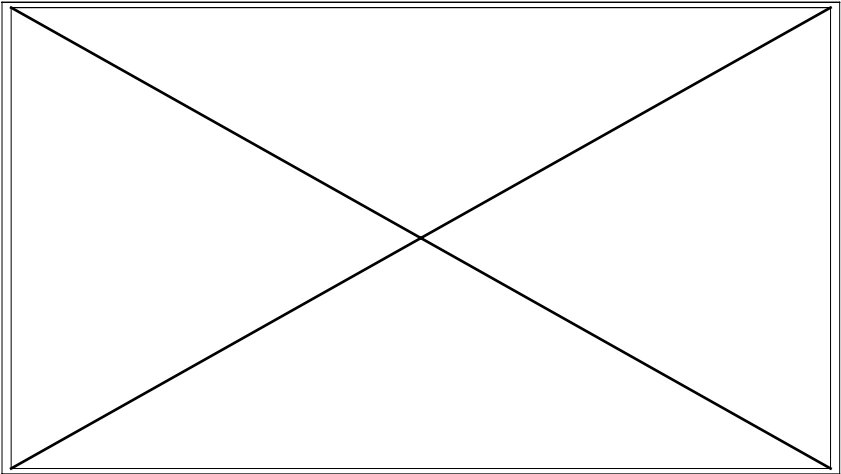
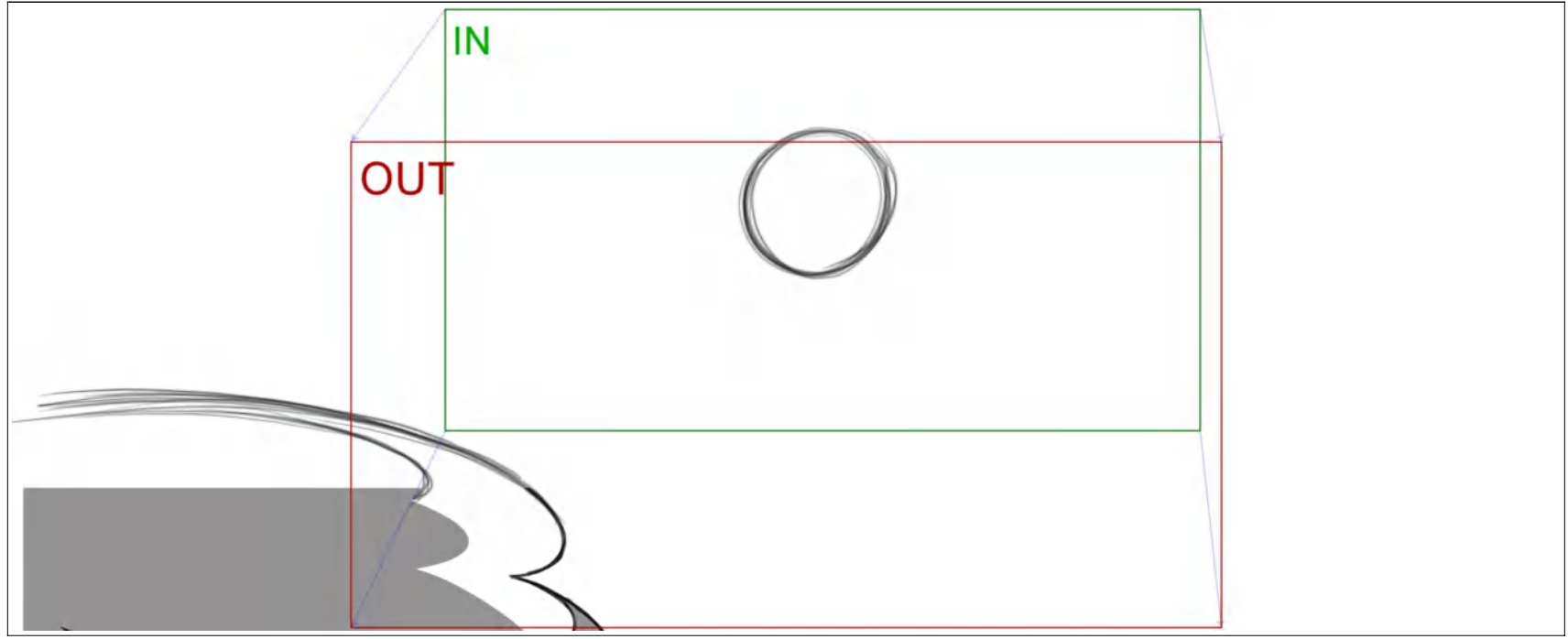


**Action Notes**  
SEQ 2. EXT. YELLOW BRICK ROAD - DAY  
  
Tin Man giddily reads his list while walking with his friends. He frowns, seeing a word he doesn't recognize.

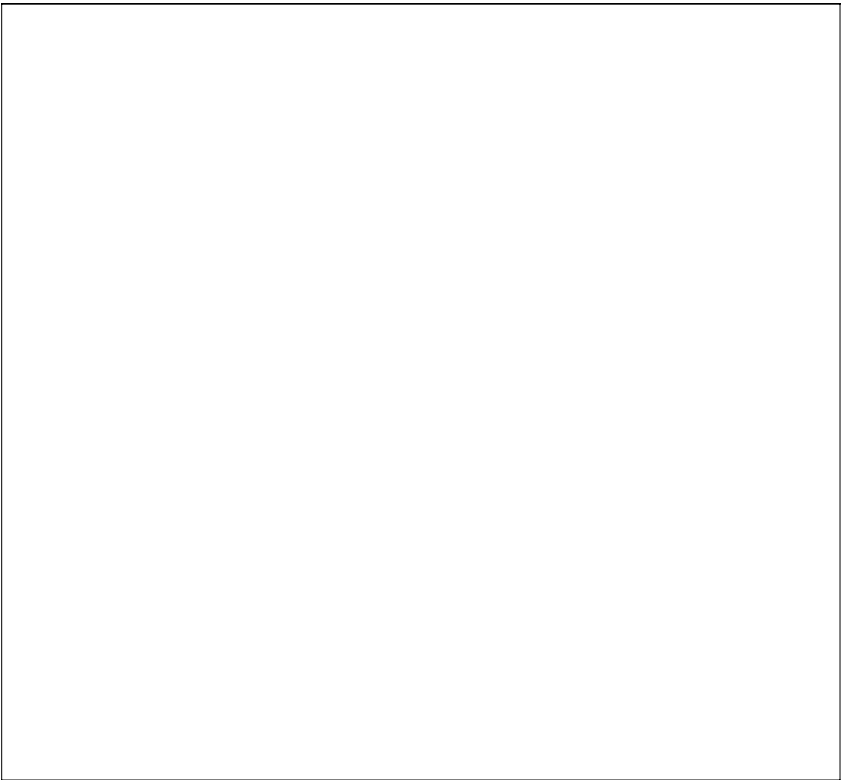


Scene	Duration	Panel	Duration
2	02:10	1 / 2	01:11

NO PANEL



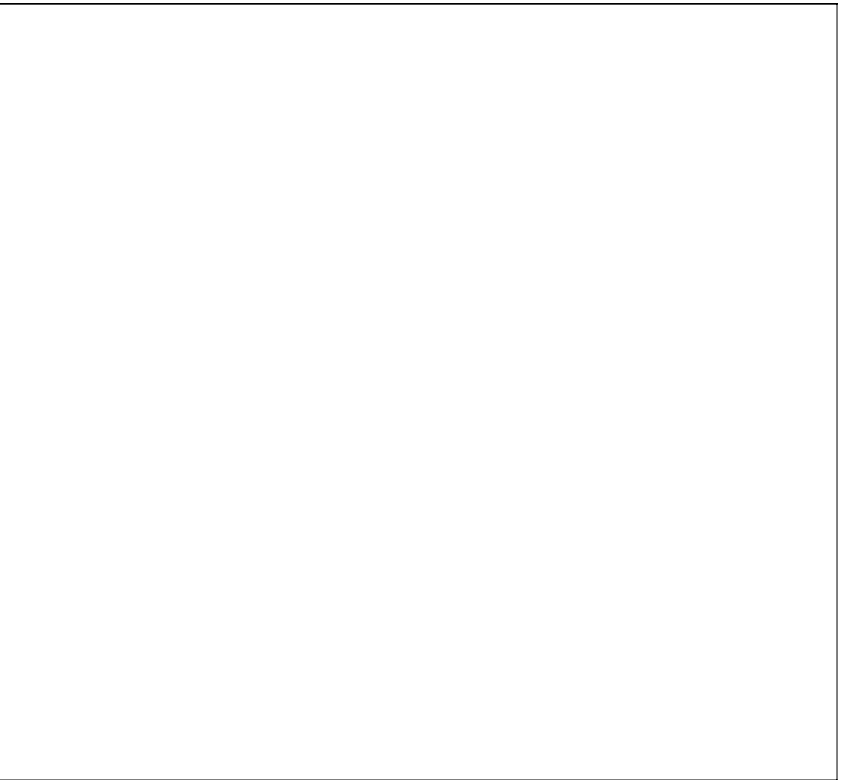
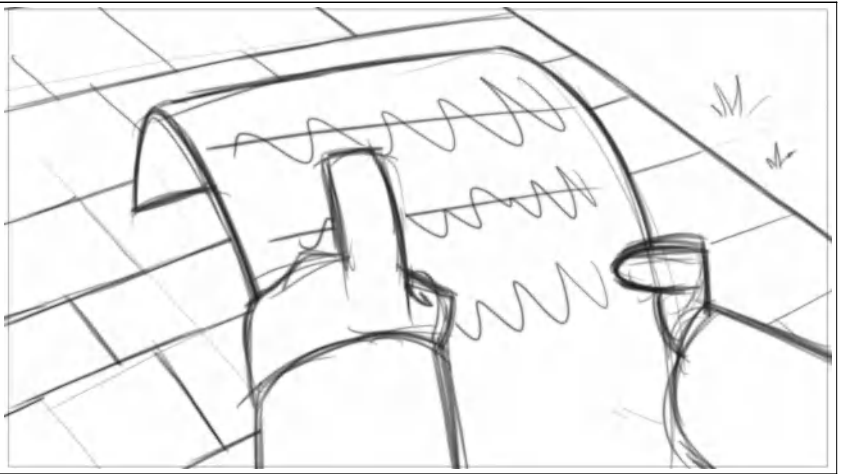
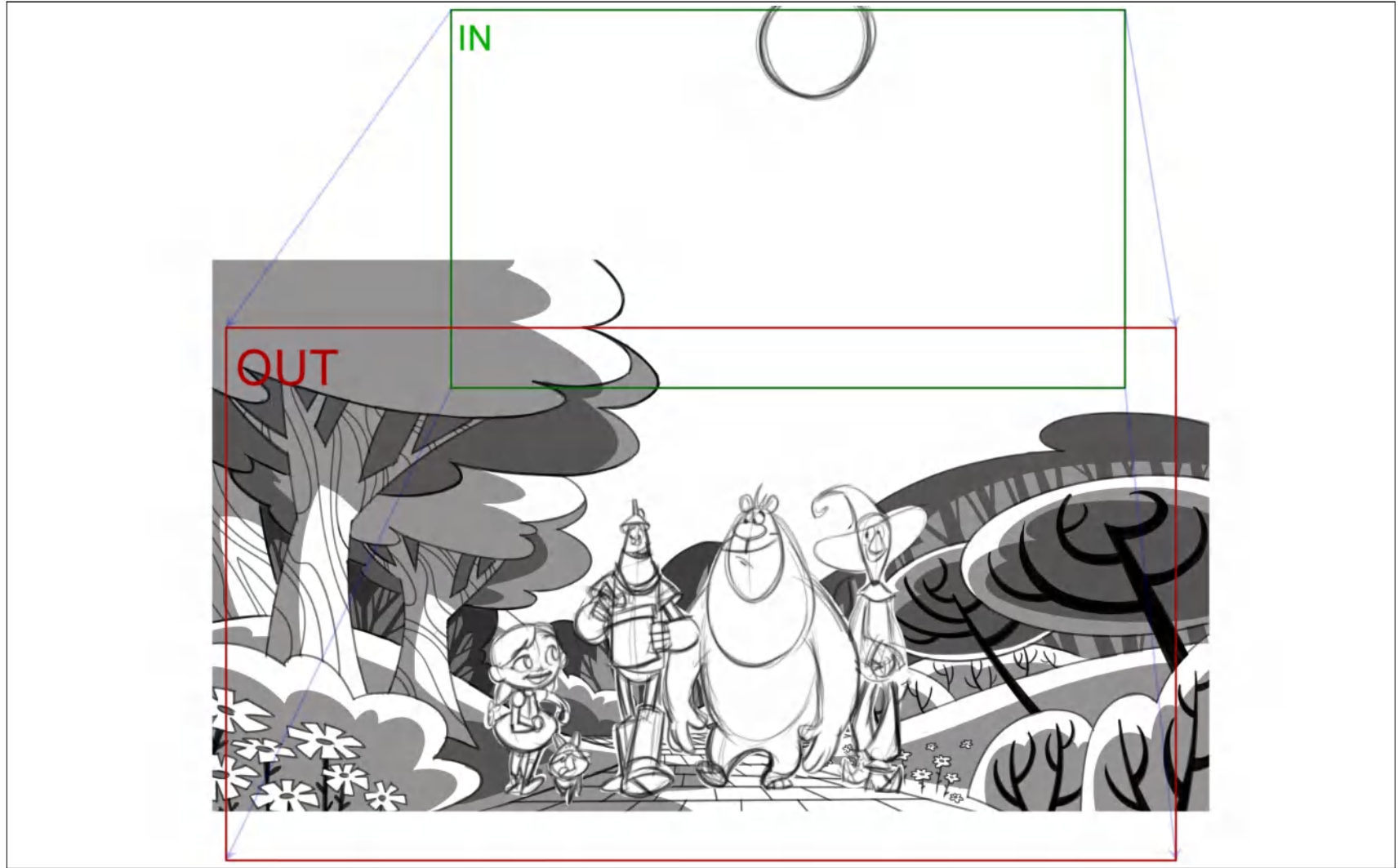
**Action Notes**  
SEQ 2. EXT. YELLOW BRICK ROAD - DAY  
Tin Man giddily reads his list while walking with his friends. He frowns, seeing a word he doesn't recognize.





Scene	Duration	Panel	Duration
2	02:10	2 / 2	00:23

Scene	Duration	Panel	Duration
3	01:06	1 / 2	00:17



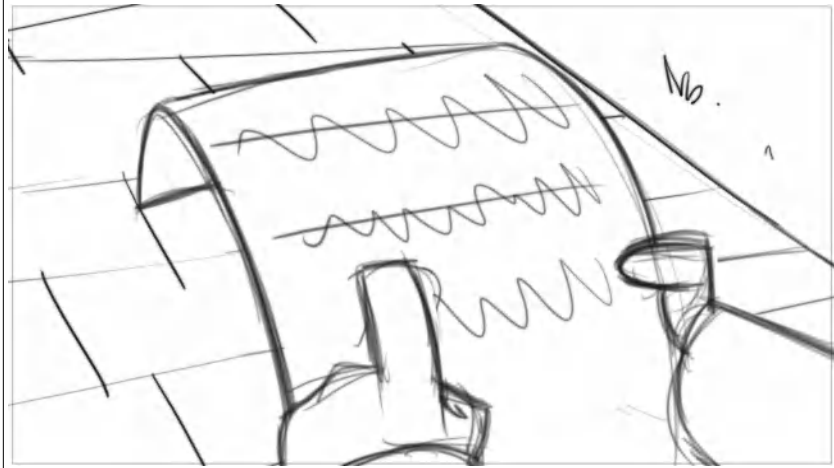
**Action Notes**

SEQ 2. EXT. YELLOW BRICK ROAD - DAY

Tin Man giddily reads his list while walking with his friends. He frowns, seeing a word he doesn't recognize.



Scene	Duration	Panel	Duration
3	01:06	2 / 2	00:13



Scene	Duration	Panel	Duration
4	01:02	1 / 4	00:16



**Dialog**  
 13 TIN MAN  
 Dorothy, what's homesick?

Scene	Duration	Panel	Duration
4	01:02	2 / 4	00:05



**Dialog**  
 20 TIN MAN  
 Dorothy, you sometimes get homesick?

**Action Notes**  
 Close on TIN MAN

Scene	Duration	Panel	Duration
4	01:02	3 / 4	00:03



**Dialog**

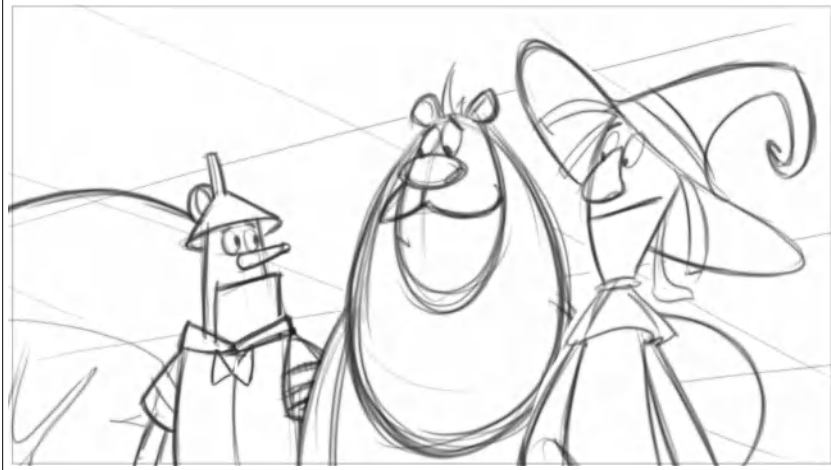
20 TIN MAN

Dorothy, you sometimes get homesick?

**Action Notes**

Close on TIN MAN

Scene	Duration	Panel	Duration
4	01:02	4 / 4	00:02



Scene	Duration	Panel	Duration
5	07:07	1 / 15	00:12



Scene	Duration	Panel	Duration
5	07:07	2 / 15	00:12



Scene	Duration	Panel	Duration
5	07:07	3 / 15	00:12



Scene	Duration	Panel	Duration
5	07:07	4 / 15	00:12





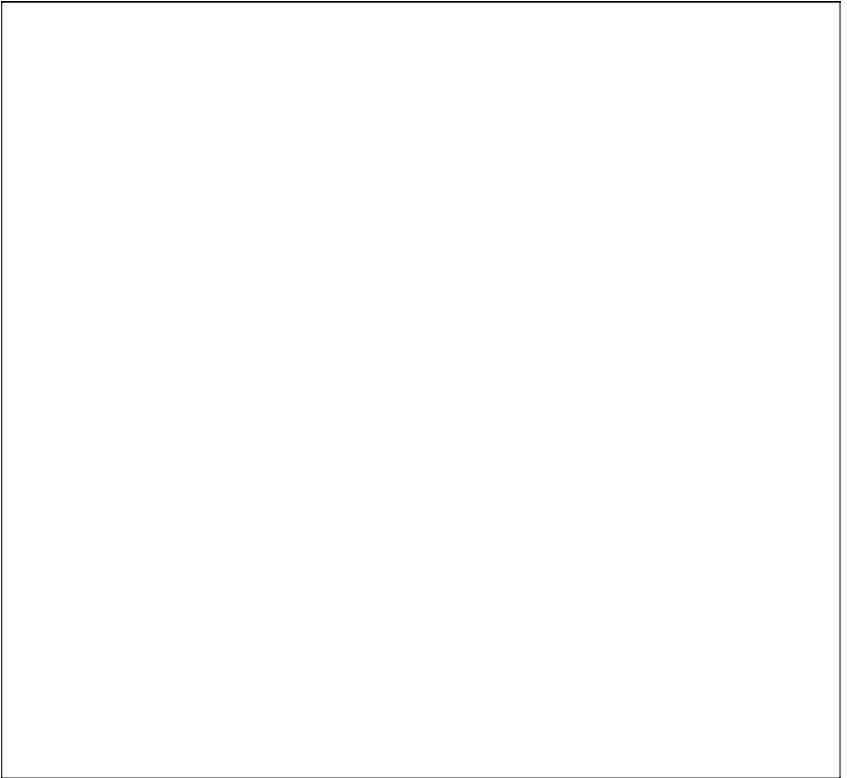
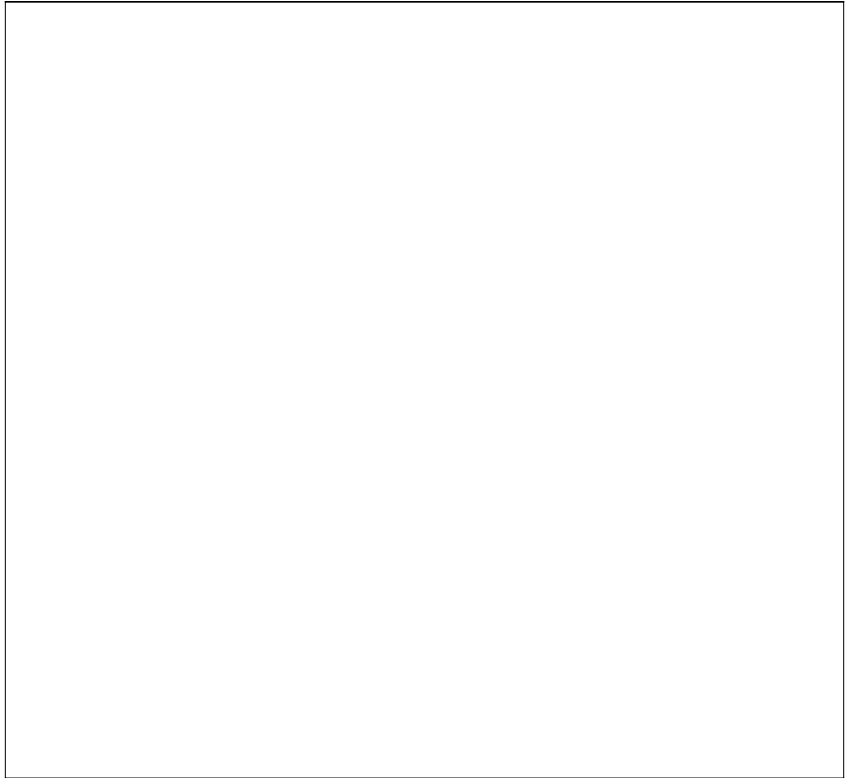
Scene	Duration	Panel	Duration
5	07:07	5 / 15	00:12



Scene	Duration	Panel	Duration
5	07:07	6 / 15	00:12



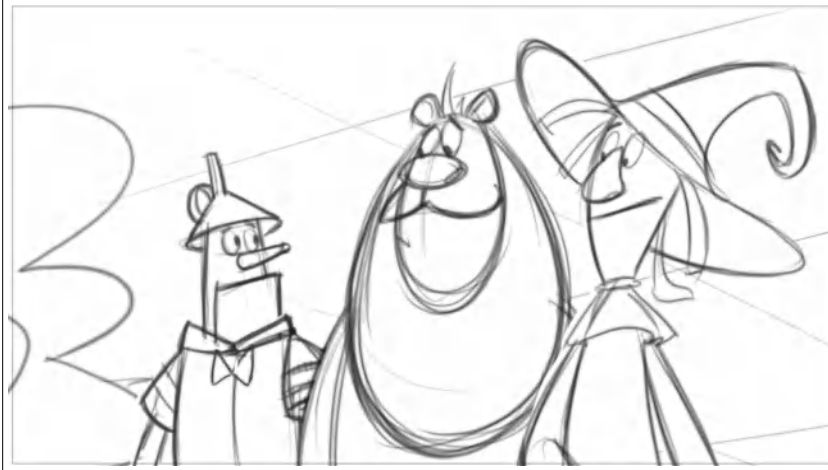
Scene	Duration	Panel	Duration
5	07:07	7 / 15	00:12



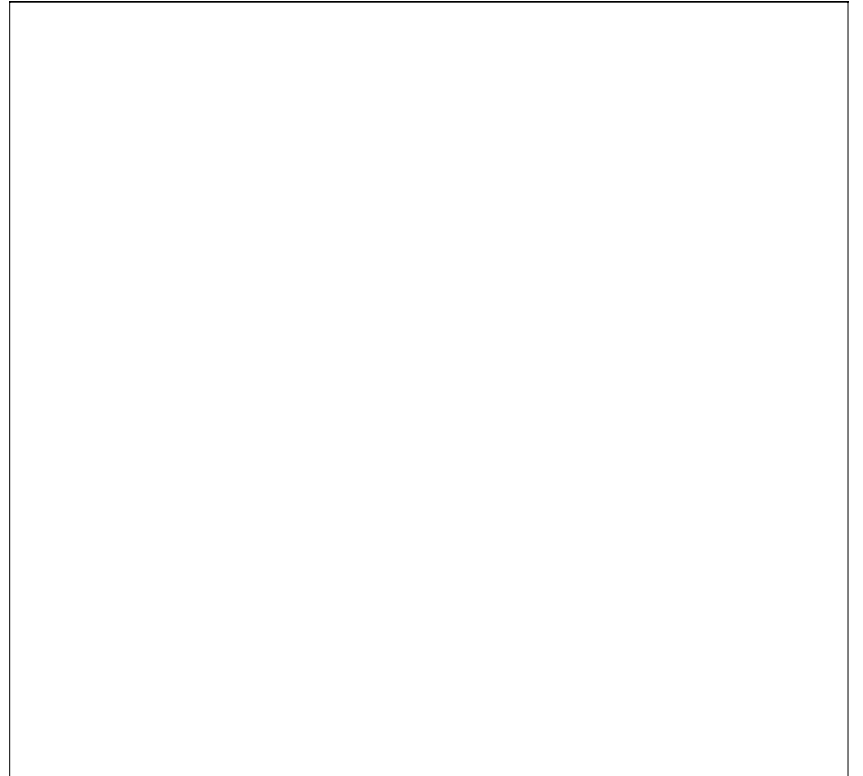
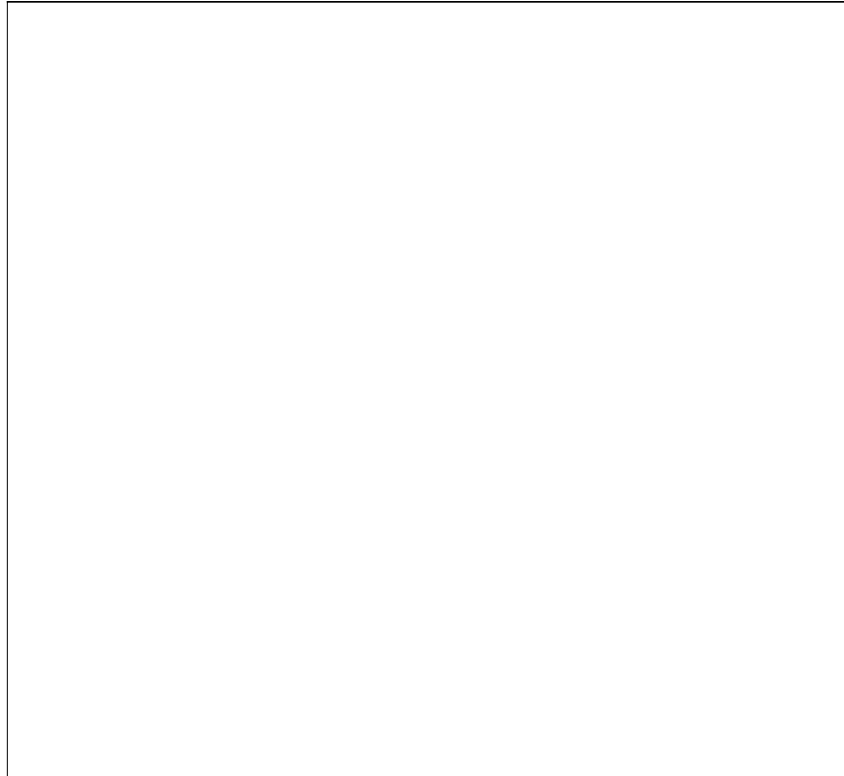
Scene	Duration	Panel	Duration
5	07:07	8 / 15	00:12



Scene	Duration	Panel	Duration
5	07:07	9 / 15	00:12



Scene	Duration	Panel	Duration
5	07:07	10 / 15	00:12



Scene	Duration	Panel	Duration
5	07:07	11 / 15	00:12



Scene	Duration	Panel	Duration
5	07:07	12 / 15	00:12



Scene	Duration	Panel	Duration
5	07:07	13 / 15	00:12





Scene	Duration	Panel	Duration
5	07:07	14 / 15	00:12



Scene	Duration	Panel	Duration
5	07:07	15 / 15	00:07



Scene	Duration	Panel	Duration
6	02:11	1 / 5	00:12



**Dialog**  
16 DOROTHY  
Homesick is when you miss your home.

**Action Notes**  
Angle on Dorothy walking along the yellow brick road.

Scene	Duration	Panel	Duration
6	02:11	2 / 5	00:12



**Dialog**

16 DOROTHY

Homesick is when you miss your home.

Scene	Duration	Panel	Duration
6	02:11	3 / 5	00:12

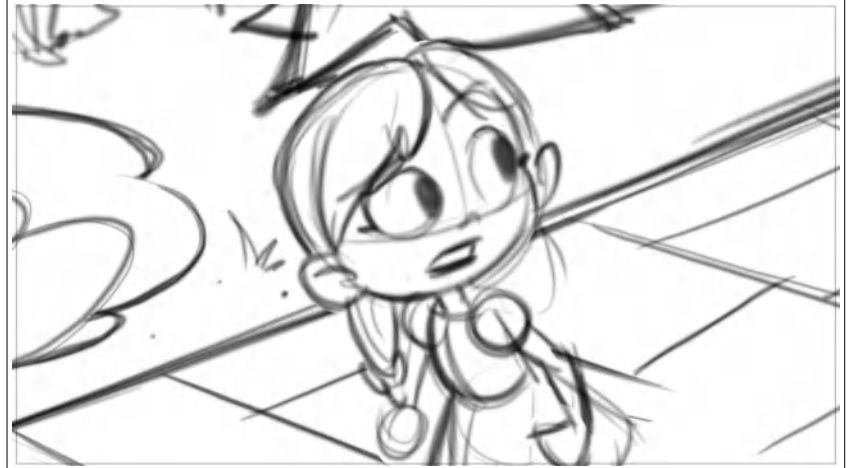


**Dialog**

16 DOROTHY

Homesick is when you miss your home.

Scene	Duration	Panel	Duration
6	02:11	4 / 5	00:12



**Dialog**

16 DOROTHY

Homesick is when you miss your home.

Scene	Duration	Panel	Duration
6	02:11	5 / 5	00:11

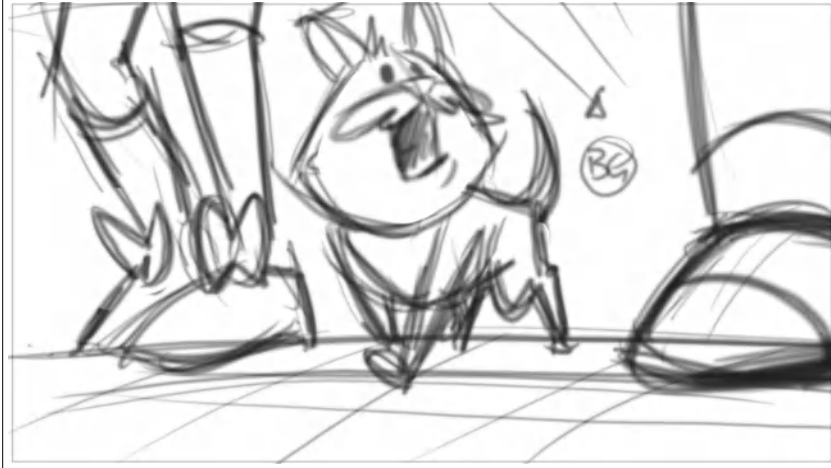


**Dialog**

16 DOROTHY

Homesick is when you miss your home.

Scene	Duration	Panel	Duration
7	00:22	1 / 4	00:04



**Dialog**

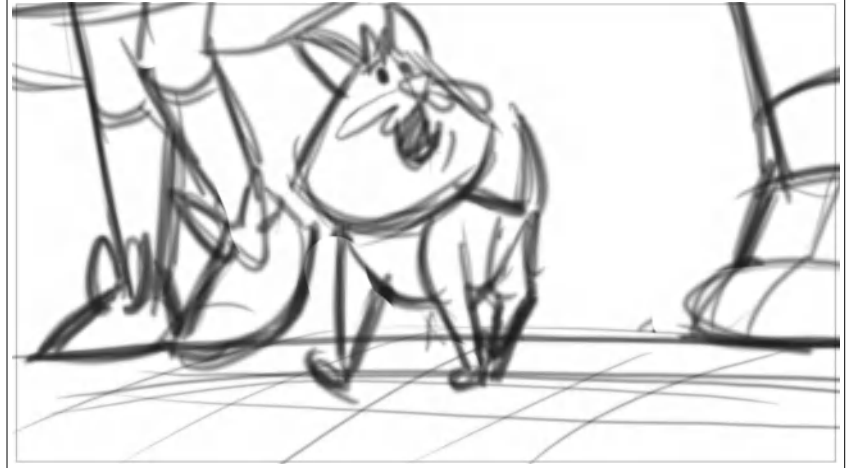
19 TOTO

(Barks in agreement)

**Action Notes**

Close on Toto

Scene	Duration	Panel	Duration
7	00:22	2 / 4	00:04



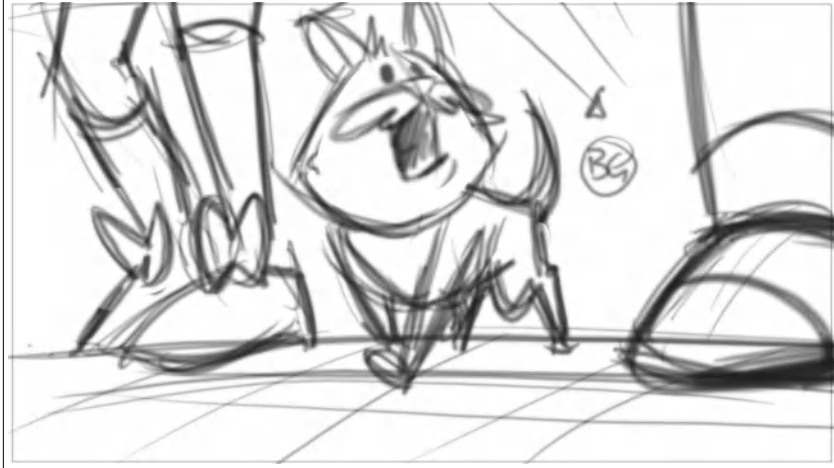
**Dialog**

19 TOTO

(Barks in agreement)



Scene	Duration	Panel	Duration
7	00:22	3 / 4	00:05



**Dialog**

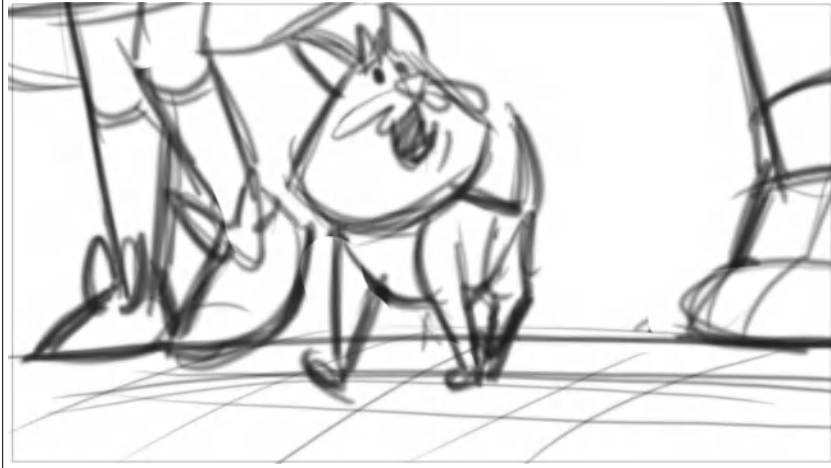
19 TOTO

(Barks in agreement)

**Action Notes**

Close on Toto

Scene	Duration	Panel	Duration
7	00:22	4 / 4	00:09



**Dialog**

19 TOTO

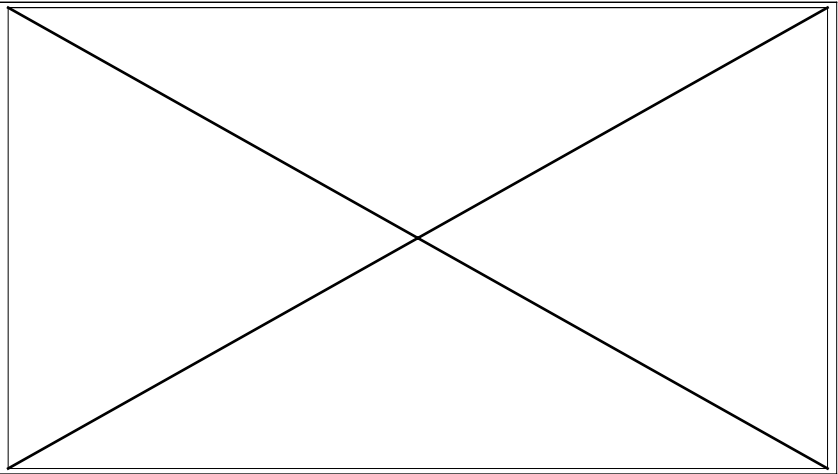
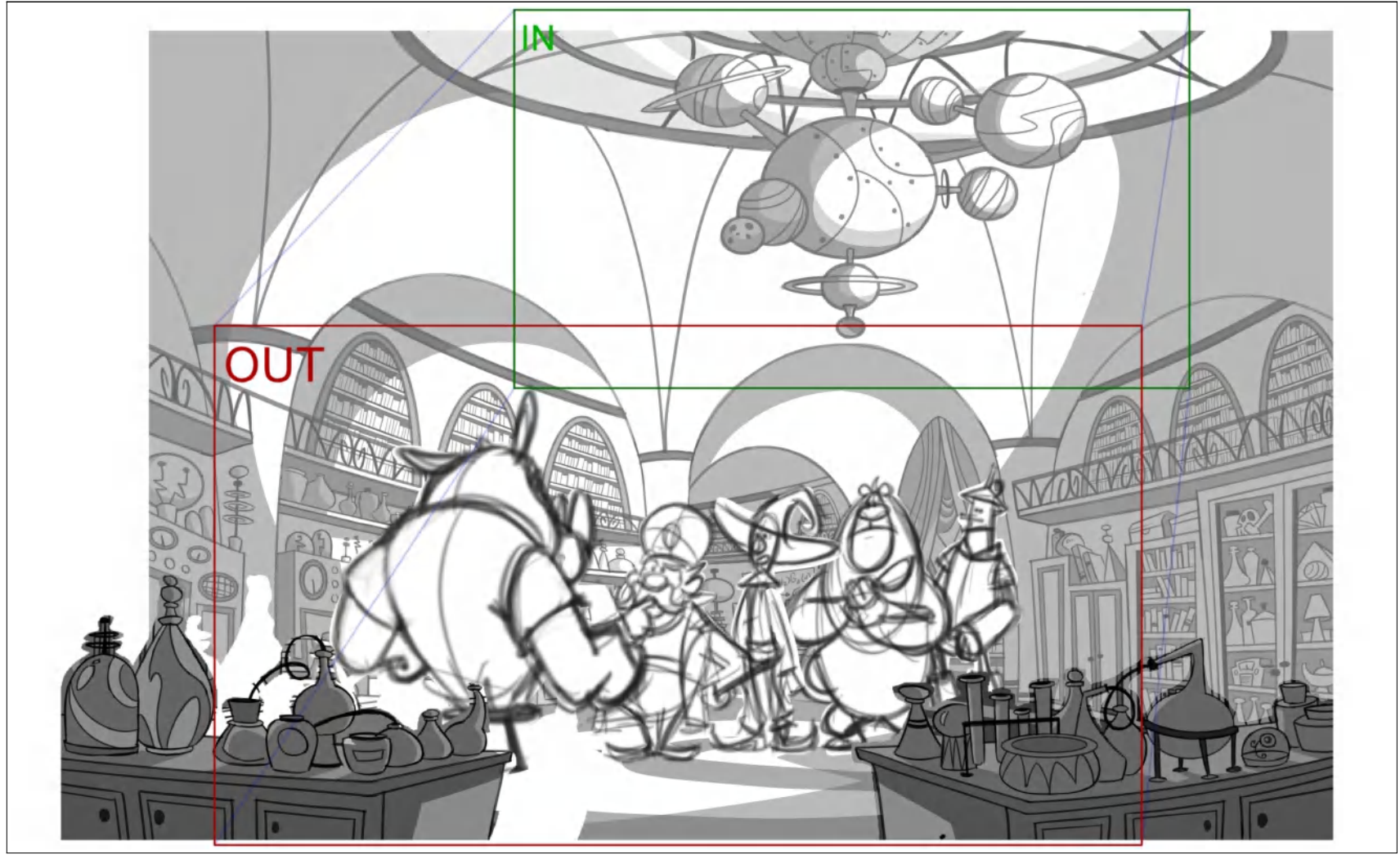
(Barks in agreement)

Dissolve	Duration
	00:08



Scene	Duration	Panel	Duration
8	08:01	1 / 3	01:23

NO PANEL



**Action Notes**

SEQ 3. WIZARD'S LABORATORY - DAY

Preoccupied, the Wizard is waving his wand at the top half of rhinoceros that got stuck coming out of a black hat. (It's unseen bottom half is still in the hat.) Tin Man, Lion and Scarecrow are addressing the Wizard.

**Dialog**  
 22 WIZARD  
 And that's why you came to the Wizard's lab?

Scene	Duration	Panel	Duration
8	08:01	2 / 3	02:21



**Dialog**

22 WIZARD

And that's why you came to the Wizard's lab?

**Action Notes**

SEQ 3. WIZARD'S LABORATORY - DAY

Preoccupied, the Wizard is waving his wand at the top half of rhinoceros that got stuck coming out of a black hat. (It's unseen bottom half is still in the hat.) Tin Man, Lion and Scarecrow are addressing the Wizard.

Scene	Duration	Panel	Duration
8	08:01	3 / 3	03:05



**Dialog**

23 SCARECROW

We just hate the idea of Dorothy being homesick.

Scene	Duration	Panel	Duration
9	03:18	1 / 3	01:23



**Dialog**

24 LION

(Clutching his tail) We do! We do!

**Action Notes**

Close on LION and TIN MAN

Scene	Duration	Panel	Duration
9	03:18	2 / 3	00:21



**Dialog**

25 TIN MAN

It simply breaks my heart!

Scene	Duration	Panel	Duration
9	03:18	3 / 3	00:22



**Dialog**

25 TIN MAN

It simply breaks my heart!

Scene	Duration	Panel	Duration
10	12:04	1 / 10	02:01



**Dialog**

26 WIZARD

I would be delighted to help any way I can.

**Action Notes**

He waves his wand, then hits it against his palm, trying to get it to work.



Scene	Duration	Panel	Duration
10	12:04	2 / 10	00:17



**Dialog**

26 WIZARD (contd)

Anything for Princess Dorothy. (Eyes the rhino) Why does he always get stuck?

**Action Notes**

He waves his wand, then hits it against his palm, trying to get it to work.

Scene	Duration	Panel	Duration
10	12:04	3 / 10	01:18



**Action Notes**

He waves his wand, then hits it against his palm, trying to get it to work.

Scene	Duration	Panel	Duration
10	12:04	4 / 10	00:18



**Dialog**

26 WIZARD (contd)

Why does he always get stuck?

**Action Notes**

He waves his wand, then hits it against his palm, trying to get it to work.



Scene	Duration	Panel	Duration
10	12:04	5 / 10	00:08



**Action Notes**  
 He waves his wand, then hits it against his palm, trying to get it to work.

Scene	Duration	Panel	Duration
10	12:04	6 / 10	00:07



**Action Notes**  
 He waves his wand, then hits it against his palm, trying to get it to work.

Scene	Duration	Panel	Duration
10	12:04	7 / 10	00:06



**Action Notes**  
 He waves his wand, then hits it against his palm, trying to get it to work.

Scene	Duration	Panel	Duration
10	12:04	8 / 10	05:00



**Dialog**

26 WIZARD (contd)

Why does he always get stuck?

**Action Notes**

He waves his wand, then hits it against his palm, trying to get it to work.

Scene	Duration	Panel	Duration
10	12:04	9 / 10	00:13



**Action Notes**

He waves his wand, then hits it against his palm, trying to get it to work.

Scene	Duration	Panel	Duration
10	12:04	10 / 10	00:12



**Action Notes**

He waves his wand, then hits it against his palm, trying to get it to work.

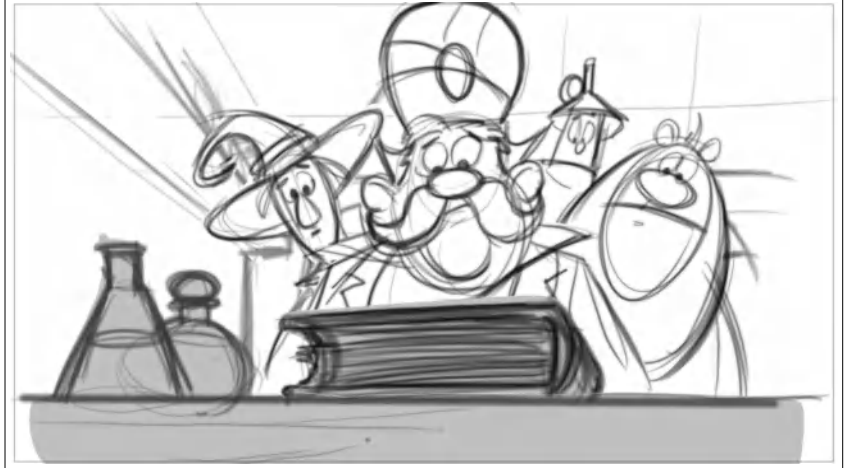
Scene	Duration	Panel	Duration
11	00:16	1 / 2	00:08



Scene	Duration	Panel	Duration
11	00:16	2 / 2	00:08



Scene	Duration	Panel	Duration
12	22:10	1 / 11	00:12

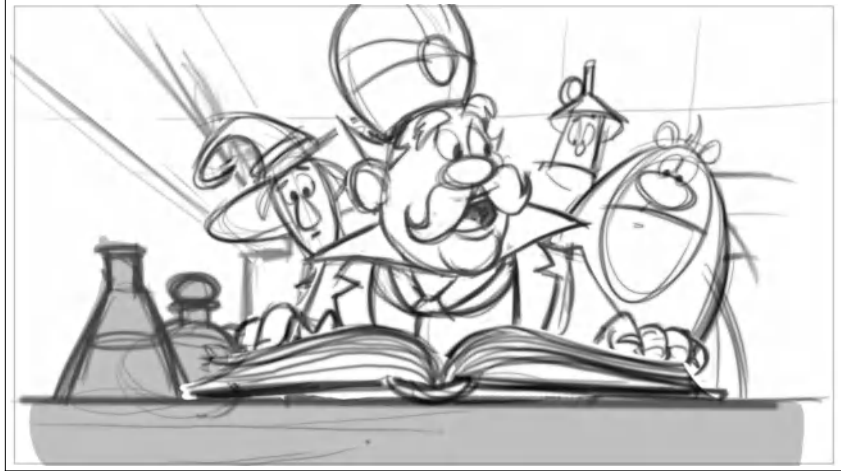


**Dialog**

27 WIZARD (CONT'D)

Fiddlesticks! (Scans the room) Now then what spell can we use to help Dorothy?

Scene	Duration	Panel	Duration
12	22:10	2 / 11	01:23



**Dialog**

27 WIZARD (CONT'D)

(Flips pages of a book) No, this is to prevent gnome sickness so you're never sick of seeing gnomes...No, this is for home quackness, when your house is invaded by ducks. I hate when that happens... No, this is for plum pudding. It's a recipe. It's not even a magic spell... No, this is to prevent your house from catching a cold..

Scene	Duration	Panel	Duration
12	22:10	3 / 11	01:06

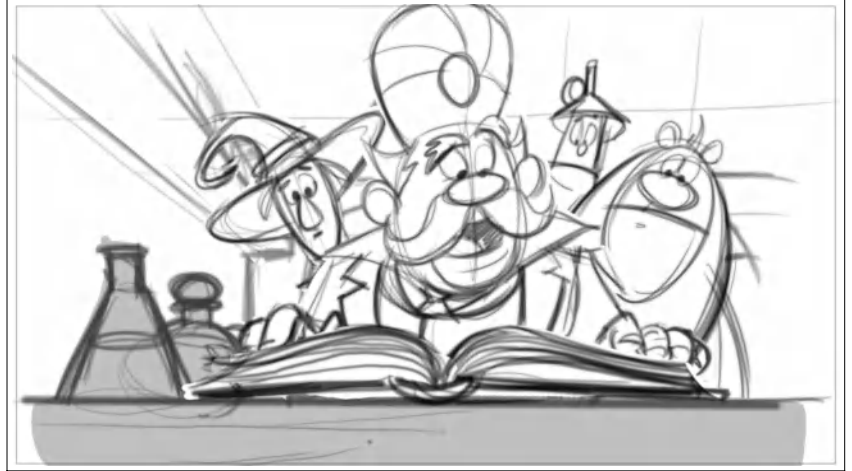


**Dialog**

27 WIZARD (CONT'D)

(Flips pages of a book) No, this is to prevent gnome sickness so you're never sick of seeing gnomes...No, this is for home quackness, when your house is invaded by ducks. I hate when that happens... No, this is for plum pudding. It's a recipe. It's not even a magic spell... No, this is to prevent your house from catching a cold..

Scene	Duration	Panel	Duration
12	22:10	4 / 11	03:07



**Dialog**

27 WIZARD (CONT'D)

(Flips pages of a book) No, this is to prevent gnome sickness so you're never sick of seeing gnomes...No, this is for home quackness, when your house is invaded by ducks. I hate when that happens... No, this is for plum pudding. It's a recipe. It's not even a magic spell... No, this is to prevent your house from catching a cold..

Scene	Duration	Panel	Duration
12	22:10	5 / 11	02:04

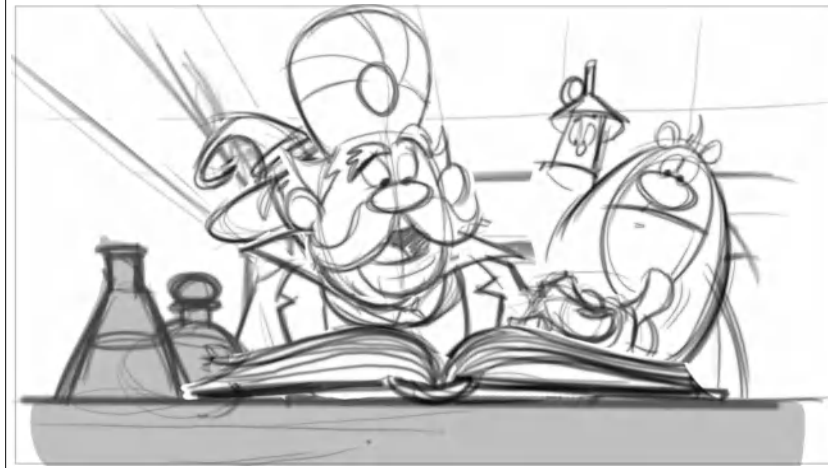


**Dialog**

27 WIZARD (CONT'D)

(Flips pages of a book) No, this is to prevent gnome sickness so you're never sick of seeing gnomes...No, this is for home quackness, when your house is invaded by ducks. I hate when that happens... No, this is for plum pudding. It's a recipe. It's not even a magic spell... No, this is to prevent your house from catching a cold..

Scene	Duration	Panel	Duration
12	22:10	6 / 11	02:10



**Dialog**

27 WIZARD (CONT'D)

(Flips pages of a book) No, this is to prevent gnome sickness so you're never sick of seeing gnomes...No, this is for home quackness, when your house is invaded by ducks. I hate when that happens... No, this is for plum pudding. It's a recipe. It's not even a magic spell... No, this is to prevent your house from catching a cold..

Scene	Duration	Panel	Duration
12	22:10	7 / 11	01:15



**Dialog**

27 WIZARD (CONT'D)

(Flips pages of a book) No, this is to prevent gnome sickness so you're never sick of seeing gnomes...No, this is for home quackness, when your house is invaded by ducks. I hate when that happens... No, this is for plum pudding. It's a recipe. It's not even a magic spell... No, this is to prevent your house from catching a cold..



Scene	Duration	Panel	Duration
12	22:10	8 / 11	03:17

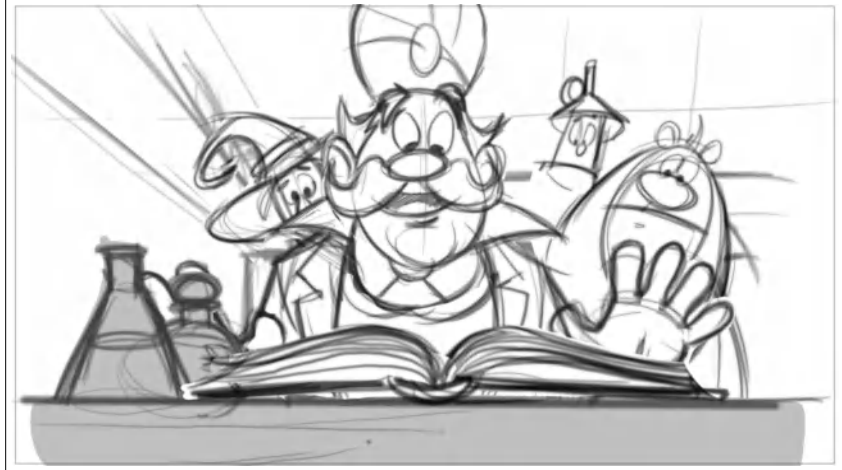


**Dialog**

27 WIZARD (CONT'D)

(Flips pages of a book) No, this is to prevent gnome sickness so you're never sick of seeing gnomes...No, this is for home quackness, when your house is invaded by ducks. I hate when that happens... No, this is for plum pudding. It's a recipe. It's not even a magic spell... No, this is to prevent your house from catching a cold..

Scene	Duration	Panel	Duration
12	22:10	9 / 11	00:13



**Dialog**

29 WIZARD

Ah ha! (Points his finger on the page) This should do the trick.

**Action Notes**

The Wizard stops at a page.

Scene	Duration	Panel	Duration
12	22:10	10 / 11	02:18

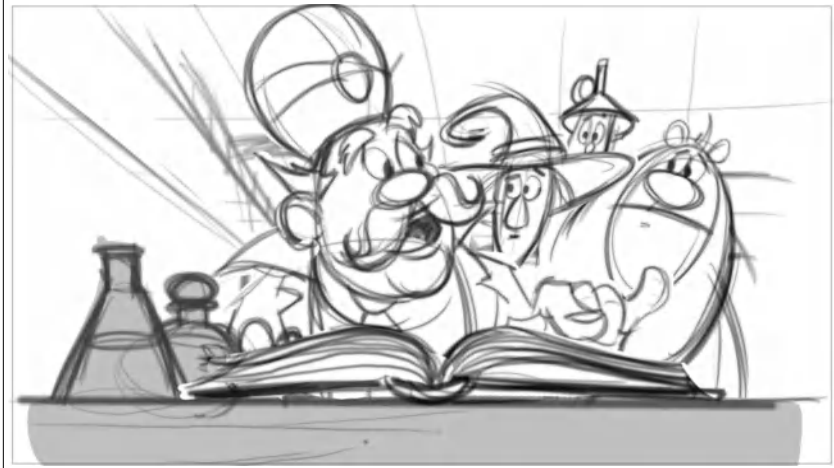


**Dialog**

27 WIZARD (CONT'D)

(Flips pages of a book) No, this is to prevent gnome sickness so you're never sick of seeing gnomes...No, this is for home quackness, when your house is invaded by ducks. I hate when that happens... No, this is for plum pudding. It's a recipe. It's not even a magic spell... No, this is to prevent your house from catching a cold..

Scene	Duration	Panel	Duration
12	22:10	11 / 11	02:05



**Dialog**

29 WIZARD

Ah ha! (Points his finger on the page) This should do the trick.

**Action Notes**

The Wizard stops at a page.

Scene	Duration	Panel	Duration
13	03:02	1 / 2	01:21



**Dialog**

30 DOROTHY

(To Toto) ....No peeking.

Scene	Duration	Panel	Duration
13	03:02	2 / 2	01:05

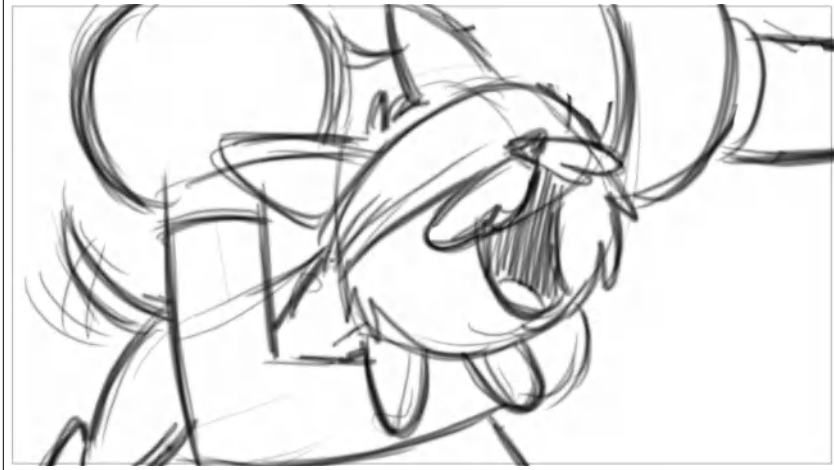


**Dialog**

30 DOROTHY

(To Toto) ....No peeking.

Scene	Duration	Panel	Duration
14	00:23	1 / 1	00:23



**Dialog**

31 TOTO  
(BARKS)

Scene	Duration	Panel	Duration
15	00:14	1 / 3	00:07



**Action Notes**

Tin Man removes Dorothy's blindfold and she sees the Wizard standing by an old-fashioned Kinetoscope.

Scene	Duration	Panel	Duration
15	00:14	2 / 3	00:04



Scene	Duration	Panel	Duration
15	00:14	3 / 3	00:03

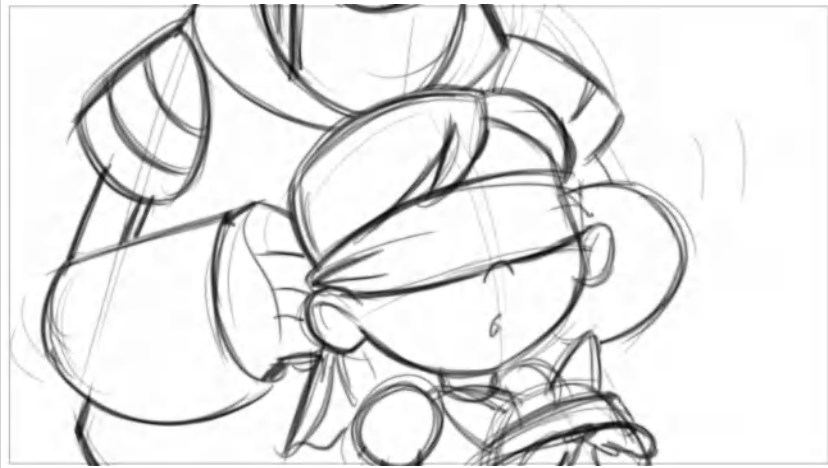


**Dialog**

32 WIZARD

I call this the "Home Away from Home."

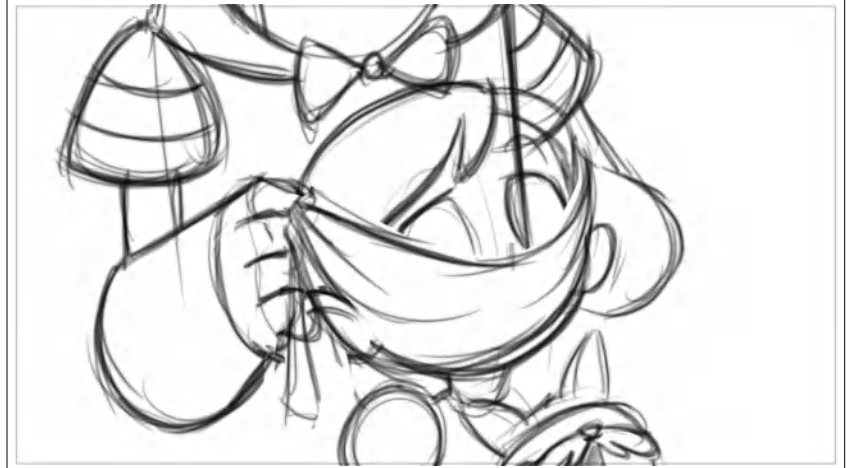
Scene	Duration	Panel	Duration
16	00:17	1 / 5	00:04



**Action Notes**

Tin Man removes Dorothy's blindfold and she sees...

Scene	Duration	Panel	Duration
16	00:17	2 / 5	00:04



**Dialog**

33 WIZARD (CONT'D) (OS)

Step up and feast your eyes.

**Action Notes**

Tin Man removes Dorothy's blindfold and she sees...

Scene	Duration	Panel	Duration
16	00:17	3 / 5	00:03



**Dialog**

33 WIZARD (CONT'D) (OS)

Step up and feast your eyes.

**Action Notes**

Tin Man removes Dorothy's blindfold and she sees...

Scene	Duration	Panel	Duration
16	00:17	4 / 5	00:03



**Dialog**

33 WIZARD (CONT'D) (OS)

Step up and feast your eyes.

**Action Notes**

Tin Man removes Dorothy's blindfold and she sees...

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



**Dialog**

33 WIZARD (CONT'D) (OS)

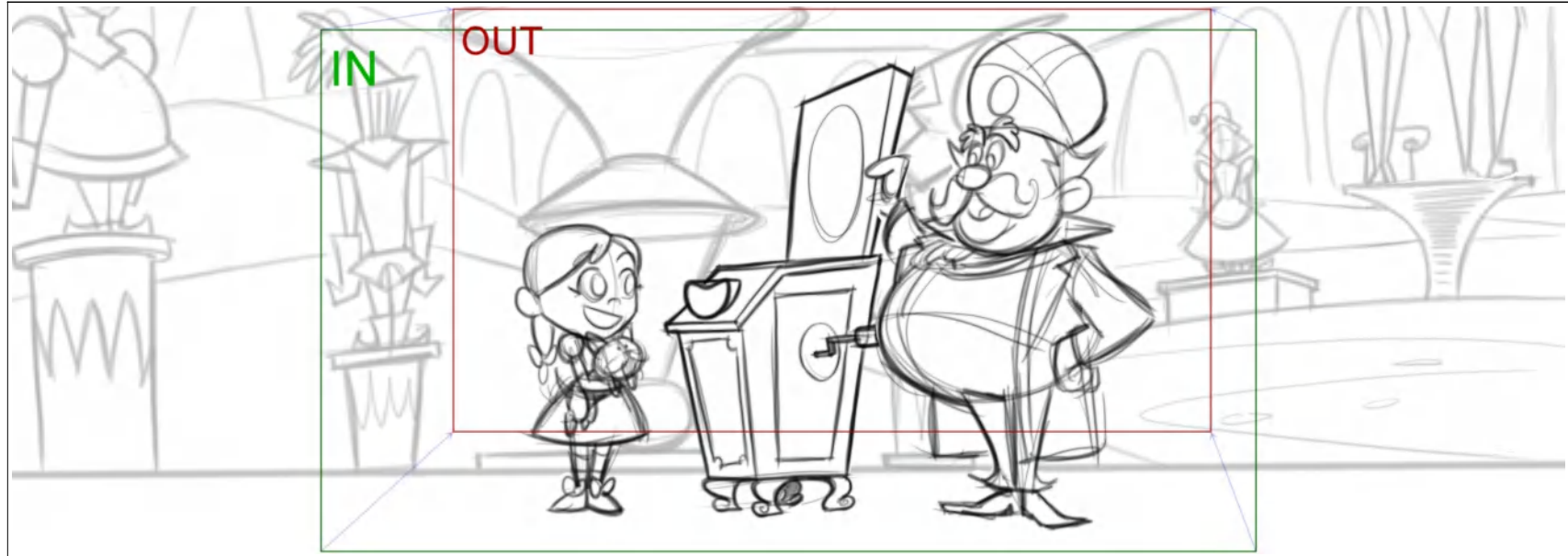
Step up and feast your eyes.

**Action Notes**

Tin Man removes Dorothy's blindfold and she sees...



Scene	Duration	Panel	Duration
18	07:13	1 / 5	01:20



**Dialog**

32 WIZARD

I call this the "Home Away from Home."

**Action Notes**

He motions for her to look into a peephole viewer window at the top of the device. Dorothy gazes into it as he cranks a handle on the machine

Scene	Duration	Panel	Duration
18	07:13	2 / 5	02:06



**Dialog**

34 WIZARD (CONT'D)

Just look inside here and I'll turn the crank.

Scene	Duration	Panel	Duration
18	07:13	3 / 5	01:02



**Dialog**

34 WIZARD (CONT'D)

Just look inside here and I'll turn the crank.

Scene	Duration	Panel	Duration
18	07:13	4 / 5	00:20



**Dialog**

34 WIZARD (CONT'D)

Just look inside here and I'll turn the crank.

Scene	Duration	Panel	Duration
18	07:13	5 / 5	01:13

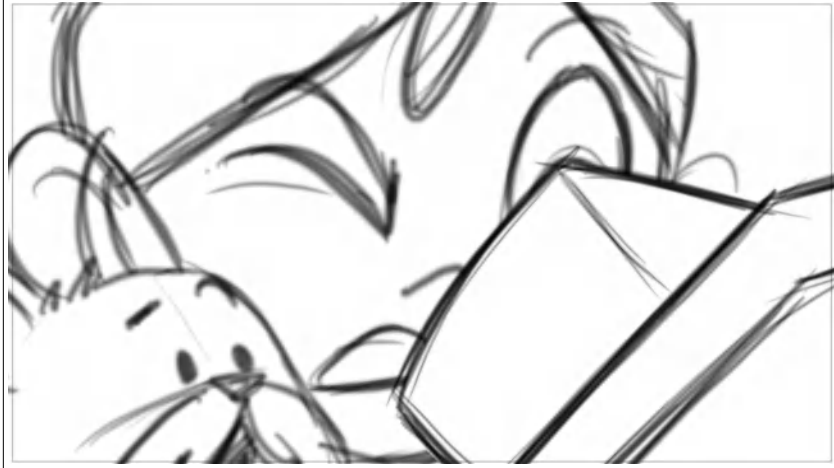


**Dialog**

34 WIZARD (CONT'D)

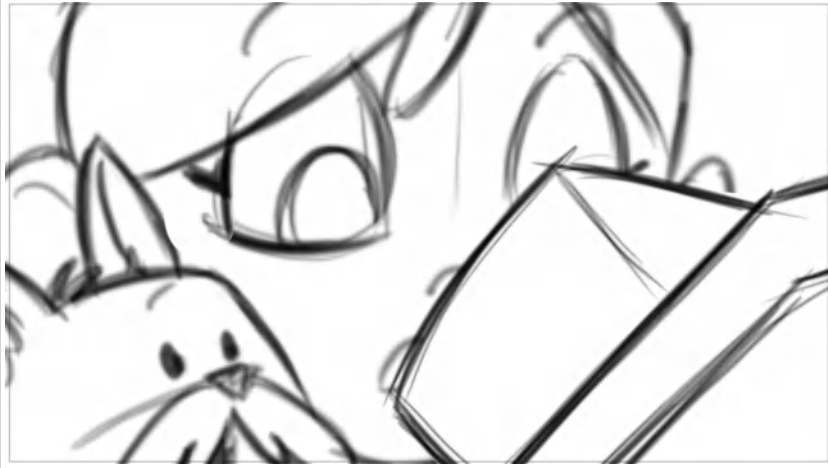
Just look inside here and I'll turn the crank.

Scene	Duration	Panel	Duration
19	03:22	1 / 4	00:05



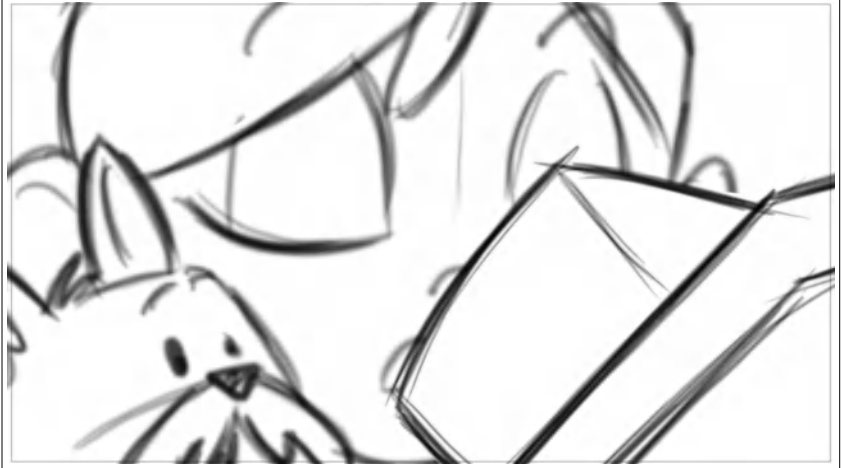
**Dialog**  
 35 DOROTHY  
 Gosh, I'm looking, but I'm not seeing anything.

Scene	Duration	Panel	Duration
19	03:22	2 / 4	02:06



**Dialog**  
 35 DOROTHY  
 Gosh, I'm looking, but I'm not seeing anything.

Scene	Duration	Panel	Duration
19	03:22	3 / 4	00:13



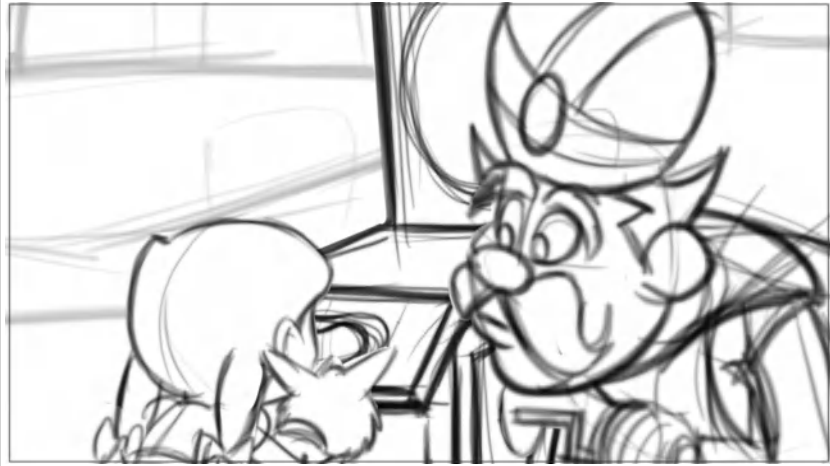
**Dialog**  
 35 DOROTHY  
 Gosh, I'm looking, but I'm not seeing anything.

Scene	Duration	Panel	Duration
19	03:22	4 / 4	00:22

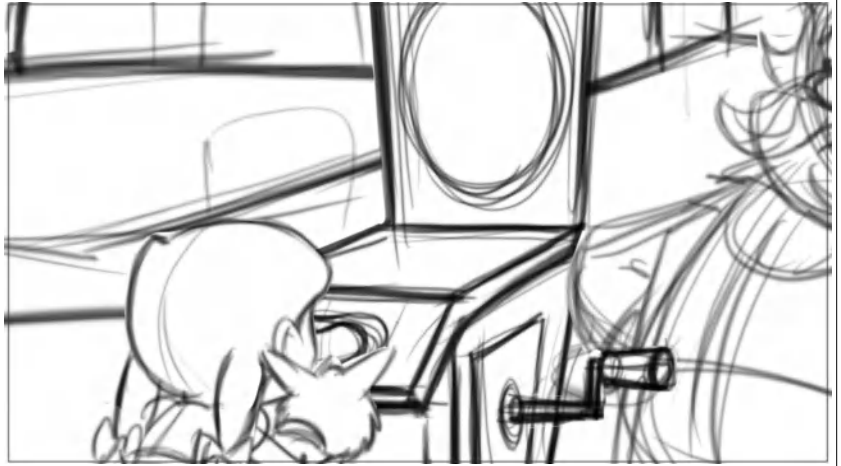


**Dialog**  
 35 DOROTHY  
 Gosh, I'm looking, but I'm not seeing anything.

Scene	Duration	Panel	Duration
20	02:13	1 / 4	00:04



Scene	Duration	Panel	Duration
20	02:13	2 / 4	00:12

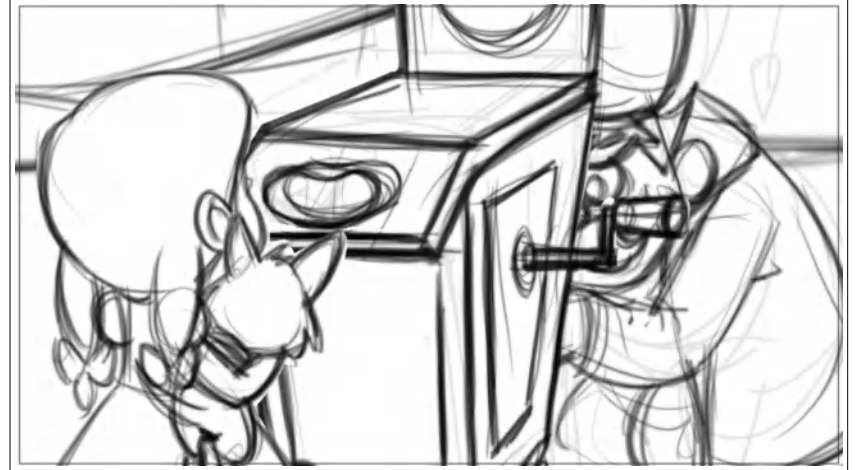
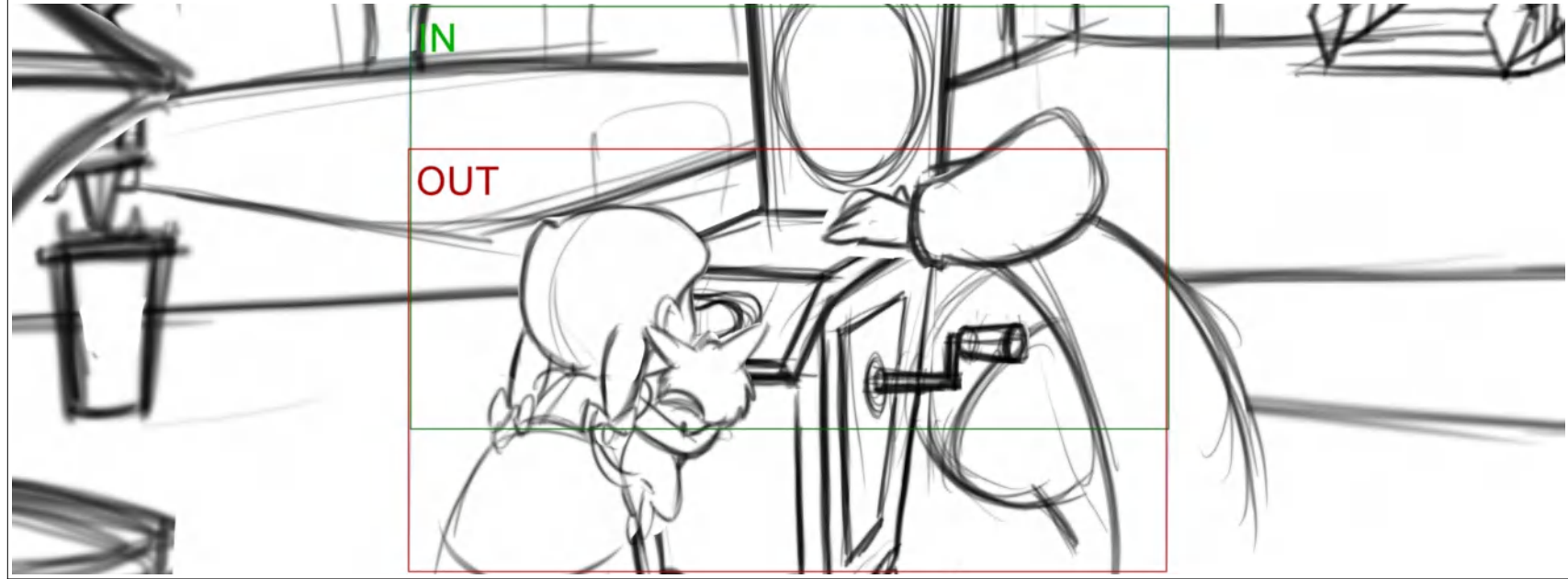


**Dialog**  
 36 WIZARD  
 Oh dear!

**Action Notes**  
 The Wizard inspects the device.  
 36 WIZARD  
 Oh dear!

Scene	Duration	Panel	Duration
20	02:13	3 / 4	00:13

Scene	Duration	Panel	Duration
20	02:13	4 / 4	01:08



**Dialog**

36 WIZARD

Oh dear!

**Action Notes**

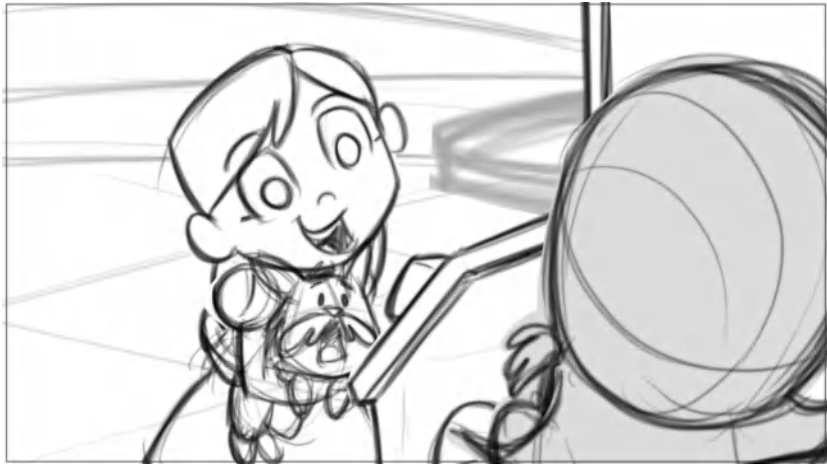
The Wizard inspects the device.



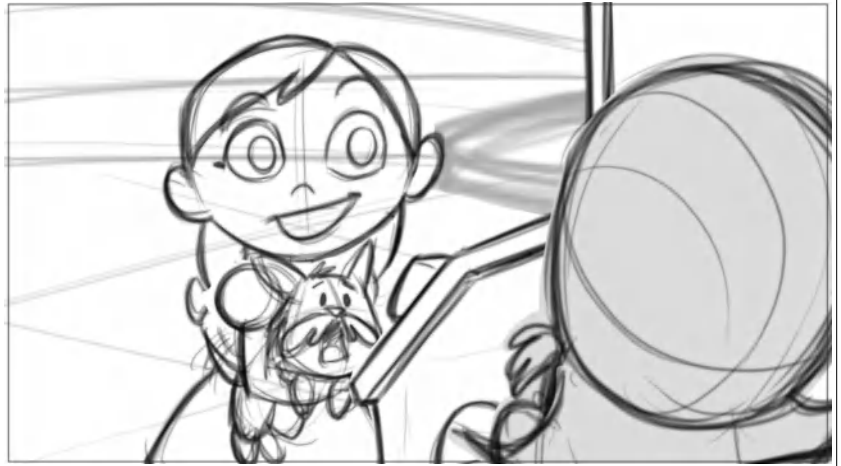
Scene	Duration	Panel	Duration
21	05:08	1 / 4	02:16



Scene	Duration	Panel	Duration
21	05:08	2 / 4	00:03



Scene	Duration	Panel	Duration
21	05:08	3 / 4	01:14



**Dialog**

37 DOROTHY

Sometimes when things wouldn't work on the farm, Uncle Henry would give 'em a little kick. Like this...

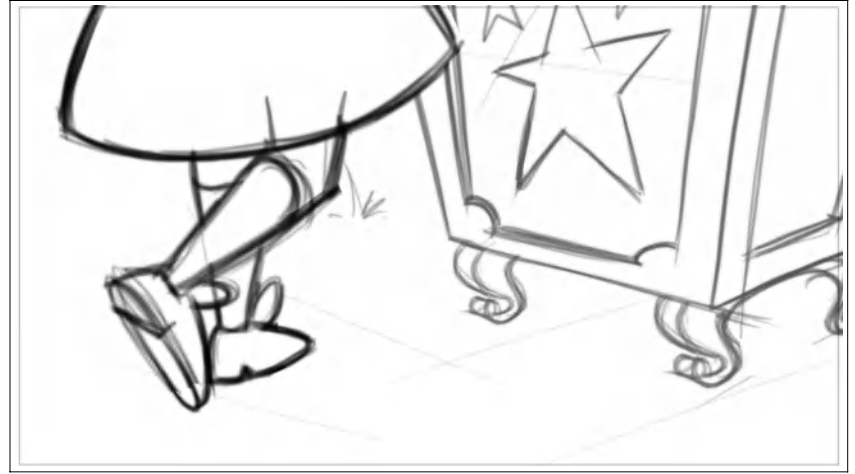
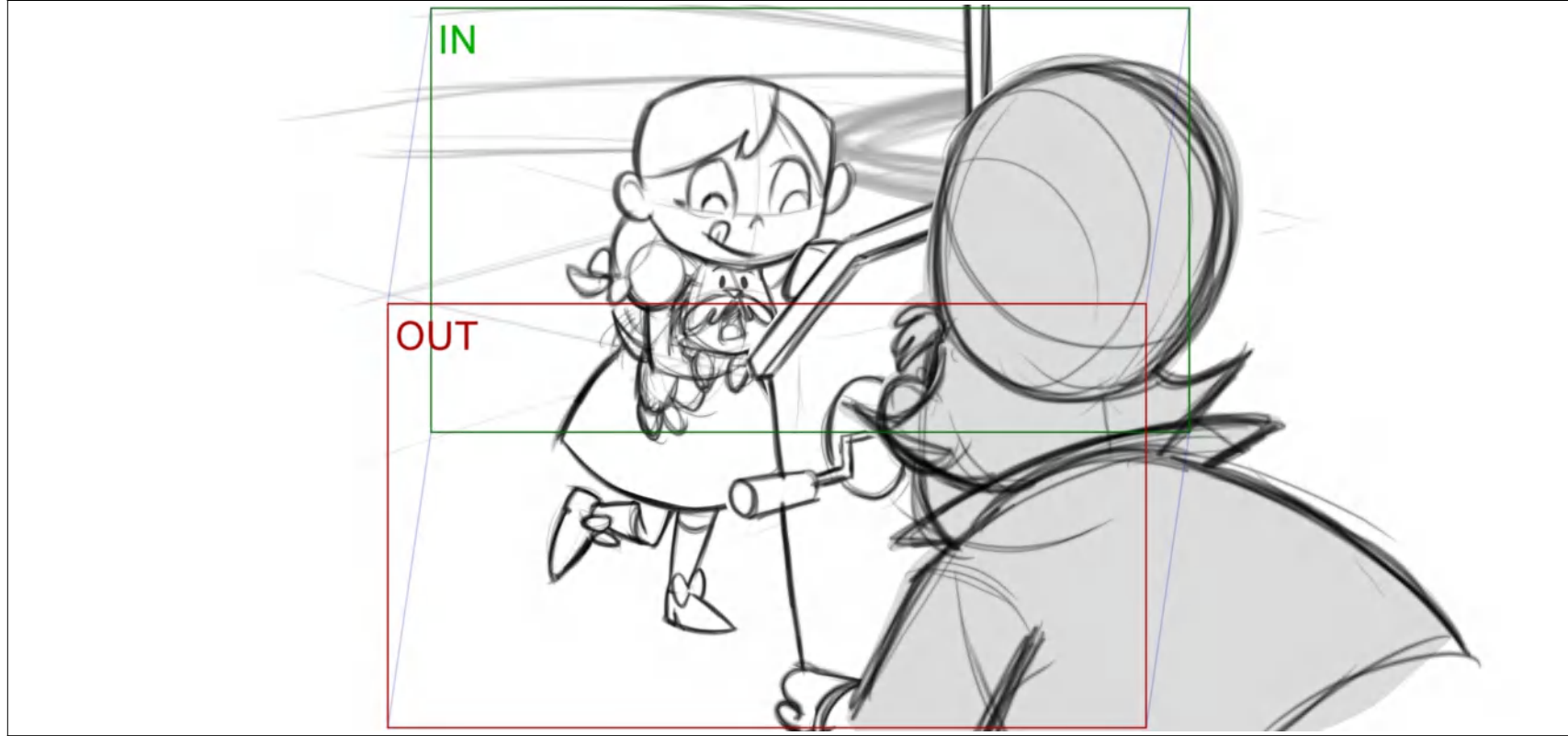
**Dialog**

37 DOROTHY

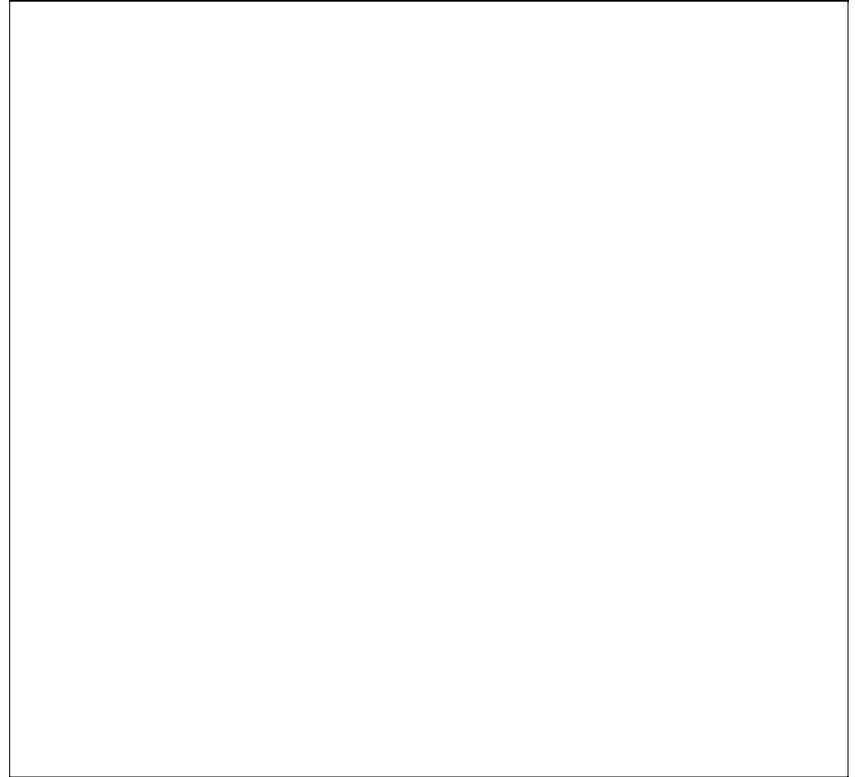
Sometimes when things wouldn't work on the farm, Uncle Henry would give 'em a little kick. Like this...

Scene	Duration	Panel	Duration
21	05:08	4 / 4	00:23

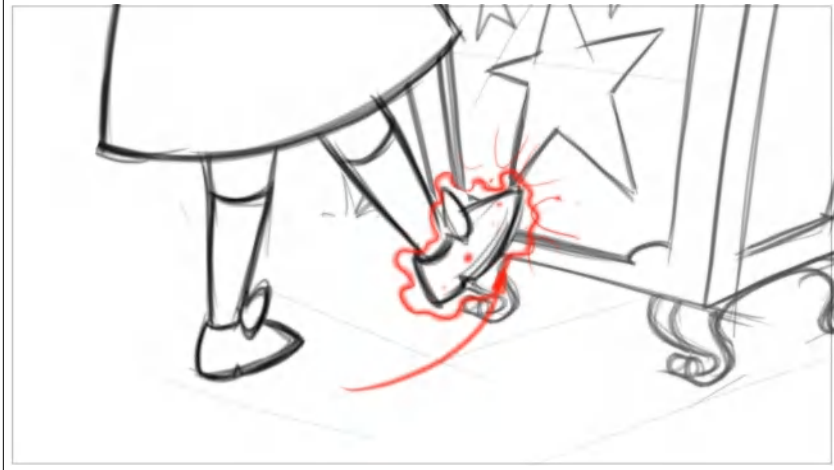
Scene	Duration	Panel	Duration
22	01:15	1 / 6	00:03



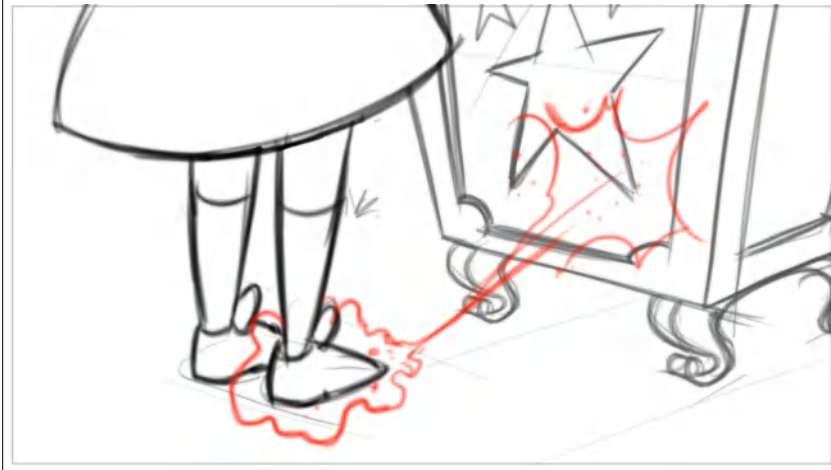
**Dialog**  
 37 DOROTHY  
 Sometimes when things wouldn't work on the farm, Uncle Henry would give `em a little kick. Like this...



Scene	Duration	Panel	Duration
22	01:15	2 / 6	00:06



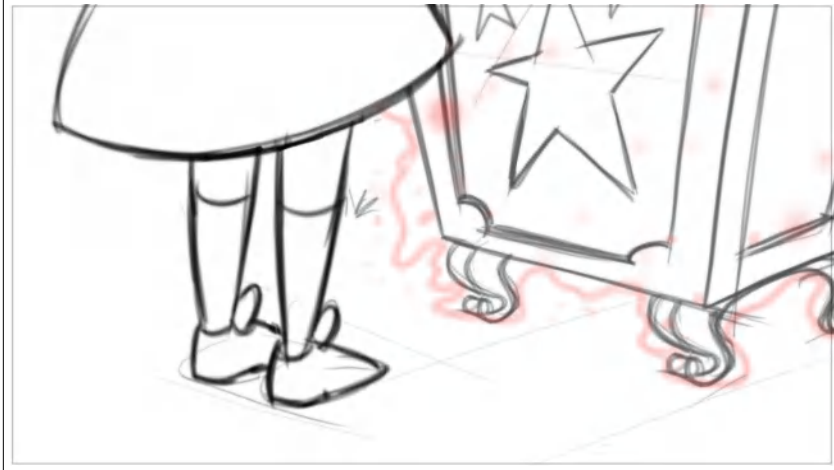
Scene	Duration	Panel	Duration
22	01:15	3 / 6	00:06



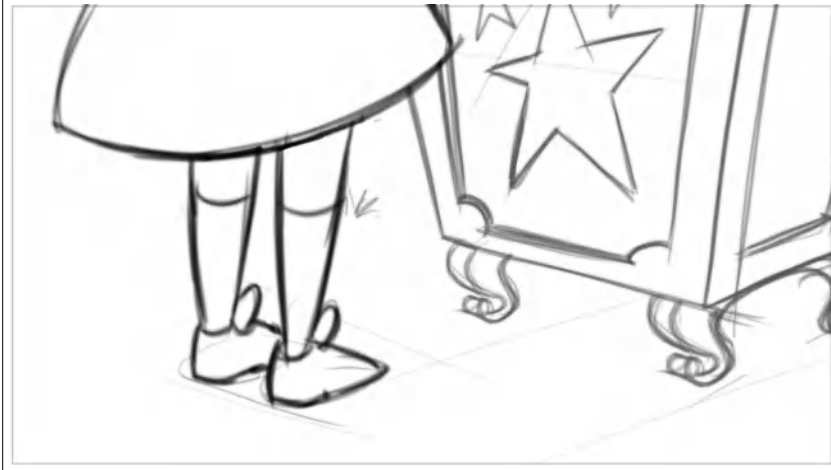
Scene	Duration	Panel	Duration
22	01:15	4 / 6	00:12



Scene	Duration	Panel	Duration
22	01:15	5 / 6	00:08



Scene	Duration	Panel	Duration
22	01:15	6 / 6	00:04



Scene	Duration	Panel	Duration
23	02:15	1 / 2	01:04



**Dialog**

38 WIZARD

Well, this is more complex than...

Scene	Duration	Panel	Duration
23	02:15	2 / 2	01:11

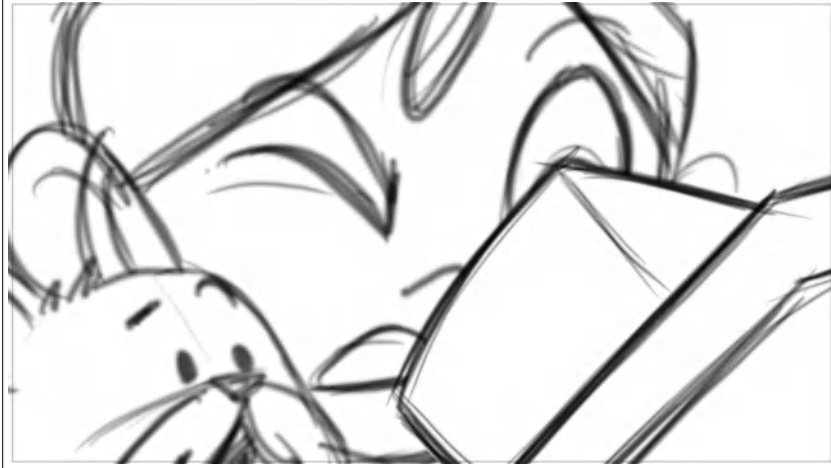


**Dialog**

38 WIZARD

Well, this is more complex than...

Scene	Duration	Panel	Duration
24	00:16	1 / 4	00:08

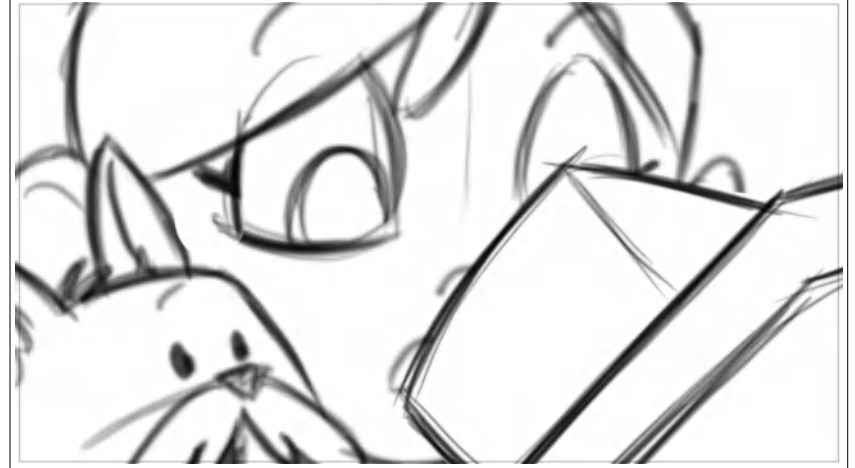


**Dialog**

35 DOROTHY

Gosh, I'm looking, but I'm not seeing anything.

Scene	Duration	Panel	Duration
24	00:16	2 / 4	00:03



**Dialog**

35 DOROTHY

Gosh, I'm looking, but I'm not seeing anything.



Scene	Duration	Panel	Duration
24	00:16	3 / 4	00:02



**Dialog**

35 DOROTHY

Gosh, I'm looking, but I'm not seeing anything.

Scene	Duration	Panel	Duration
24	00:16	4 / 4	00:03

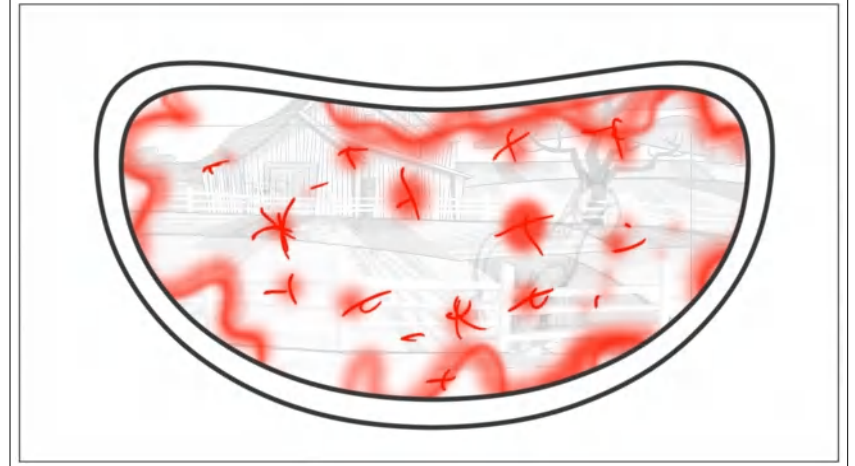


**Dialog**

35 DOROTHY

Gosh, I'm looking, but I'm not seeing anything.

Scene	Duration	Panel	Duration
25	02:00	1 / 4	00:08



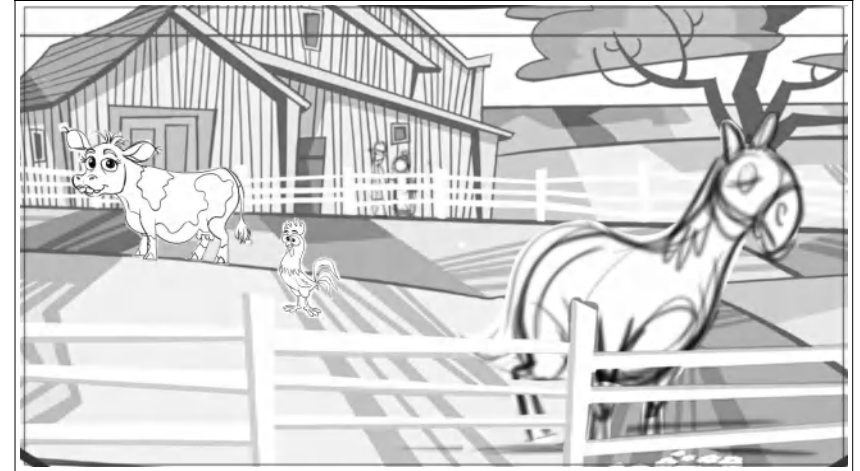
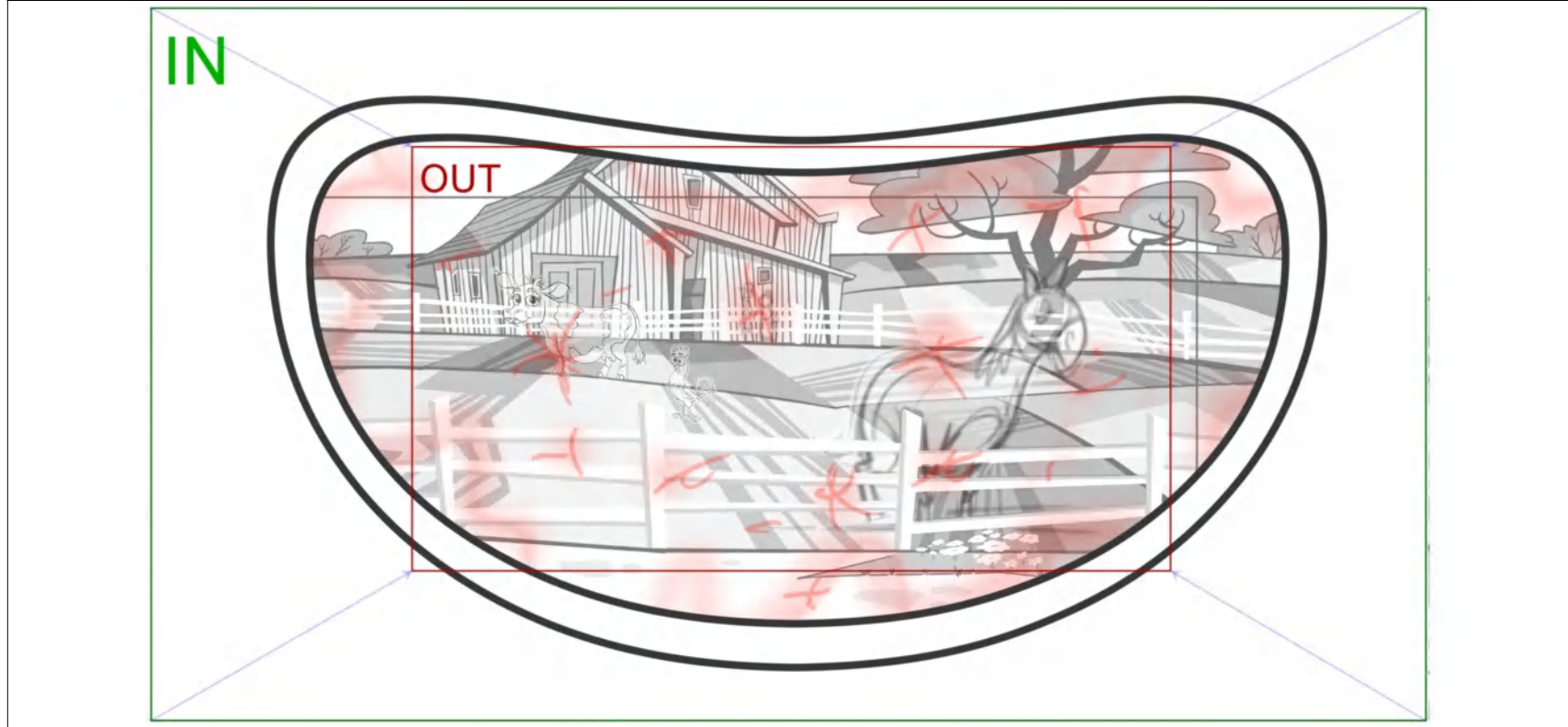
**Dialog**

39 DOROTHY (OS)

(Gasps with delight) It's home!

Scene	Duration	Panel	Duration
25	02:00	2 / 4	00:06

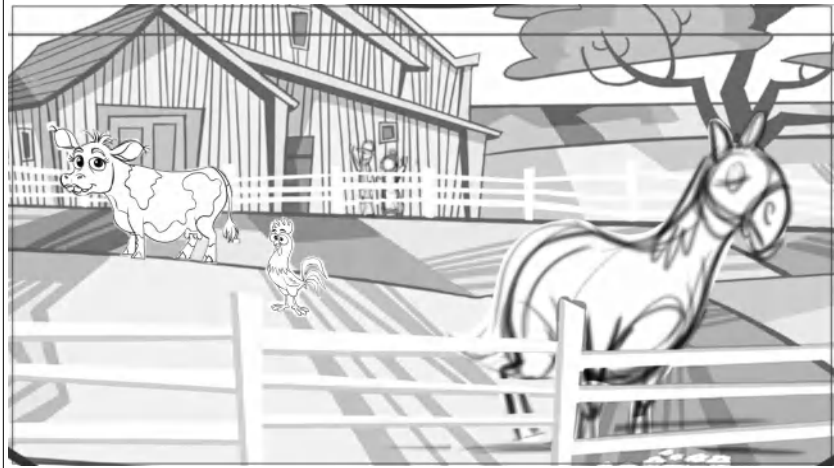
Scene	Duration	Panel	Duration
25	02:00	3 / 4	00:10



**Dialog**  
39 DOROTHY (OS)  
(Gasps with delight) It's home!

**Dialog**  
39 DOROTHY (OS)  
(Gasps with delight) It's home!

Scene	Duration	Panel	Duration
25	02:00	4 / 4	01:00



**Dialog**

39 DOROTHY (Contd)

And there's Auntie Em! And Uncle Henry! And there's the farm!

Scene	Duration	Panel	Duration
26	03:04	1 / 1	03:04

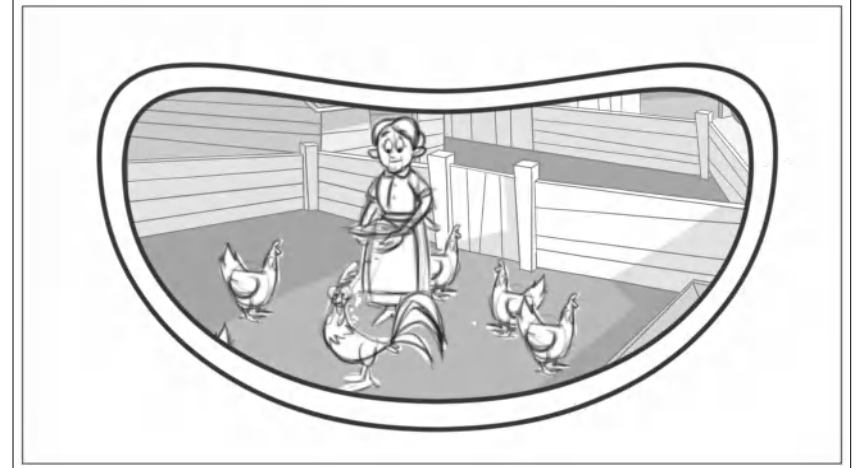


**Dialog**

40 WIZARD

Well, what do you know. It works!

Scene	Duration	Panel	Duration
27	01:19	1 / 4	00:14



**Dialog**

41 DOROTHY (V.O.)

(Amazed) And there's my rooster! And my cow! Wow, I really miss you guys! You're the best rooster and best cow in the whole world!

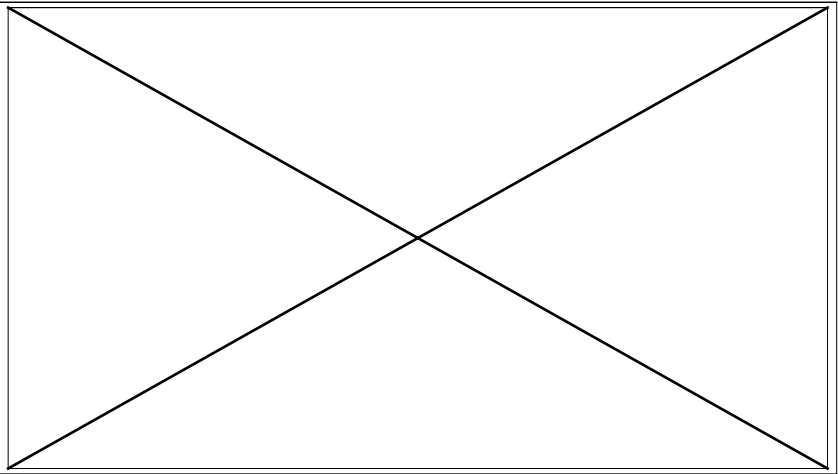
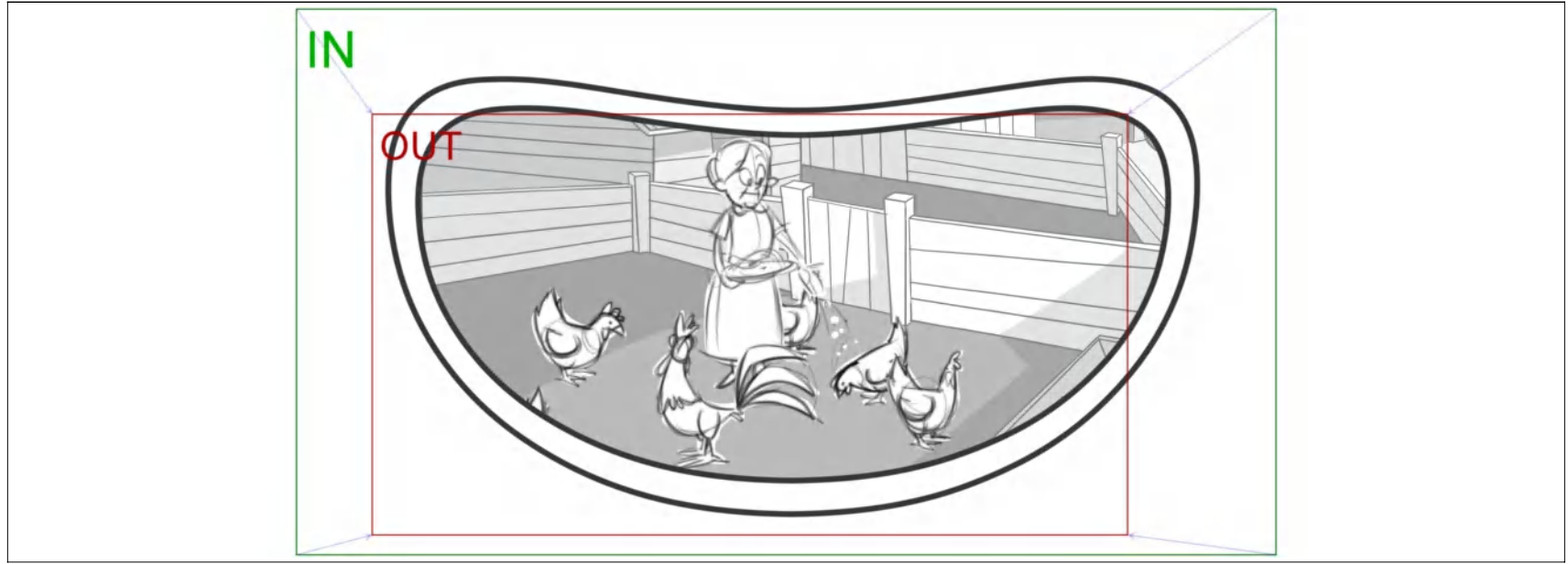
**Action Notes**

SEQ 5. DOROTHY'S POV - INT. BARN - DAY (SEPIA AND WHITE)

An agitated rooster pecks obnoxiously on some feed. Behind it is a cow.

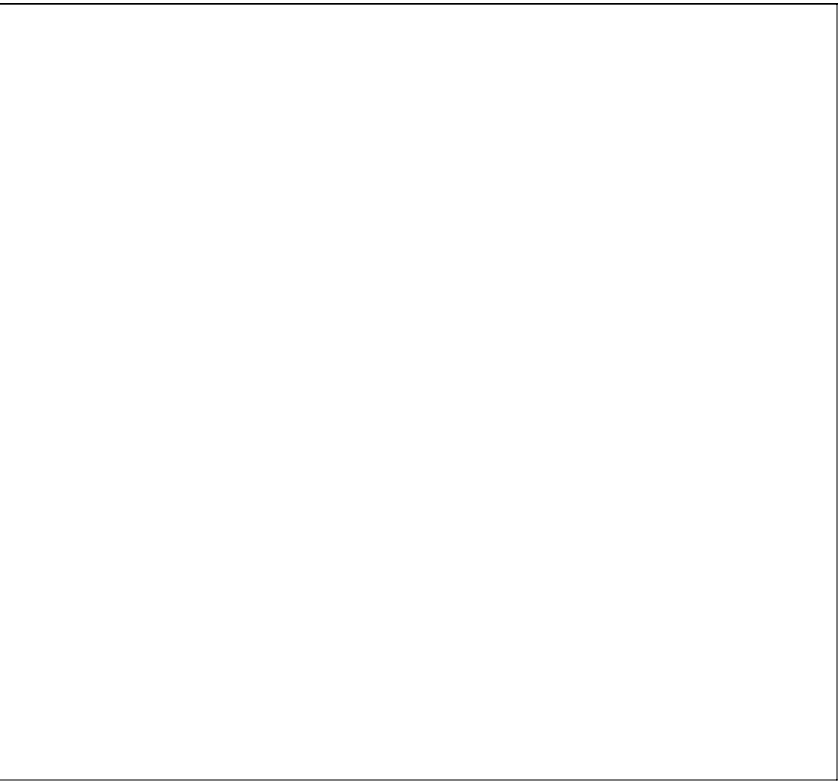
Scene	Duration	Panel	Duration
27	01:19	2 / 4	00:12

NO PANEL



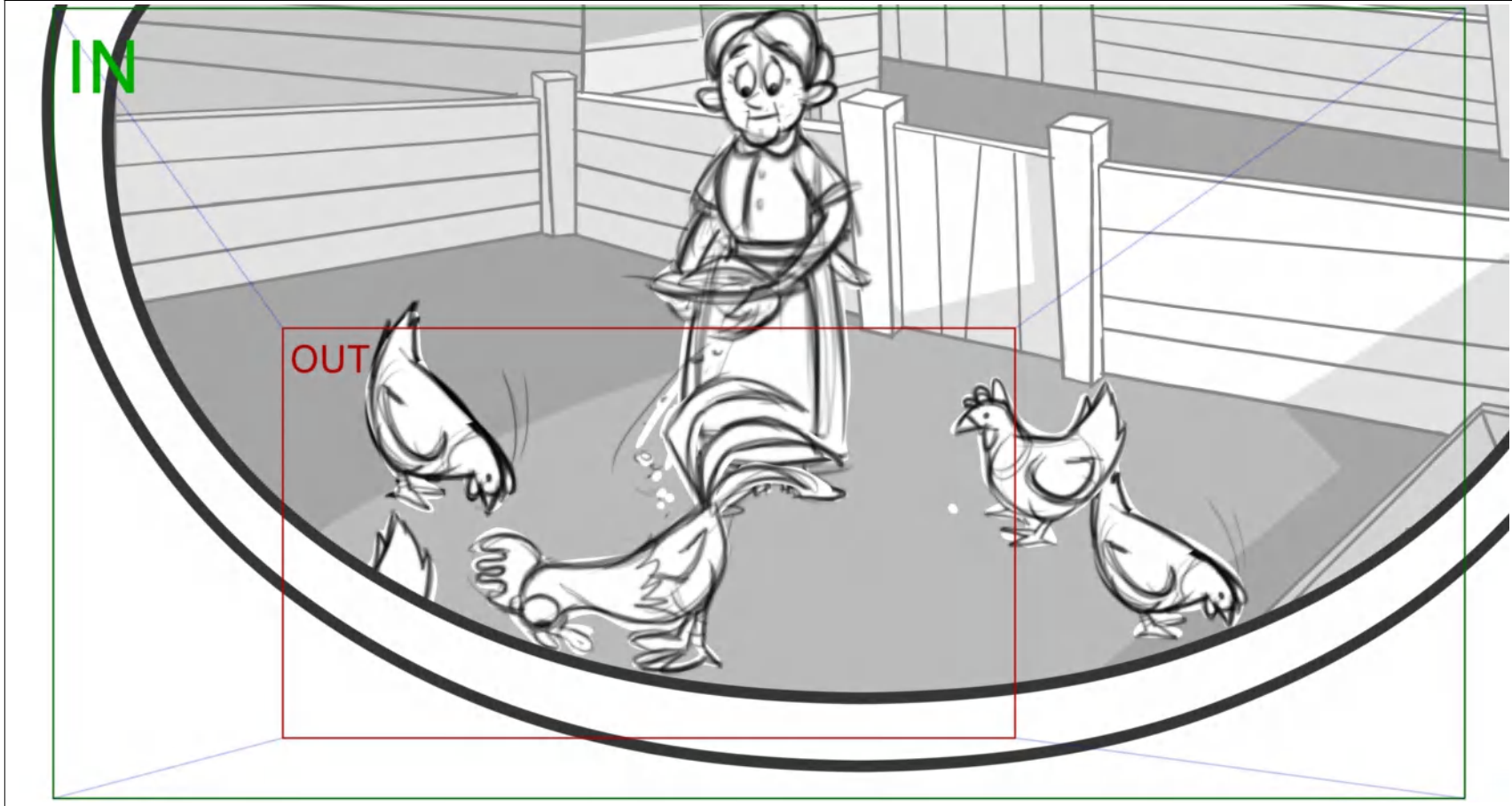
**Dialog**  
41 DOROTHY (V.O.)  
  
(Amazed) And there's my rooster! And my cow! Wow, I really miss you guys! You're the best rooster and best cow in the whole world!

**Action Notes**  
SEQ 5. DOROTHY'S POV - INT. BARN - DAY (SEPIA AND WHITE)  
  
An agitated rooster pecks obnoxiously on some feed. Behind it is a cow.





Scene	Duration	Panel	Duration
27	01:19	3 / 4	00:09



**Dialog**  
 41 DOROTHY (V.O.)  
 (Amazed) And there's my rooster! And my cow! Wow, I really miss you guys! You're the best rooster and best cow in the whole world!

**Action Notes**  
 SEQ 5. DOROTHY'S POV - INT. BARN - DAY (SEPIA AND WHITE)  
 An agitated rooster pecks obnoxiously on some feed. Behind it is a cow.

Scene	Duration	Panel	Duration
27	01:19	4 / 4	00:08

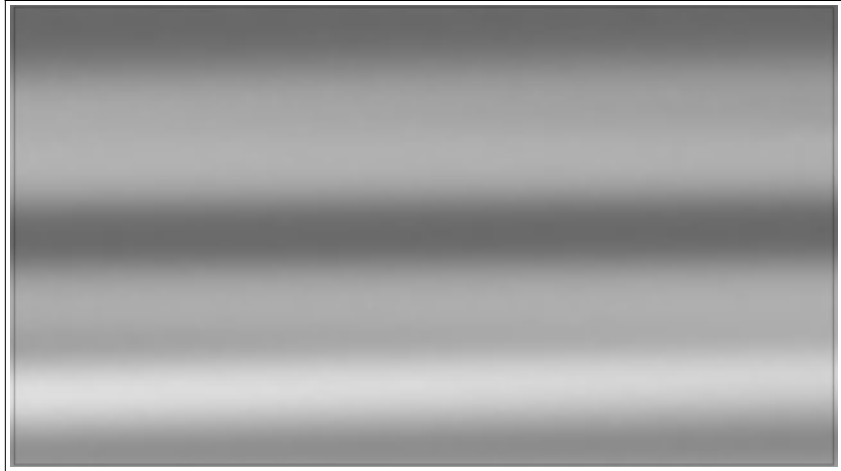


**Dialog**  
 41 DOROTHY (V.O.)  
 (Amazed) And there's my rooster! And my cow! Wow, I really miss you guys! You're the best rooster and best cow in the whole world!

**Action Notes**  
 SEQ 5. DOROTHY'S POV - INT. BARN - DAY (SEPIA AND WHITE)  
 An agitated rooster pecks obnoxiously on some feed. Behind it is a cow.



Scene	Duration	Panel	Duration
28	00:08	1 / 4	00:02



**Dialog**

41 DOROTHY (V.O.)

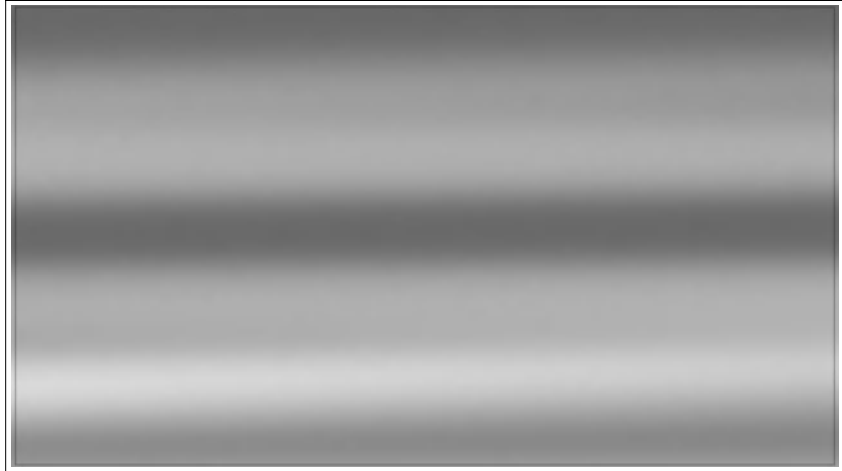
(Amazed) And there's my rooster! And my cow! Wow, I really miss you guys! You're the best rooster and best cow in the whole world!

**Action Notes**

SEQ 5. DOROTHY'S POV - INT. BARN - DAY (SEPIA AND WHITE)

An agitated rooster pecks obnoxiously on some feed. Behind it is a cow.

Scene	Duration	Panel	Duration
28	00:08	2 / 4	00:02



**Dialog**

41 DOROTHY (V.O.)

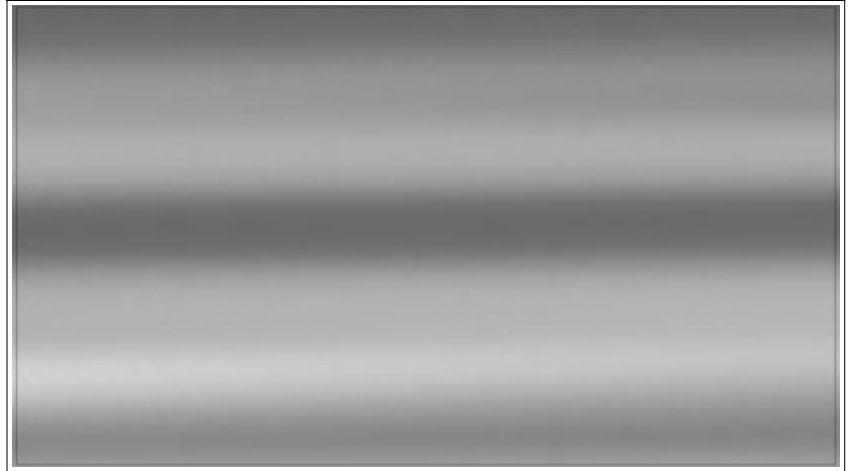
(Amazed) And there's my rooster! And my cow! Wow, I really miss you guys! You're the best rooster and best cow in the whole world!

**Action Notes**

SEQ 5. DOROTHY'S POV - INT. BARN - DAY (SEPIA AND WHITE)

An agitated rooster pecks obnoxiously on some feed. Behind it is a cow.

Scene	Duration	Panel	Duration
28	00:08	3 / 4	00:02



**Dialog**

41 DOROTHY (V.O.)

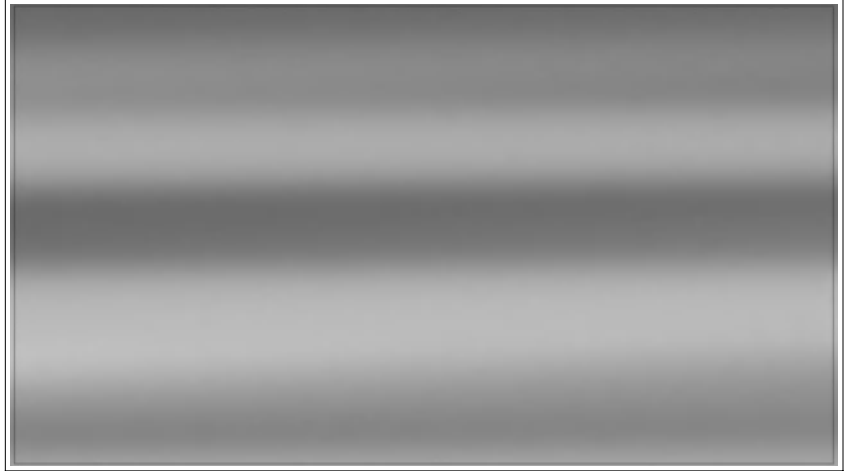
(Amazed) And there's my rooster! And my cow! Wow, I really miss you guys! You're the best rooster and best cow in the whole world!

**Action Notes**

SEQ 5. DOROTHY'S POV - INT. BARN - DAY (SEPIA AND WHITE)

An agitated rooster pecks obnoxiously on some feed. Behind it is a cow.

Scene	Duration	Panel	Duration
28	00:08	4 / 4	00:02



**Dialog**  
 41 DOROTHY (V.O.)  
 (Amazed) And there's my rooster! And my cow! Wow, I really miss you guys! You're the best rooster and best cow in the whole world!

**Action Notes**  
 SEQ 5. DOROTHY'S POV - INT. BARN - DAY (SEPIA AND WHITE)  
 An agitated rooster pecks obnoxiously on some feed. Behind it is a cow.

Scene	Duration	Panel	Duration
29	01:23	1 / 6	00:08



**Dialog**  
 41 DOROTHY (V.O.)  
 (Amazed) And there's my rooster! And my cow! Wow, I really miss you guys!

**Action Notes**  
 SEQ 5. DOROTHY'S POV - INT. BARN - DAY (SEPIA AND WHITE)  
 An agitated rooster pecks obnoxiously on some feed. Behind it is a cow.

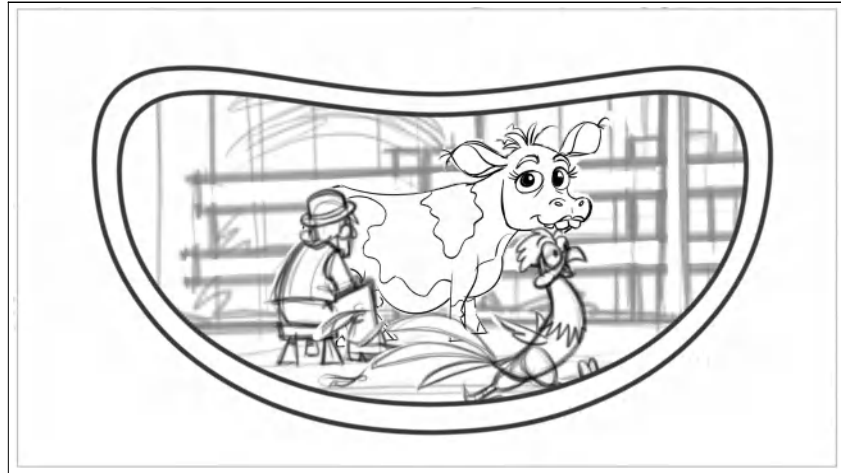
Scene	Duration	Panel	Duration
29	01:23	2 / 6	00:05



**Dialog**  
 41 DOROTHY (V.O.)  
 (Amazed) And there's my rooster! And my cow! Wow, I really miss you guys!

**Action Notes**  
 SEQ 5. DOROTHY'S POV - INT. BARN - DAY (SEPIA AND WHITE)  
 An agitated rooster pecks obnoxiously on some feed. Behind it is a cow.

Scene	Duration	Panel	Duration
29	01:23	3 / 6	00:06



**Dialog**

41 DOROTHY (V.O.)

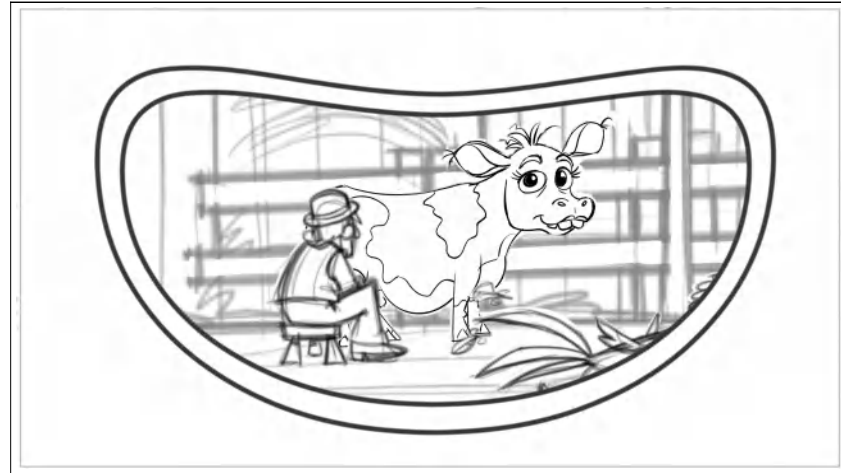
(Amazed) And there's my rooster! And my cow! Wow, I really miss you guys!

**Action Notes**

SEQ 5. DOROTHY'S POV - INT. BARN - DAY (SEPIA AND WHITE)

An agitated rooster pecks obnoxiously on some feed. Behind it is a cow.

Scene	Duration	Panel	Duration
29	01:23	4 / 6	00:07



**Dialog**

41 DOROTHY (V.O.)

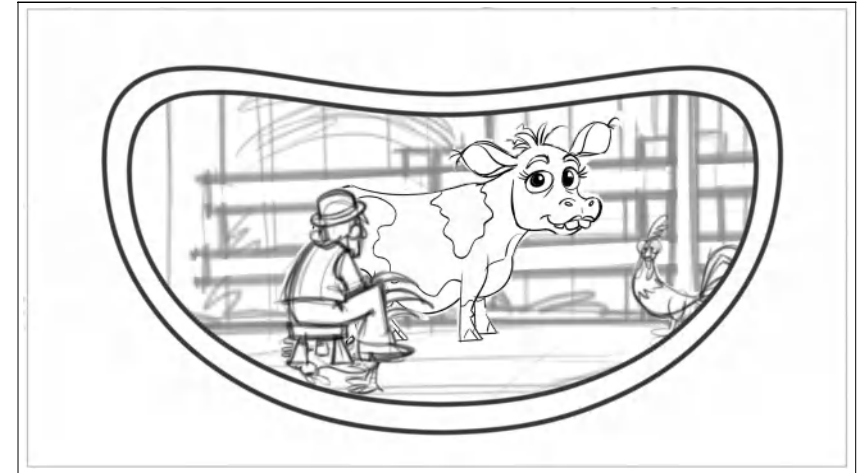
(Amazed) And there's my rooster! And my cow! Wow, I really miss you guys!

**Action Notes**

SEQ 5. DOROTHY'S POV - INT. BARN - DAY (SEPIA AND WHITE)

An agitated rooster pecks obnoxiously on some feed. Behind it is a cow.

Scene	Duration	Panel	Duration
29	01:23	5 / 6	00:08



**Dialog**

41 DOROTHY (V.O.)

(Amazed) And there's my rooster! And my cow! Wow, I really miss you guys!

**Action Notes**

SEQ 5. DOROTHY'S POV - INT. BARN - DAY (SEPIA AND WHITE)

An agitated rooster pecks obnoxiously on some feed. Behind it is a cow.

Scene	Duration	Panel	Duration
29	01:23	6 / 6	00:13



**Dialog**

41 DOROTHY (V.O.)

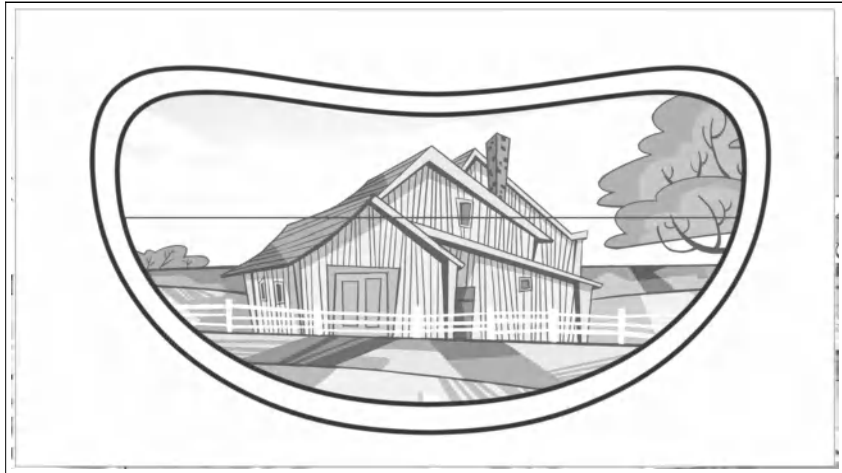
(Amazed) And there's my rooster! And my cow! Wow, I really miss you guys!

**Action Notes**

SEQ 5. DOROTHY'S POV - INT. BARN - DAY (SEPIA AND WHITE)

An agitated rooster pecks obnoxiously on some feed. Behind it is a cow.

Scene	Duration	Panel	Duration
30	01:00	1 / 1	01:00



**Dialog**

39 DOROTHY (Contd)

And there's Auntie Em! And Uncle Henry! And there's the farm!

Scene	Duration	Panel	Duration
31	02:22	1 / 1	02:22



**Dialog**

41 DOROTHY (V.O.)

(Amazed) And there's my rooster! And my cow! Wow, I really miss you guys!

**Action Notes**

SEQ 5. DOROTHY'S POV - INT. BARN - DAY (SEPIA AND WHITE)

An agitated rooster pecks obnoxiously on some feed. Behind it is a cow.

Scene	Duration	Panel	Duration
32	07:03	1 / 7	02:09



**Action Notes**

41 DOROTHY (V.O.)

Right, Toto?

BACK TO SCENE - SEQ 6. EXT. EMERALD CASTLE GARDEN - DAY

Dorothy holds up Toto to the peephole so he can see.

42 TOTO

(Barks)

43 DOROTHY

This is wonderful! It really is a home away from home!

The Wizard beams with pride.

Scene	Duration	Panel	Duration
32	07:03	2 / 7	00:04



**Dialog**

41 DOROTHY (contd)

Right, Toto?

**Action Notes**

41 DOROTHY (V.O.)

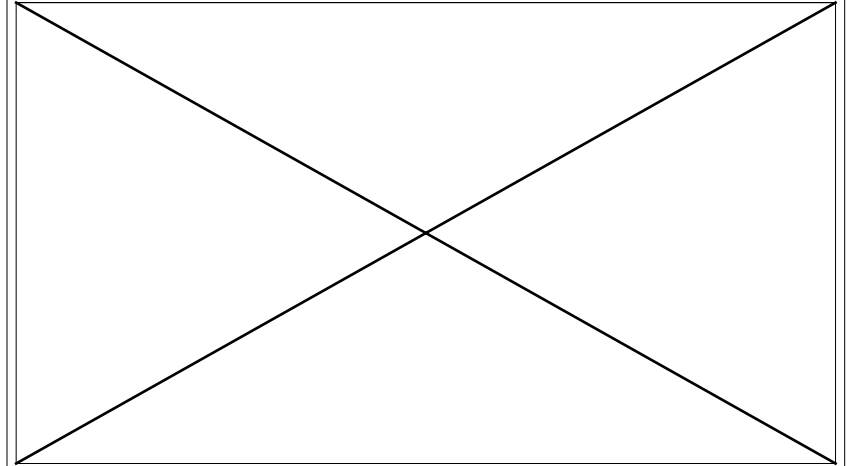
Right, Toto?

BACK TO SCENE - SEQ 6. EXT. EMERALD CASTLE GARDEN - DAY

Dorothy holds up Toto to the peephole so he can see.

42 TOTO

NO PANEL



(Barks)

43 DOROTHY

This is wonderful! It really is a home away from home!

The Wizard beams with pride.



Scene	Duration	Panel	Duration
32	07:03	3 / 7	00:13



**Dialog**

42 TOTO

(Barks)

**Action Notes**

41 DOROTHY (V.O.)

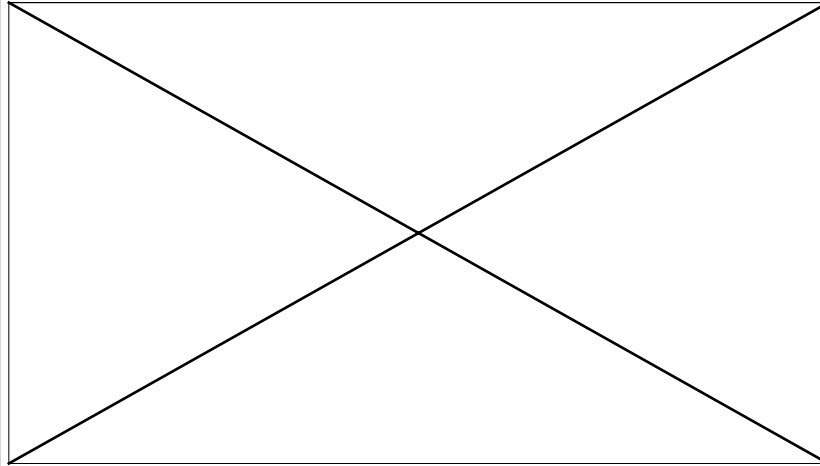
Right, Toto?

BACK TO SCENE - SEQ 6. EXT. EMERALD CASTLE GARDEN - DAY

Dorothy holds up Toto to the peephole so he can see.

42 TOTO

NO PANEL



(Barks)

Scene	Duration	Panel	Duration
32	07:03	4 / 7	01:05



**Dialog**

43 DOROTHY

This is wonderful! It really is a home away from home!

**Action Notes**

The Wizard beams with pride.

Scene	Duration	Panel	Duration
32	07:03	5 / 7	00:09

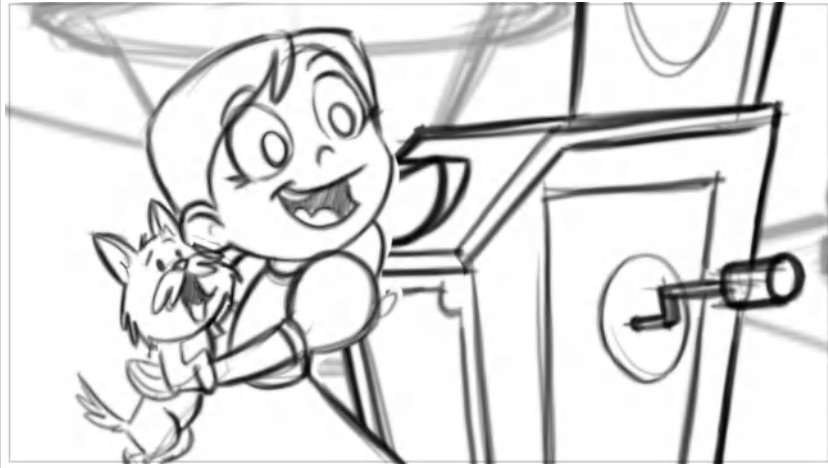


**Dialog**  
43 DOROTHY

This is wonderful! It really is a home away from home!

**Action Notes**  
The Wizard beams with pride.

Scene	Duration	Panel	Duration
32	07:03	6 / 7	01:13

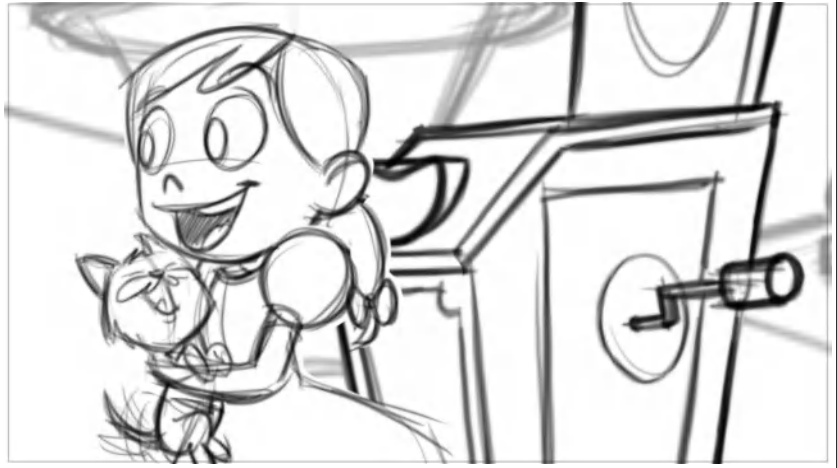


**Dialog**  
43 DOROTHY

This is wonderful! It really is a home away from home!

**Action Notes**  
The Wizard beams with pride.

Scene	Duration	Panel	Duration
32	07:03	7 / 7	00:22



**Dialog**  
43 DOROTHY

This is wonderful! It really is a home away from home!

**Action Notes**  
The Wizard beams with pride.

Scene	Duration	Panel	Duration
33	02:13	1 / 2	01:19



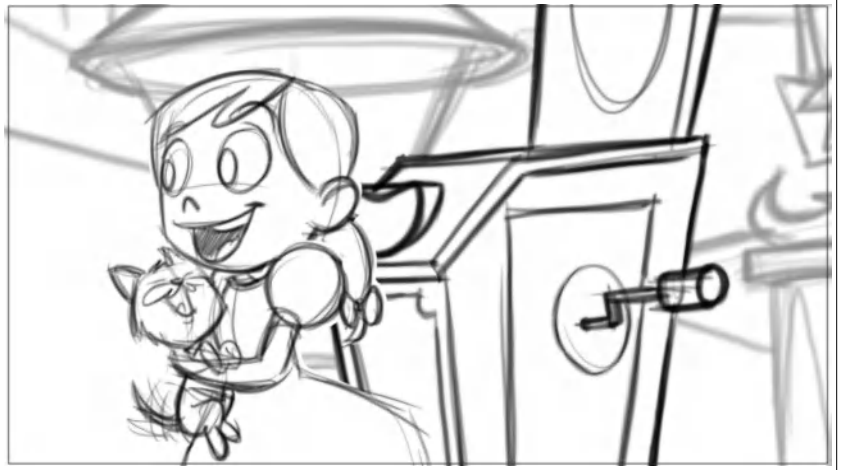
**Dialog**  
44 TIN MAN  
And now you'll never be homesick again.

Scene	Duration	Panel	Duration
33	02:13	2 / 2	00:18

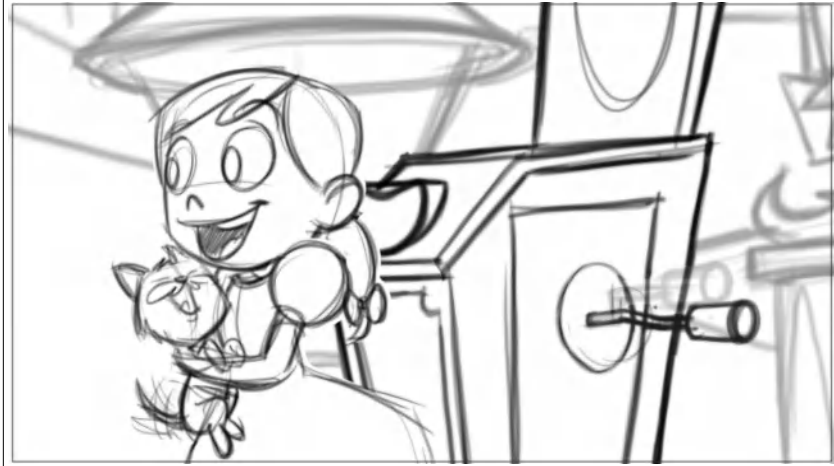


**Dialog**  
44 TIN MAN  
And now you'll never be homesick again.

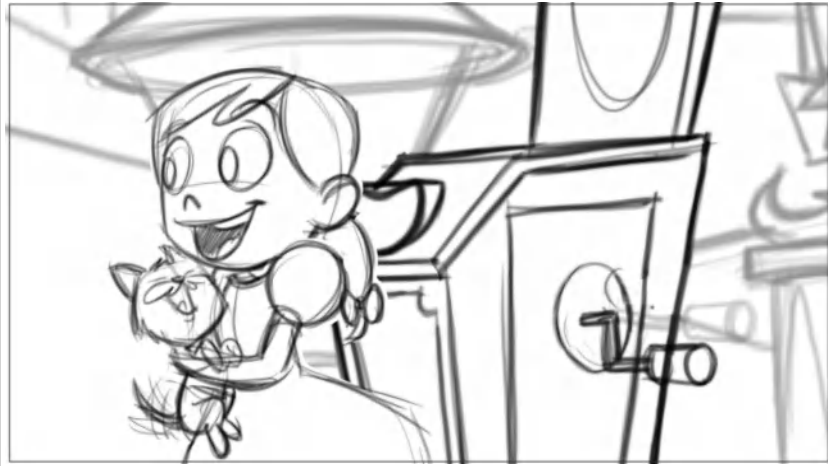
Scene	Duration	Panel	Duration
34	02:10	1 / 9	00:07



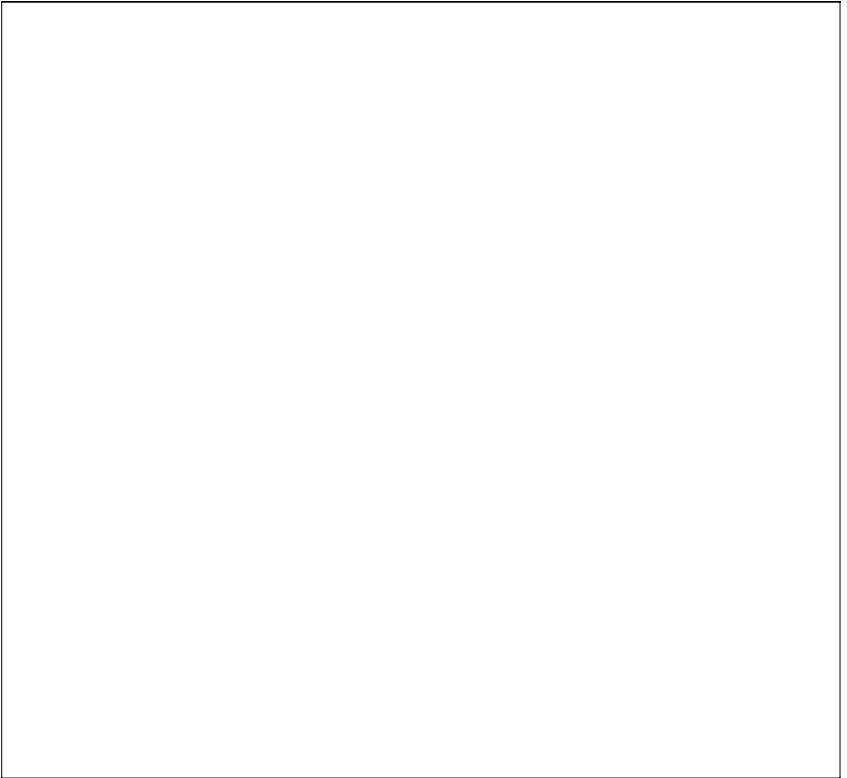
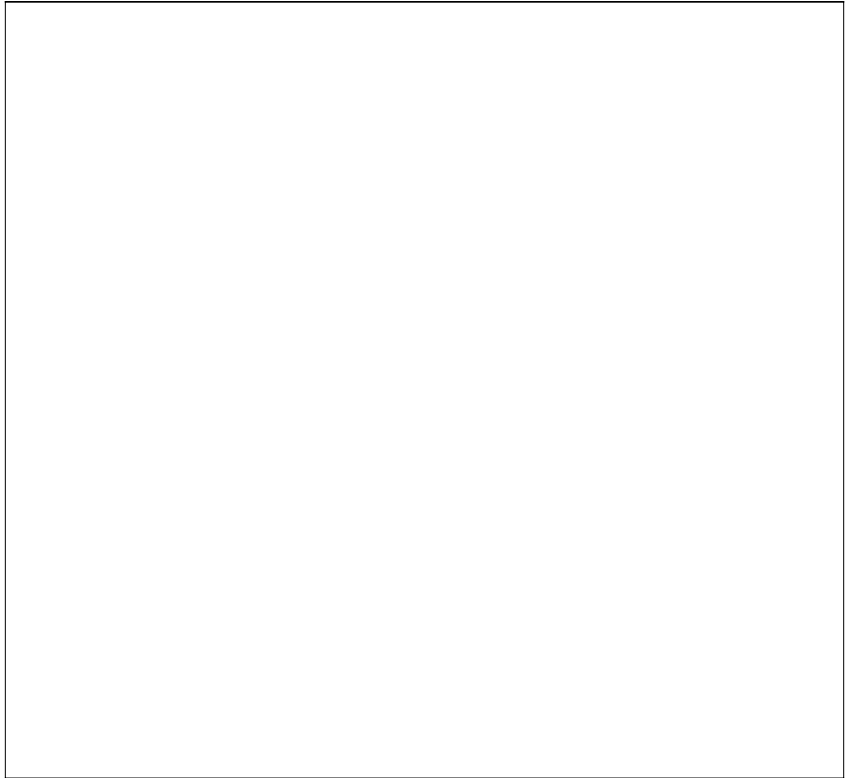
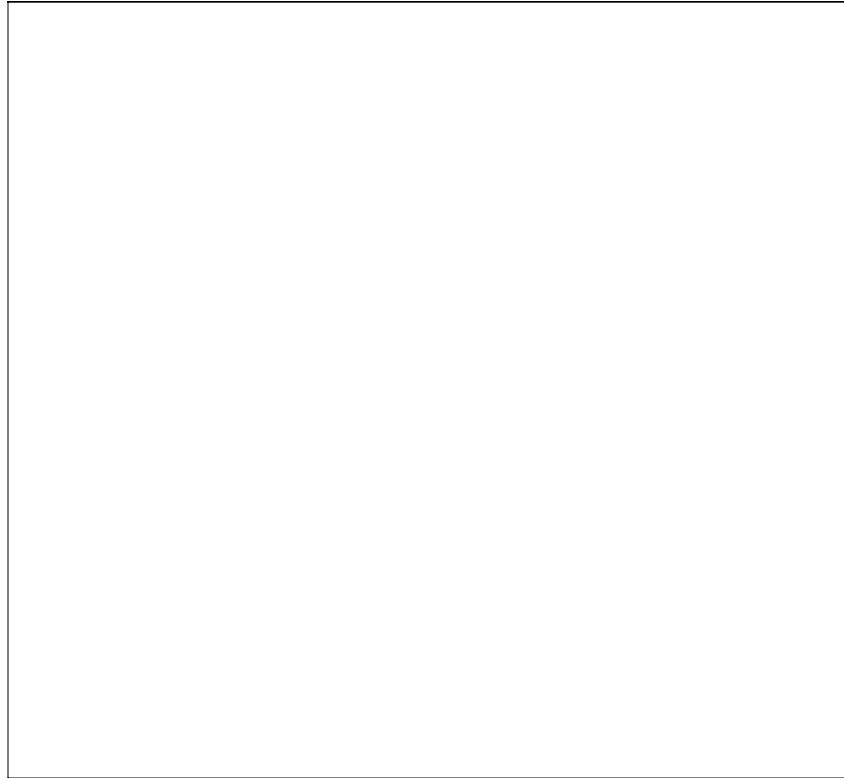
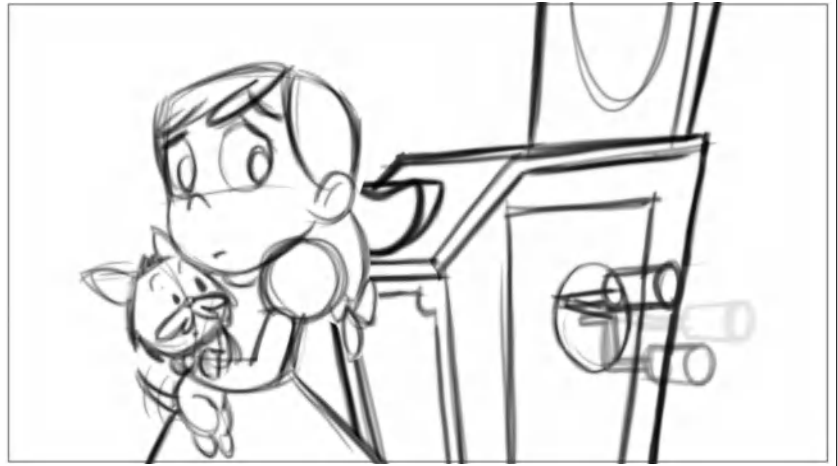
Scene	Duration	Panel	Duration
34	02:10	2 / 9	00:07



Scene	Duration	Panel	Duration
34	02:10	3 / 9	00:04



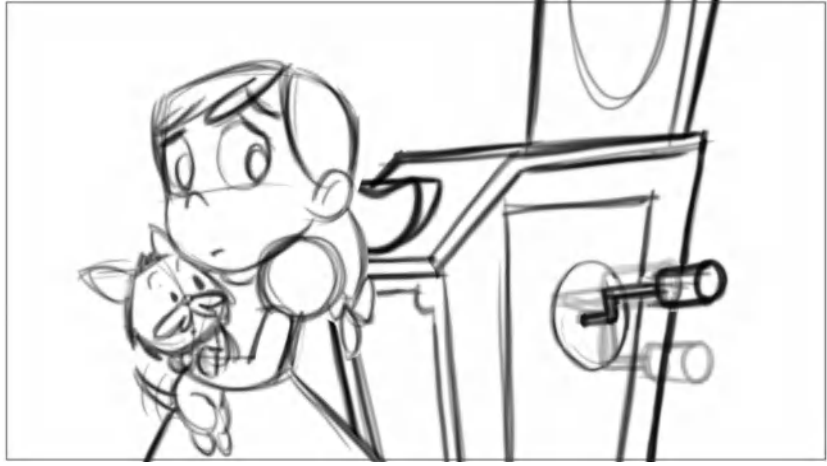
Scene	Duration	Panel	Duration
34	02:10	4 / 9	00:03



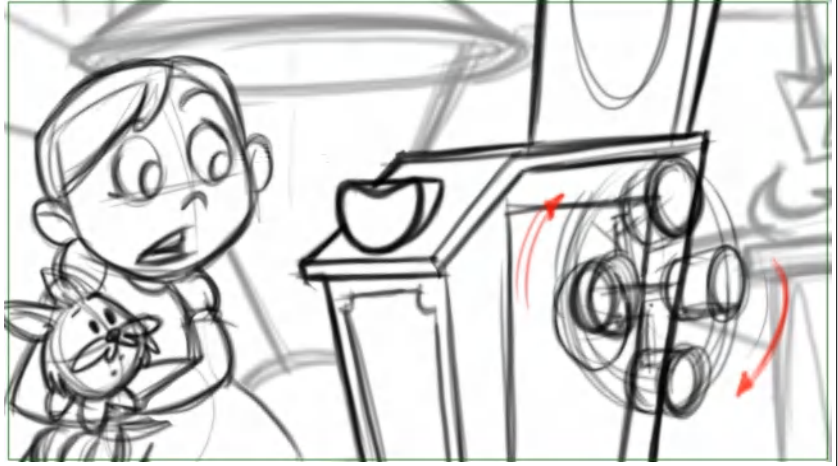
Scene	Duration	Panel	Duration
34	02:10	5 / 9	00:03



Scene	Duration	Panel	Duration
34	02:10	6 / 9	00:04



Scene	Duration	Panel	Duration
34	02:10	7 / 9	00:08



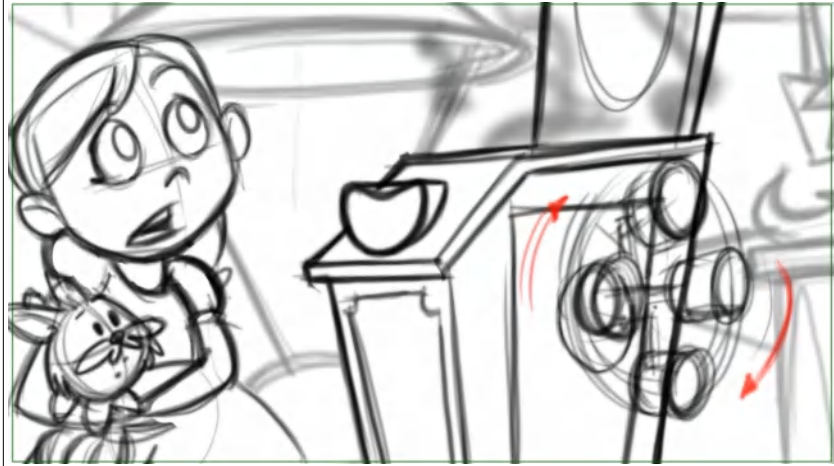
**Dialog**

45 DOROTHY

What's wrong?

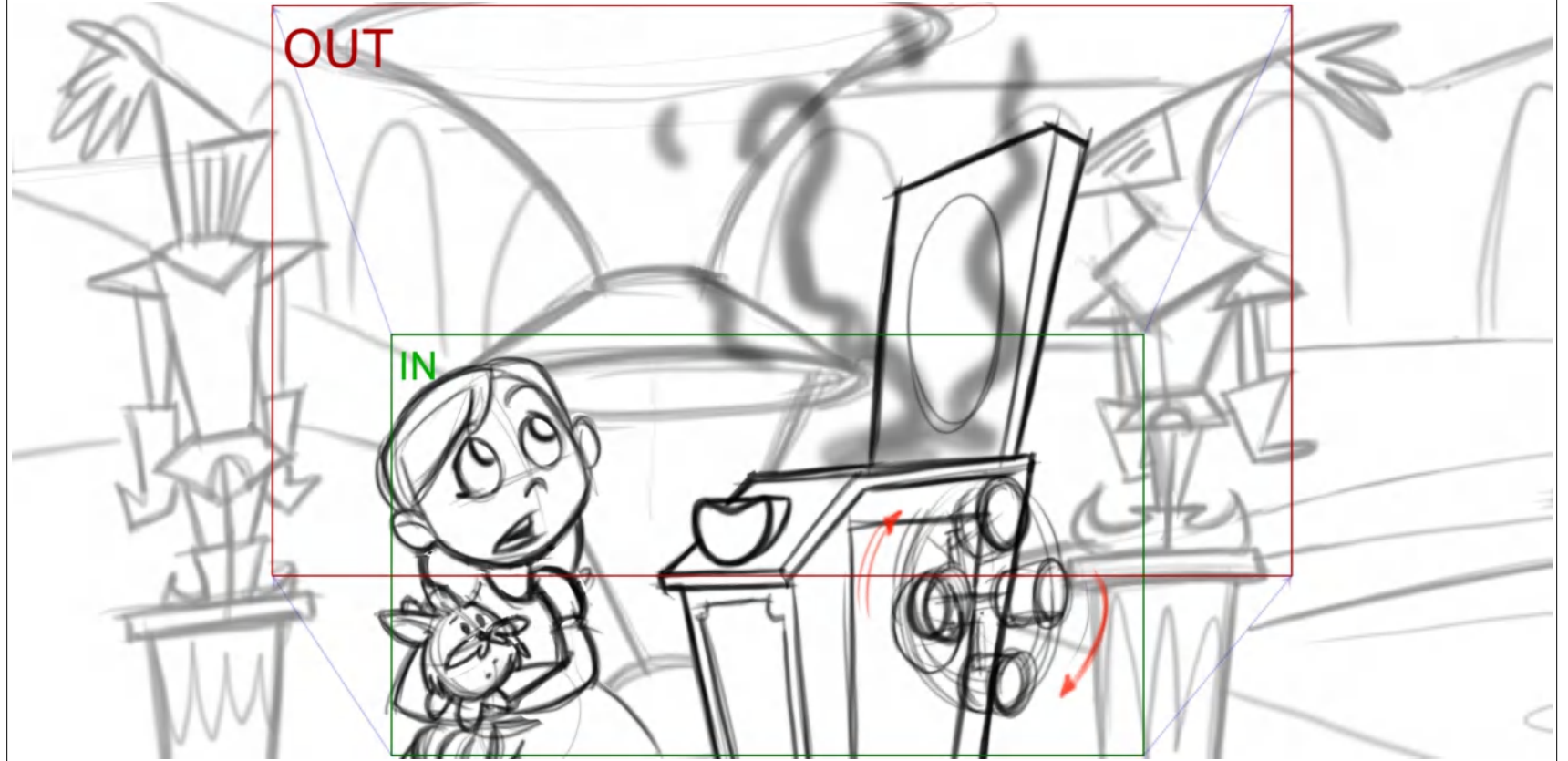


Scene	Duration	Panel	Duration
34	02:10	8 / 9	00:09



**Dialog**  
45 DOROTHY  
What's wrong?

Scene	Duration	Panel	Duration
34	02:10	9 / 9	00:13



**Dialog**  
45 DOROTHY  
What's wrong?

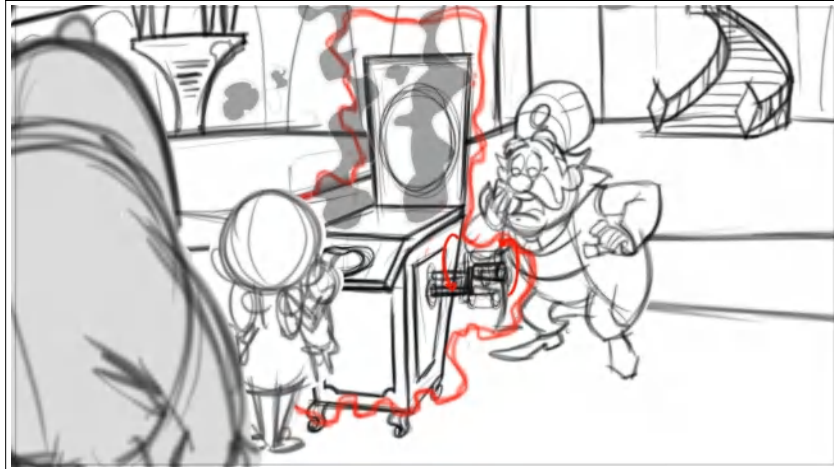
Scene	Duration	Panel	Duration
35	01:03	1 / 3	00:02



**Action Notes**

Suddenly, the Kinetoscope's handle starts magically spinning by itself. Black smoke and dozens of magic EFX start flying from the machine.

Scene	Duration	Panel	Duration
35	01:03	2 / 3	00:18



**Dialog**

46 WIZARD

(Defensive) Oh...Oh...Nothing.

**Action Notes**

Suddenly, the Kinetoscope's handle starts magically spinning by itself. Black smoke and dozens of magic EFX start flying from the machine.

Scene	Duration	Panel	Duration
35	01:03	3 / 3	00:07



**Dialog**

46 WIZARD

(Defensive) Oh...Oh...Nothing.

**Action Notes**

Suddenly, the Kinetoscope's handle starts magically spinning by itself. Black smoke and dozens of magic EFX start flying from the machine.

Scene	Duration	Panel	Duration
36	00:03	1 / 1	00:03

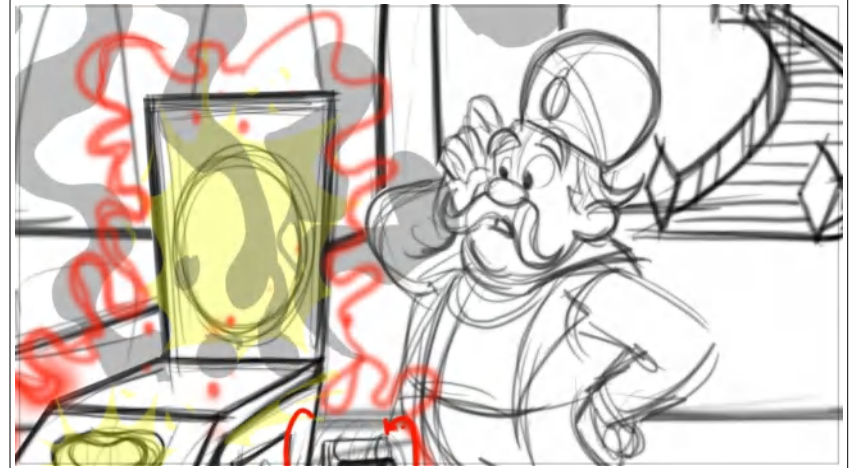


Scene	Duration	Panel	Duration
37	01:07	1 / 5	00:18



**Dialog**  
 46 WIZARD  
 (Defensive) Oh...Oh...Nothing.

Scene	Duration	Panel	Duration
37	01:07	2 / 5	00:03



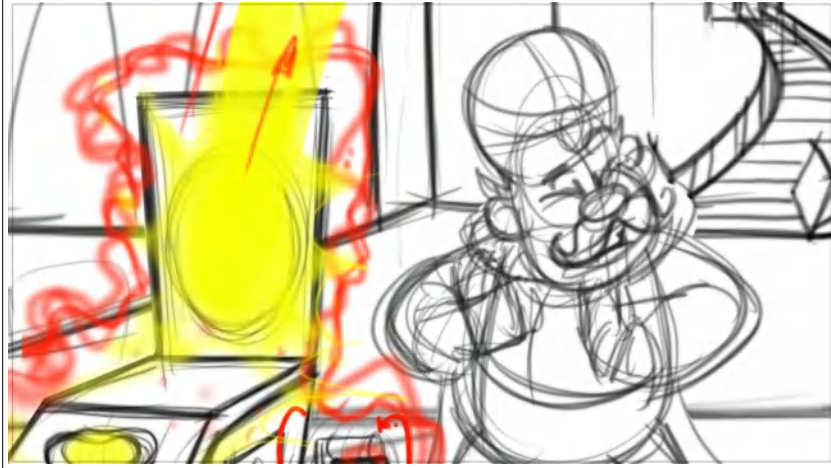
**Dialog**  
 46 WIZARD (contd)  
 Nothing at all.



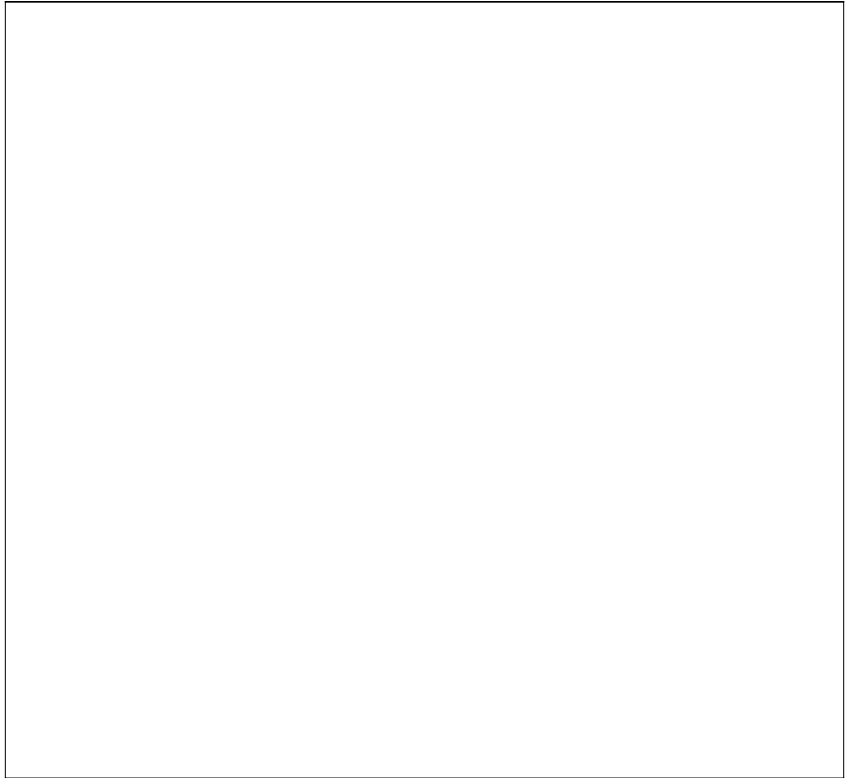
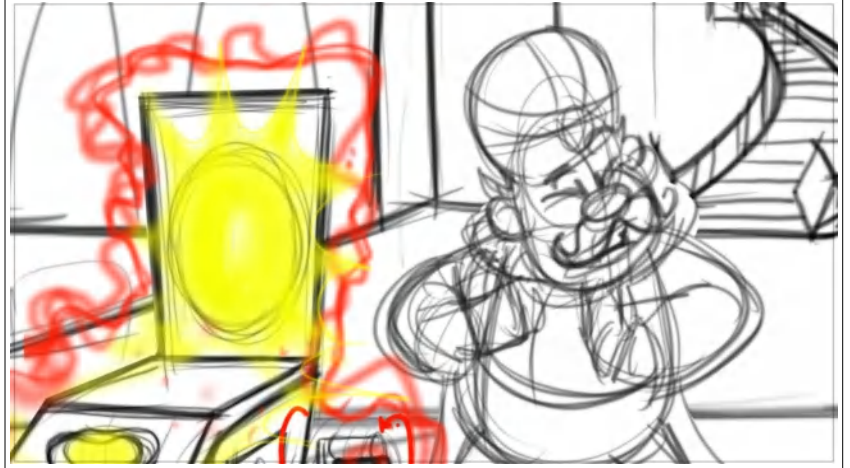
Scene	Duration	Panel	Duration
37	01:07	3 / 5	00:02



Scene	Duration	Panel	Duration
37	01:07	4 / 5	00:04



Scene	Duration	Panel	Duration
37	01:07	5 / 5	00:04



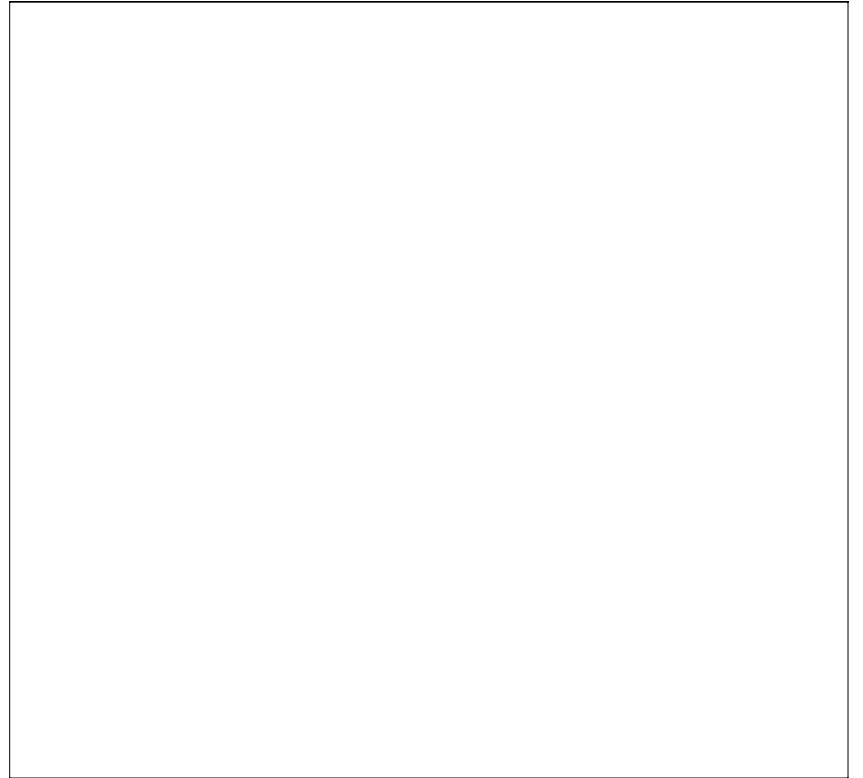
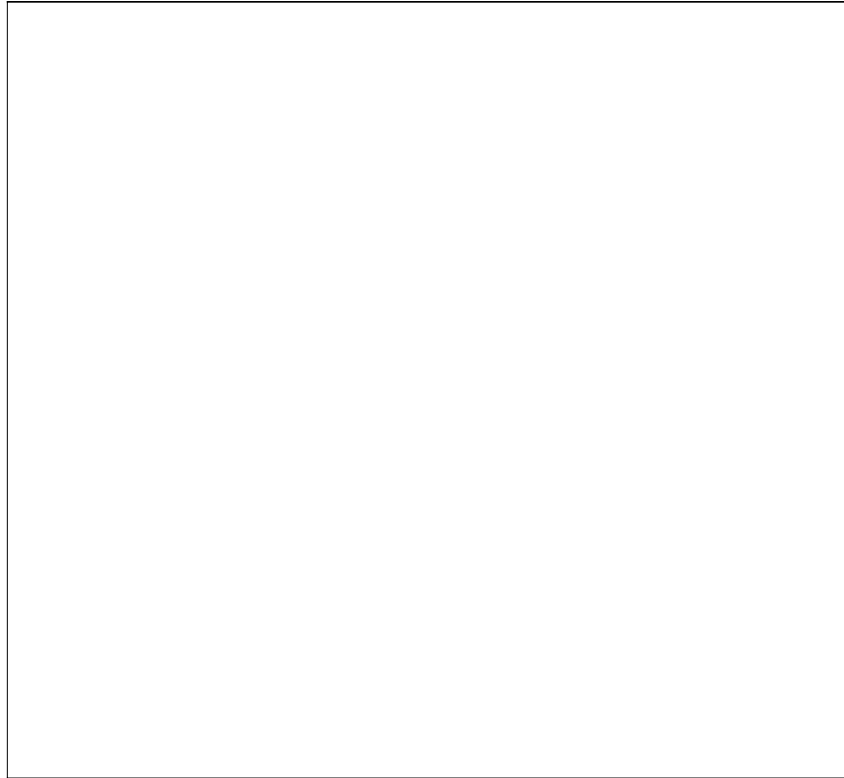
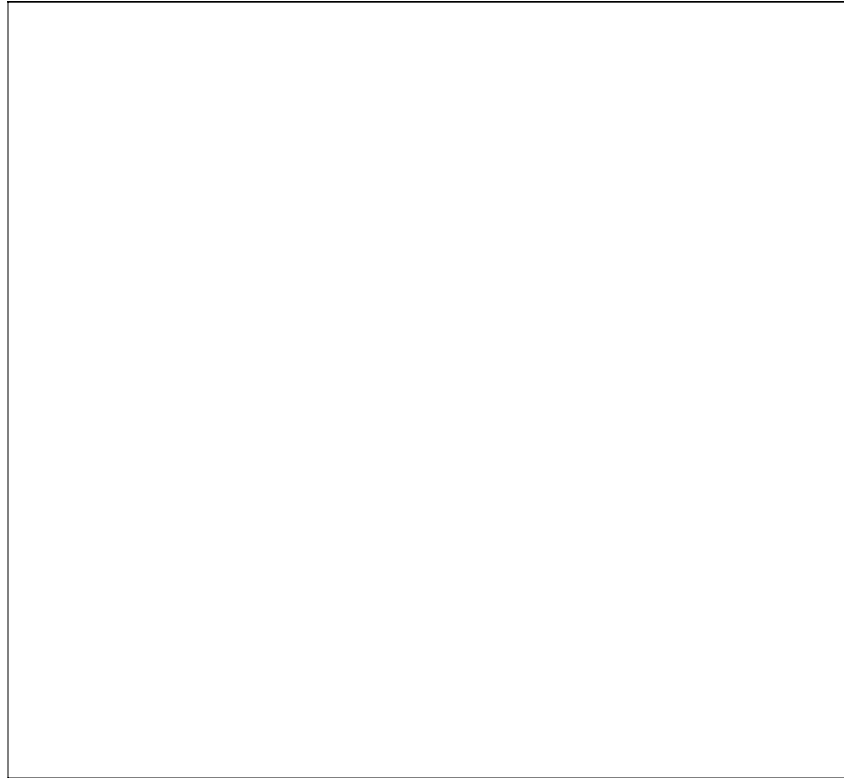
Scene	Duration	Panel	Duration
38	01:06	1 / 8	00:04



Scene	Duration	Panel	Duration
38	01:06	2 / 8	00:04



Scene	Duration	Panel	Duration
38	01:06	3 / 8	00:04





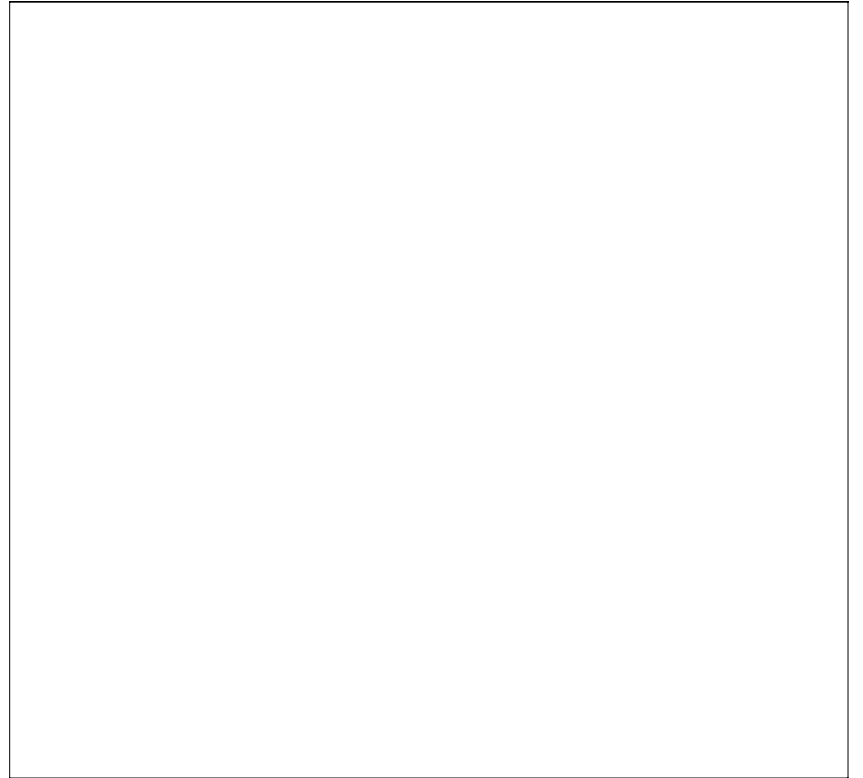
Scene	Duration	Panel	Duration
38	01:06	4 / 8	00:04



Scene	Duration	Panel	Duration
38	01:06	5 / 8	00:05



Scene	Duration	Panel	Duration
38	01:06	6 / 8	00:04



Scene	Duration	Panel	Duration
38	01:06	7 / 8	00:03



**Action Notes**

A magic blast hits a colorful tree and it transforms into a white and sepia tree.

Scene	Duration	Panel	Duration
38	01:06	8 / 8	00:02



**Action Notes**

A magic blast hits a colorful tree and it transforms into a white and sepia tree.

Scene	Duration	Panel	Duration
39	01:01	1 / 8	00:04



**Action Notes**

Dorothy and crew are shocked.

Scene	Duration	Panel	Duration
39	01:01	2 / 8	00:04



**Action Notes**

Dorothy and crew are shocked.

Scene	Duration	Panel	Duration
39	01:01	3 / 8	00:04



**Action Notes**

Dorothy and crew are shocked.

Scene	Duration	Panel	Duration
39	01:01	4 / 8	00:02



**Action Notes**

Dorothy and crew are shocked.

Scene	Duration	Panel	Duration
39	01:01	5 / 8	00:03



**Action Notes**

Dorothy and crew are shocked.

Scene	Duration	Panel	Duration
39	01:01	6 / 8	00:02



**Action Notes**

Dorothy and crew are shocked.

Scene	Duration	Panel	Duration
39	01:01	7 / 8	00:01



**Action Notes**

Dorothy and crew are shocked.

Scene	Duration	Panel	Duration
39	01:01	8 / 8	00:05



**Action Notes**

Dorothy and crew are shocked.

Scene	Duration	Panel	Duration
40	00:20	1 / 7	00:02



**Action Notes**

SEQ 7. EXT. EMERALD CITY - CONTINUOUS

Magic blasts fly everywhere.

Scene	Duration	Panel	Duration
40	00:20	2 / 7	00:03



**Action Notes**

SEQ 7. EXT. EMERALD CITY - CONTINUOUS

Magic blasts fly everywhere.



Scene	Duration	Panel	Duration
40	00:20	3 / 7	00:03

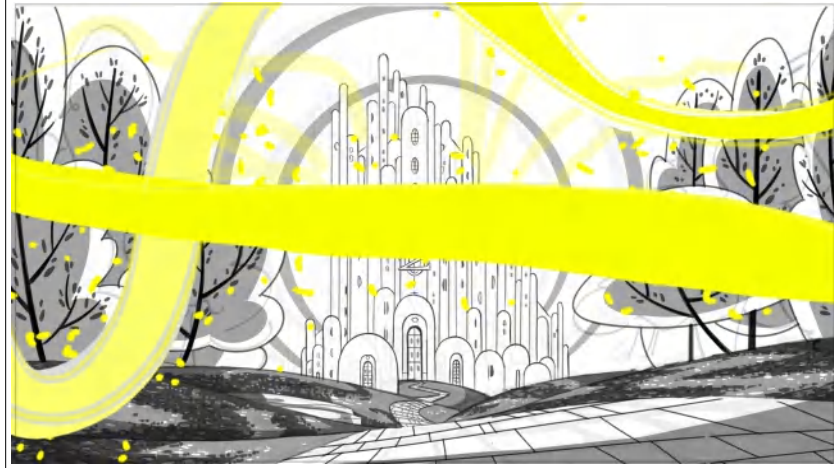


**Action Notes**

SEQ 7. EXT. EMERALD CITY - CONTINUOUS

Magic blasts fly everywhere.

Scene	Duration	Panel	Duration
40	00:20	4 / 7	00:03



**Action Notes**

SEQ 7. EXT. EMERALD CITY - CONTINUOUS

Magic blasts fly everywhere.

Scene	Duration	Panel	Duration
40	00:20	5 / 7	00:03



**Action Notes**

SEQ 7. EXT. EMERALD CITY - CONTINUOUS

Magic blasts fly everywhere.

Scene	Duration	Panel	Duration
40	00:20	6 / 7	00:03

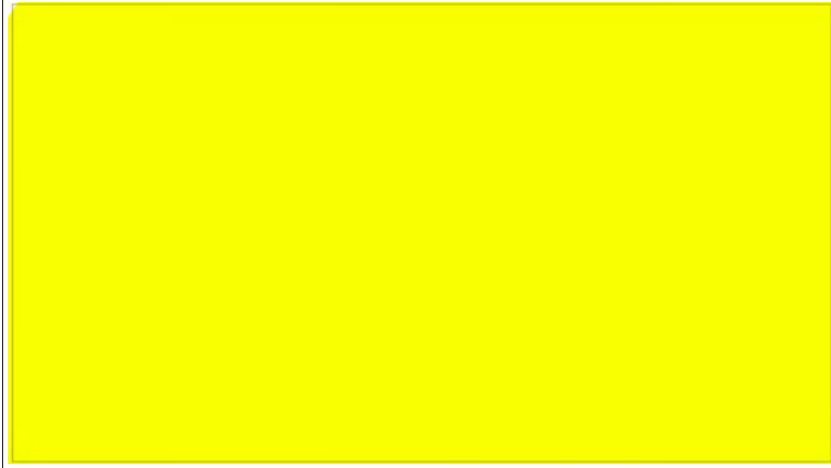


**Action Notes**

SEQ 7. EXT. EMERALD CITY - CONTINUOUS

Magic blasts fly everywhere.

Scene	Duration	Panel	Duration
40	00:20	7 / 7	00:03

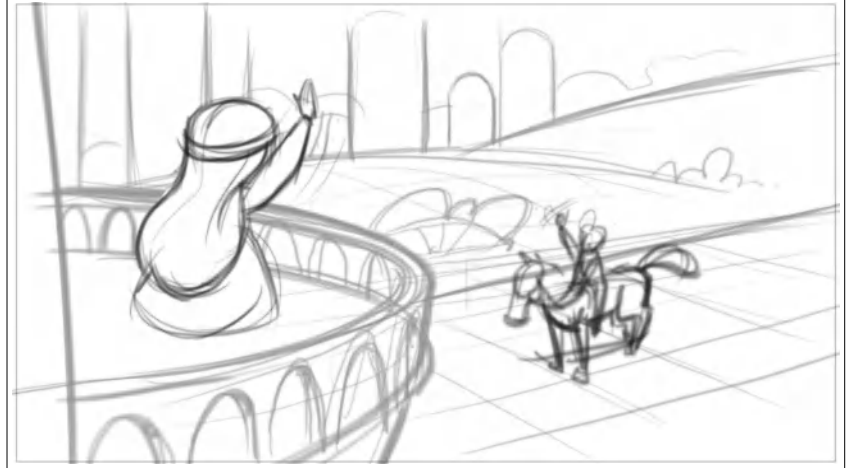


**Action Notes**

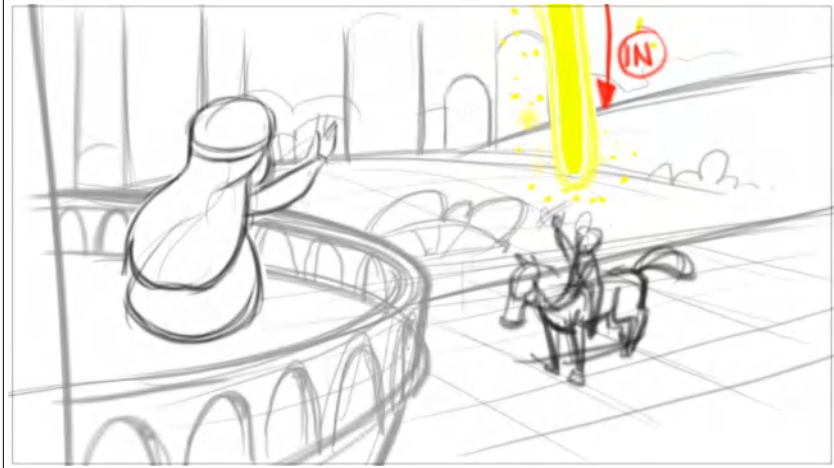
SEQ 7. EXT. EMERALD CITY - CONTINUOUS

Magic blasts fly everywhere.

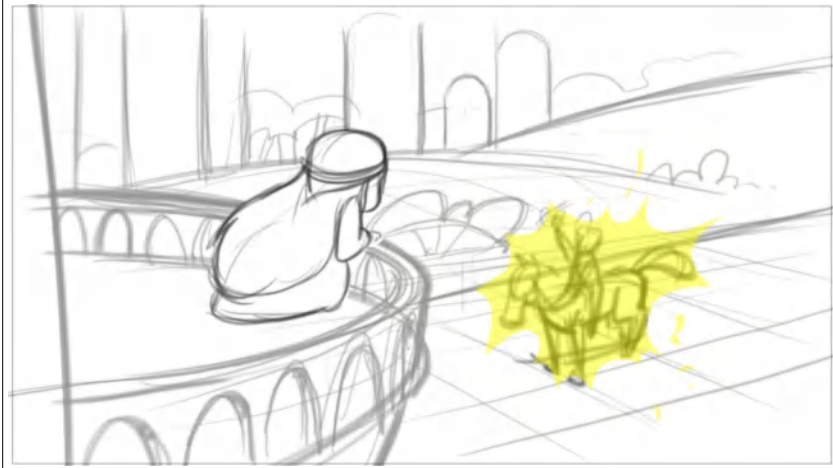
Scene	Duration	Panel	Duration
41	00:08	1 / 3	00:03



Scene	Duration	Panel	Duration
41	00:08	2 / 3	00:02



Scene	Duration	Panel	Duration
41	00:08	3 / 3	00:03



Scene	Duration	Panel	Duration
42	00:08	1 / 2	00:04



**Dialog**

47 OZMA

Oh... (giggle) Look at that!

**Action Notes**

Close on Ozma

Scene	Duration	Panel	Duration
42	00:08	2 / 2	00:04



**Dialog**

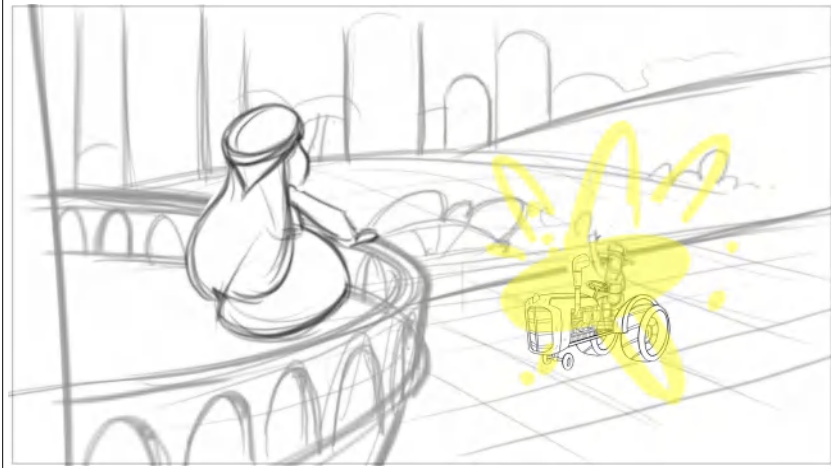
47 OZMA

Oh... (giggle) Look at that!

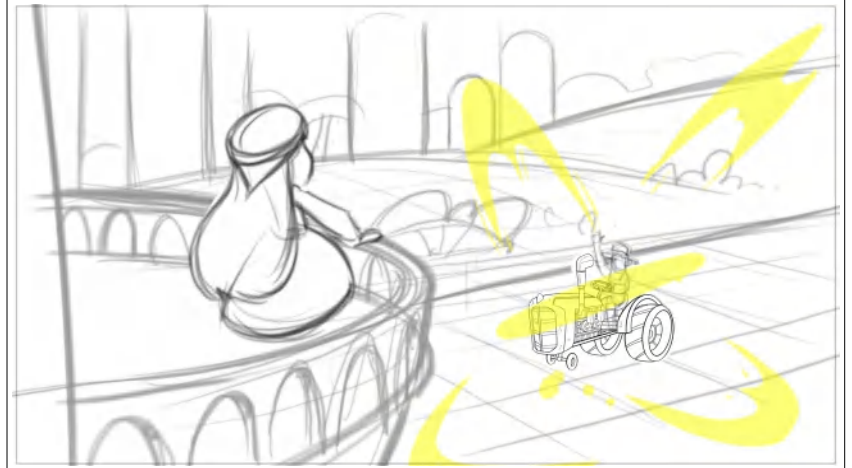
**Action Notes**

Close on Ozma

Scene	Duration	Panel	Duration
43	01:17	1 / 3	00:03

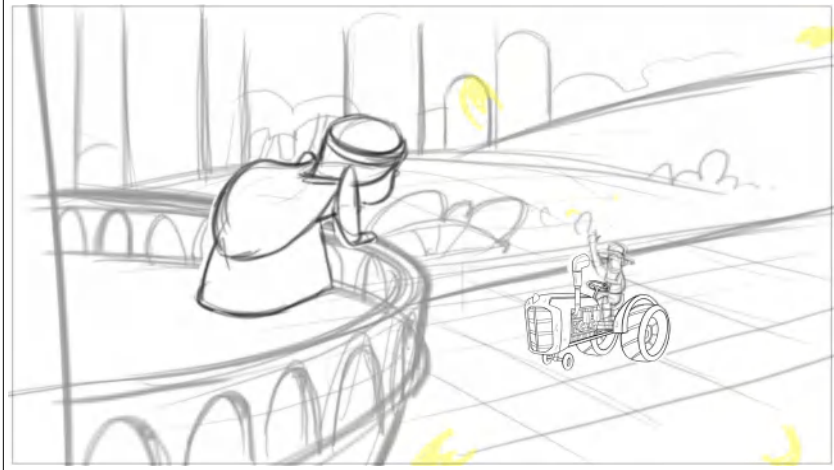


Scene	Duration	Panel	Duration
43	01:17	2 / 3	00:04

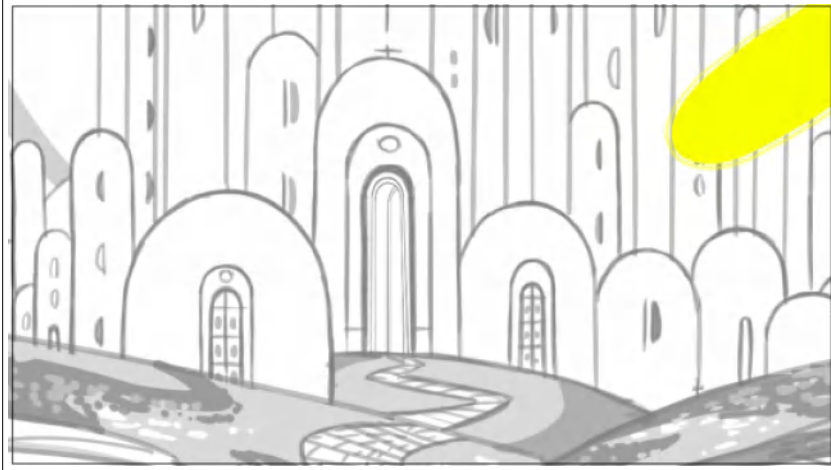




Scene	Duration	Panel	Duration
43	01:17	3 / 3	01:10



Scene	Duration	Panel	Duration
44	01:17	1 / 8	00:04

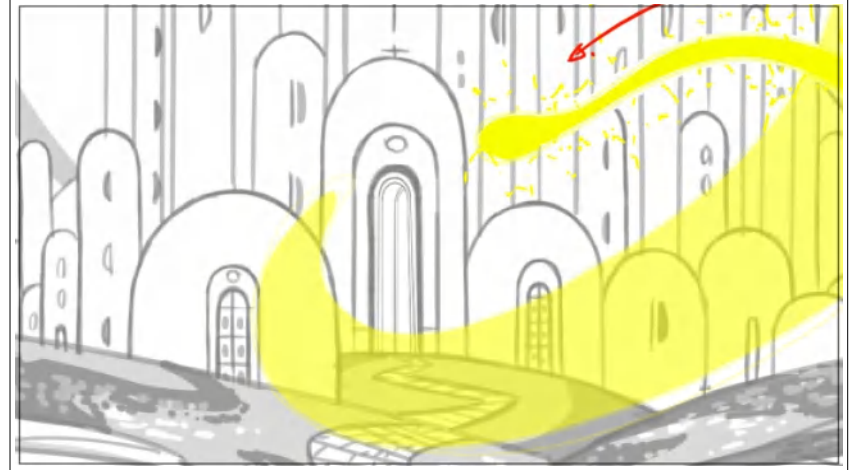


**Action Notes**

SEQ 8. EXT. EMERALD CITY - CONTINUOUS

A magic blast hits the entrance to Emerald City and transforms it into a sepia and white silo.

Scene	Duration	Panel	Duration
44	01:17	2 / 8	00:04



**Action Notes**

SEQ 8. EXT. EMERALD CITY - CONTINUOUS

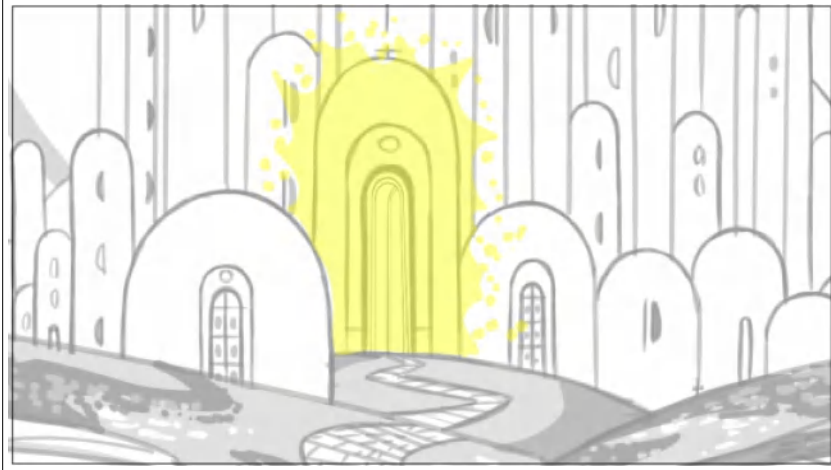
A magic blast hits the entrance to Emerald City and transforms it into a sepia and white silo.



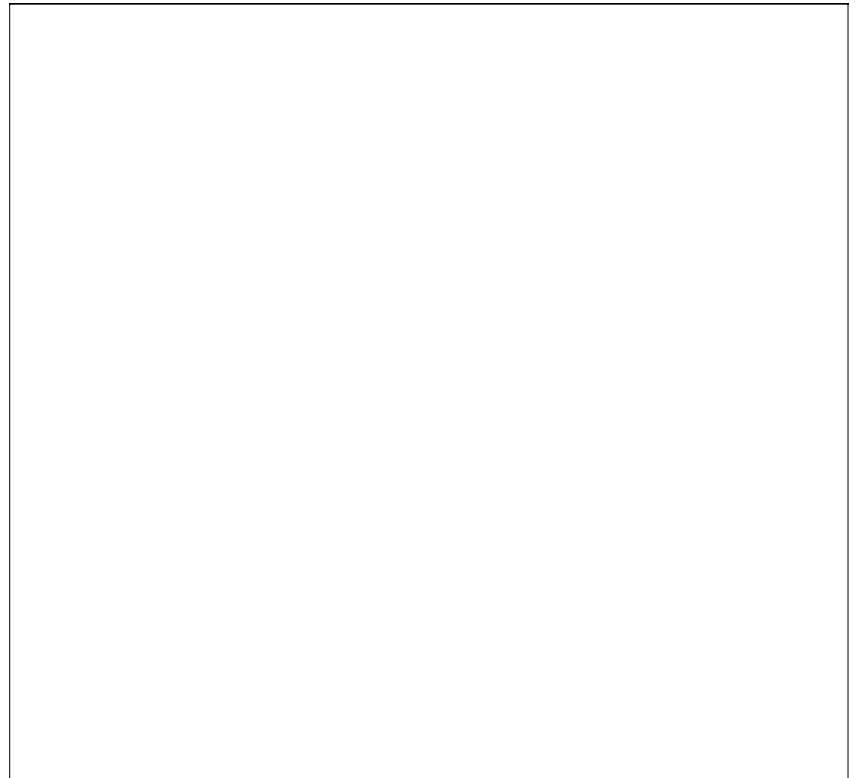
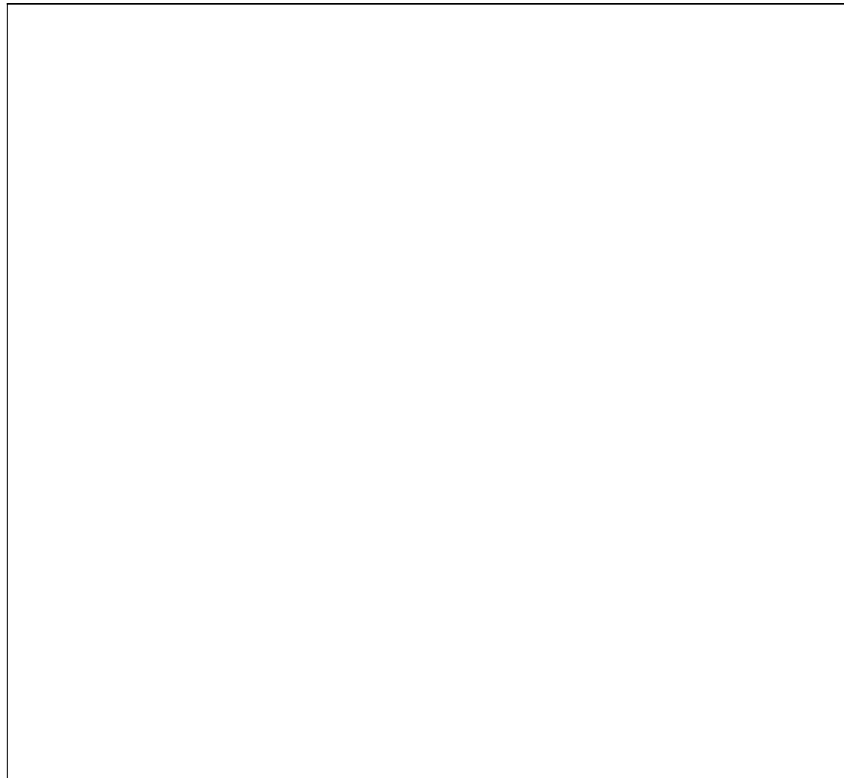
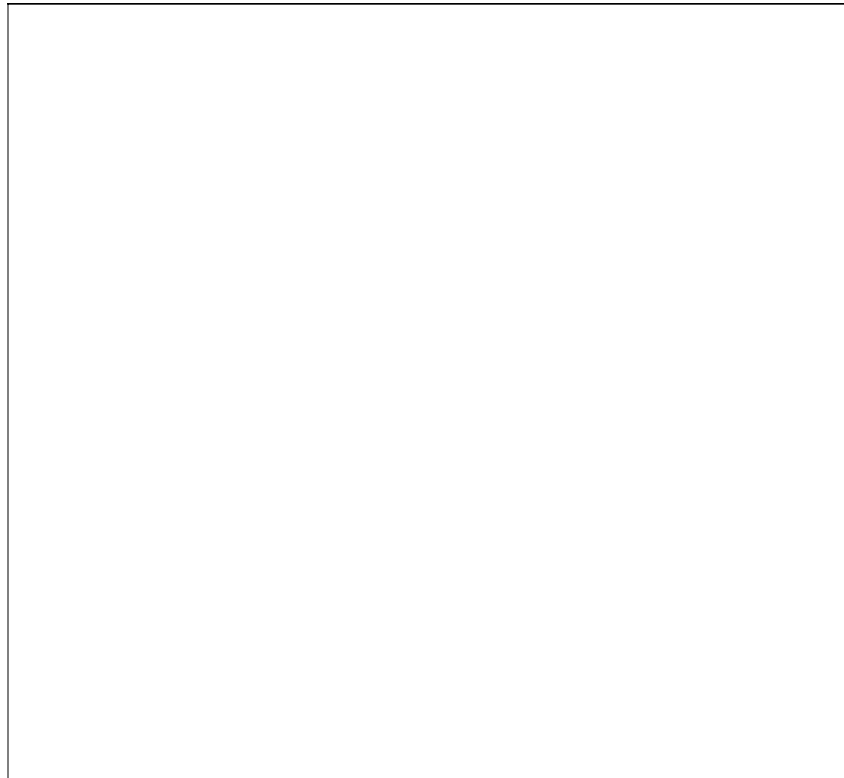
Scene	Duration	Panel	Duration
44	01:17	3 / 8	00:04



Scene	Duration	Panel	Duration
44	01:17	4 / 8	00:04



Scene	Duration	Panel	Duration
44	01:17	5 / 8	00:04



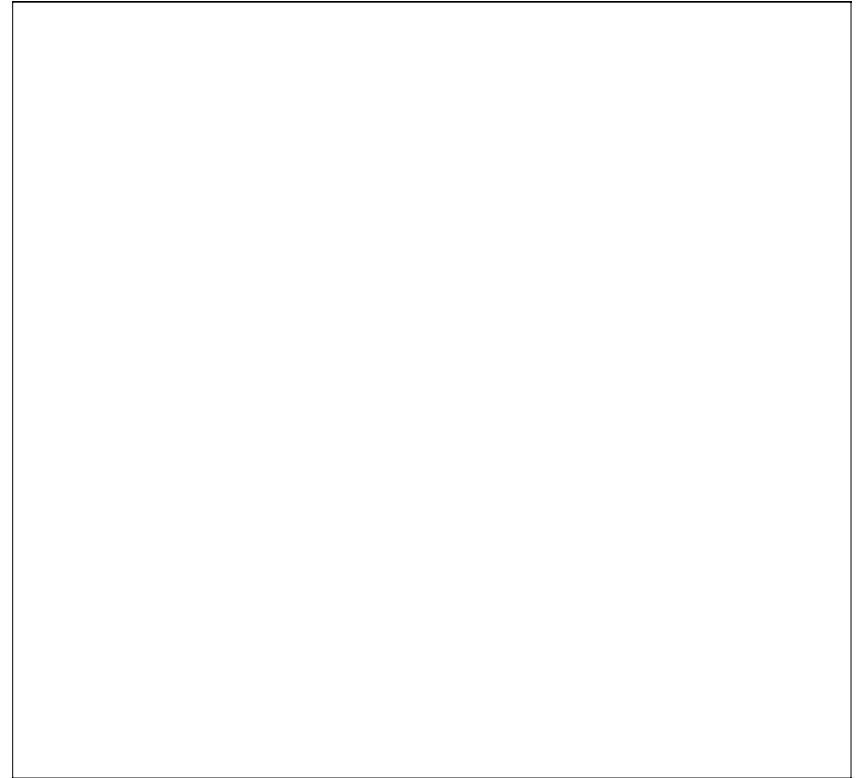
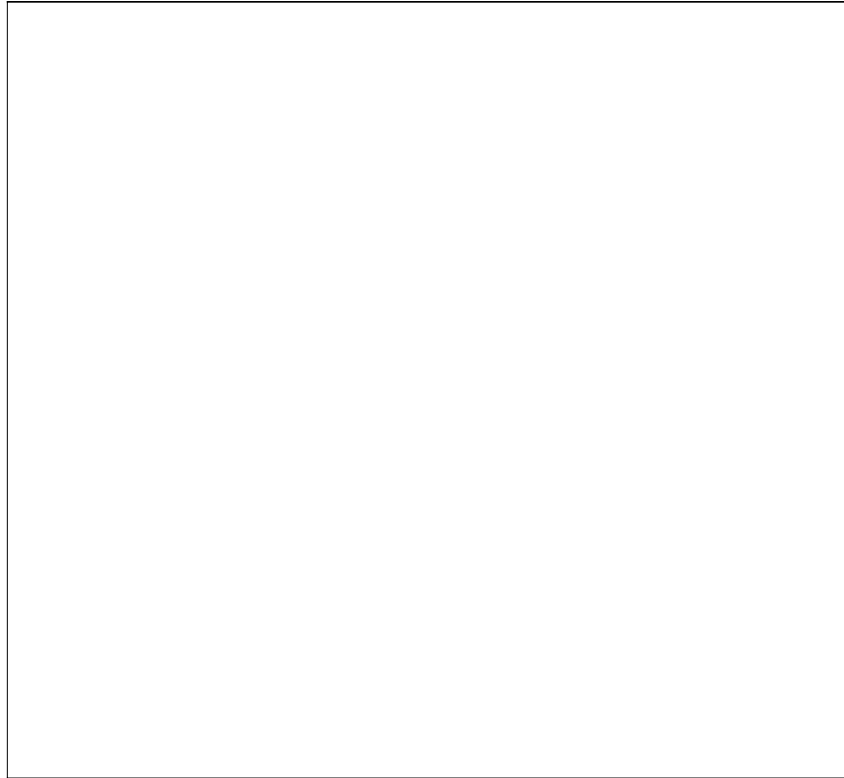
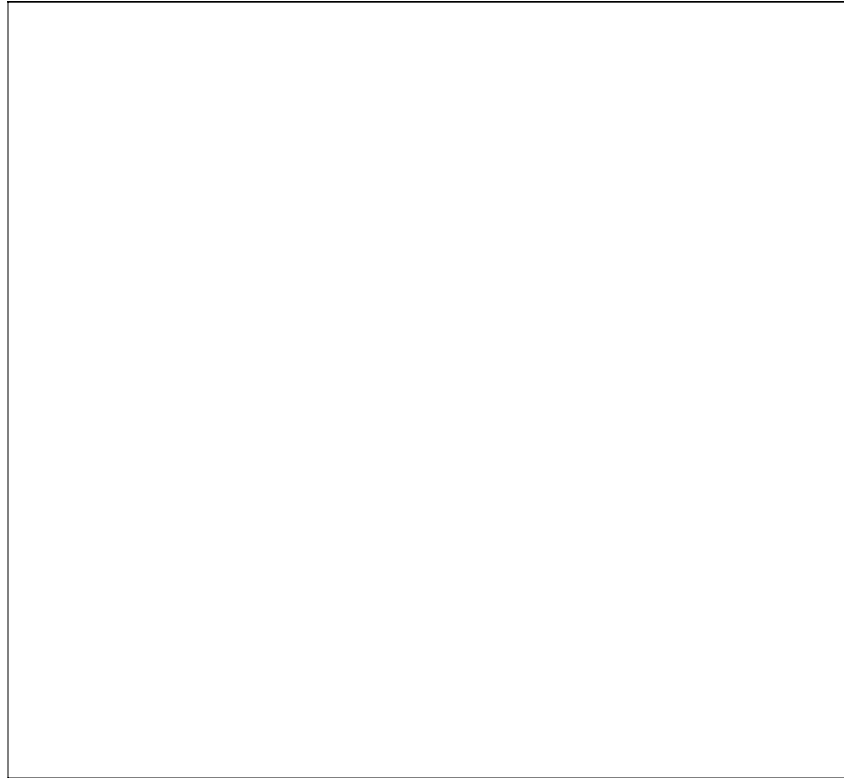
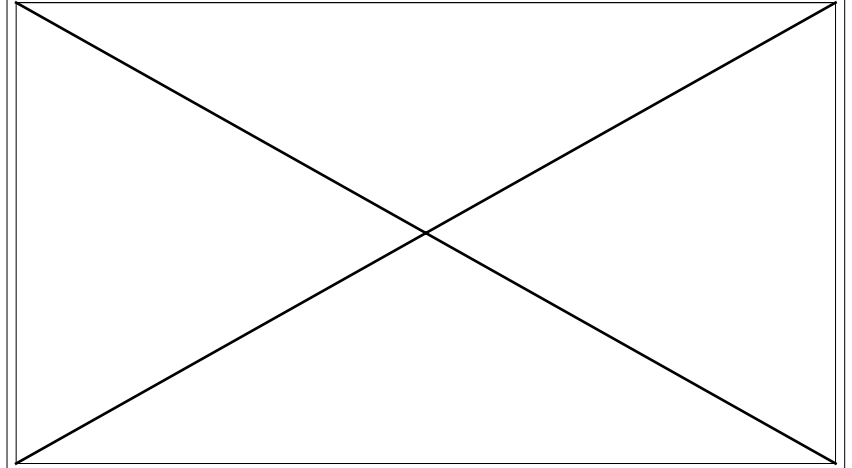
Scene	Duration	Panel	Duration
44	01:17	6 / 8	00:04



Scene	Duration	Panel	Duration
44	01:17	7 / 8	00:12

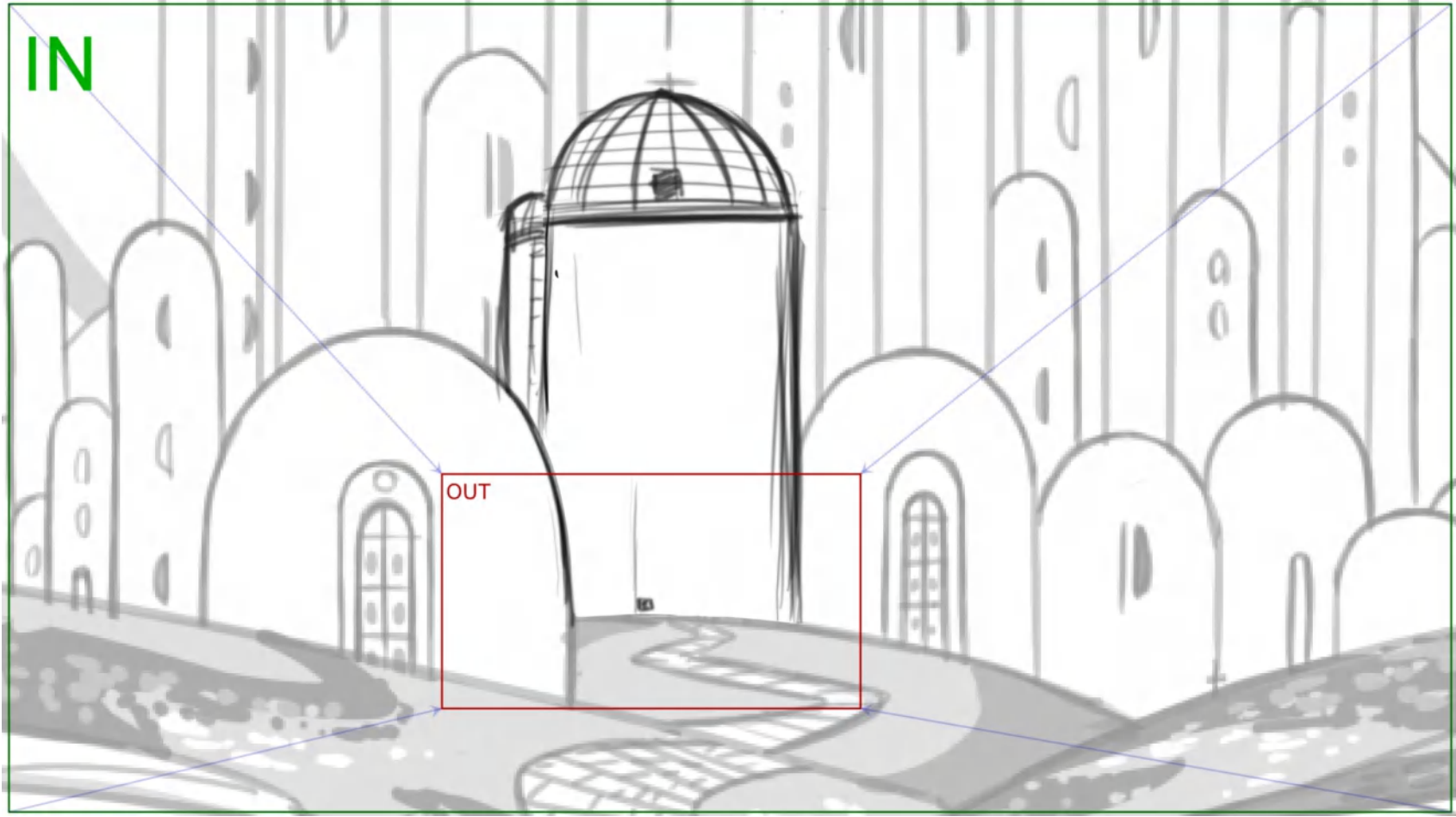


NO PANEL



Scene	Duration	Panel	Duration
44	01:17	8 / 8	00:05

Scene	Duration	Panel	Duration
45	03:08	1 / 9	00:02

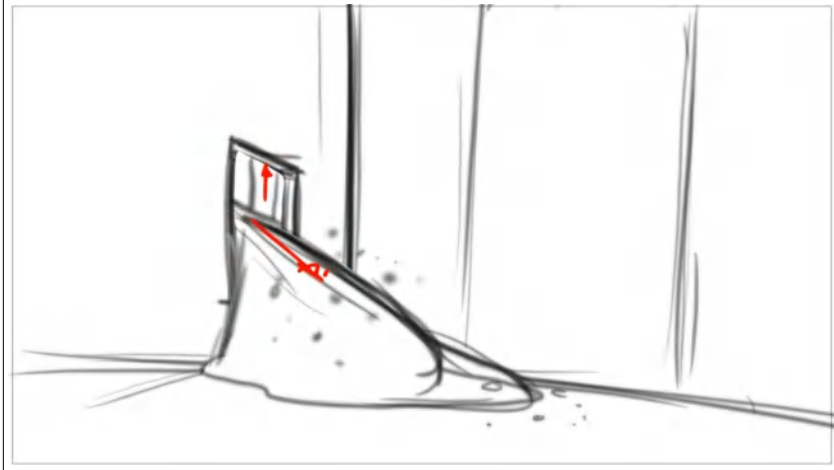


**Action Notes**  
TRUCK IN

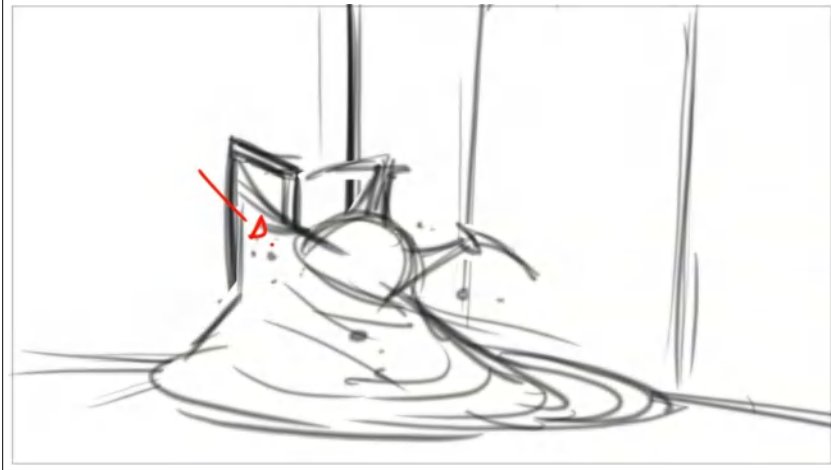


**Action Notes**  
CLOSE ON THE SILO DOOR.  
It opnes and the Oz gatekeeper. In Kansas Farm Gab, pops his head out of a pile of grain that pours out of the silo front.

Scene	Duration	Panel	Duration
45	03:08	2 / 9	00:02



Scene	Duration	Panel	Duration
45	03:08	3 / 9	00:02



Scene	Duration	Panel	Duration
45	03:08	4 / 9	01:01



**Dialog**

48 OZ GATEKEEPER

(Spitting out grain)

Scene	Duration	Panel	Duration
45	03:08	5 / 9	00:11



**Dialog**

48 OZ GATEKEEPER (contd)

Where's my city! This is intolerable! Outrageous!  
Unacceptable!

Scene	Duration	Panel	Duration
45	03:08	6 / 9	00:17



**Dialog**

48 OZ GATEKEEPER (contd)

Where's my city! This is intolerable! Outrageous!  
Unacceptable!

Scene	Duration	Panel	Duration
45	03:08	7 / 9	00:08



**Dialog**

48 OZ GATEKEEPER (contd)

Where's my city! This is intolerable! Outrageous!  
Unacceptable!



Scene	Duration	Panel	Duration
45	03:08	8 / 9	00:08



**Dialog**

48 OZ GATEKEEPER (contd)

Where's my city! This is intolerable! Outrageous!  
Unacceptable!

Scene	Duration	Panel	Duration
45	03:08	9 / 9	00:05

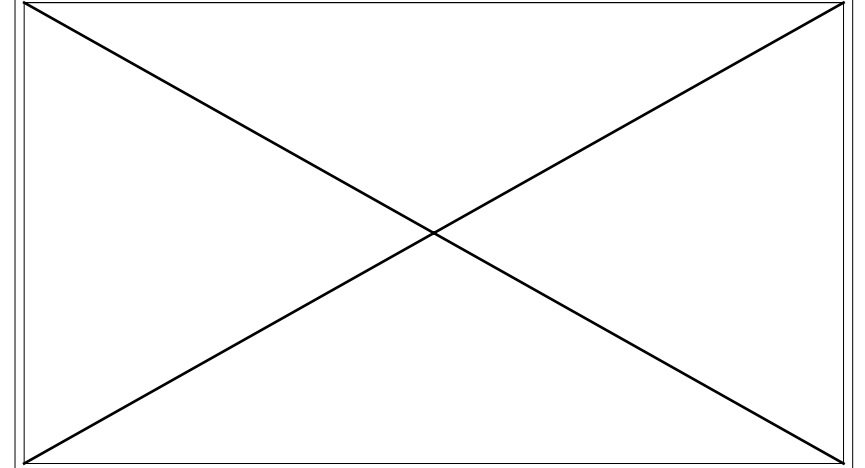


**Dialog**

48 OZ GATEKEEPER (contd)

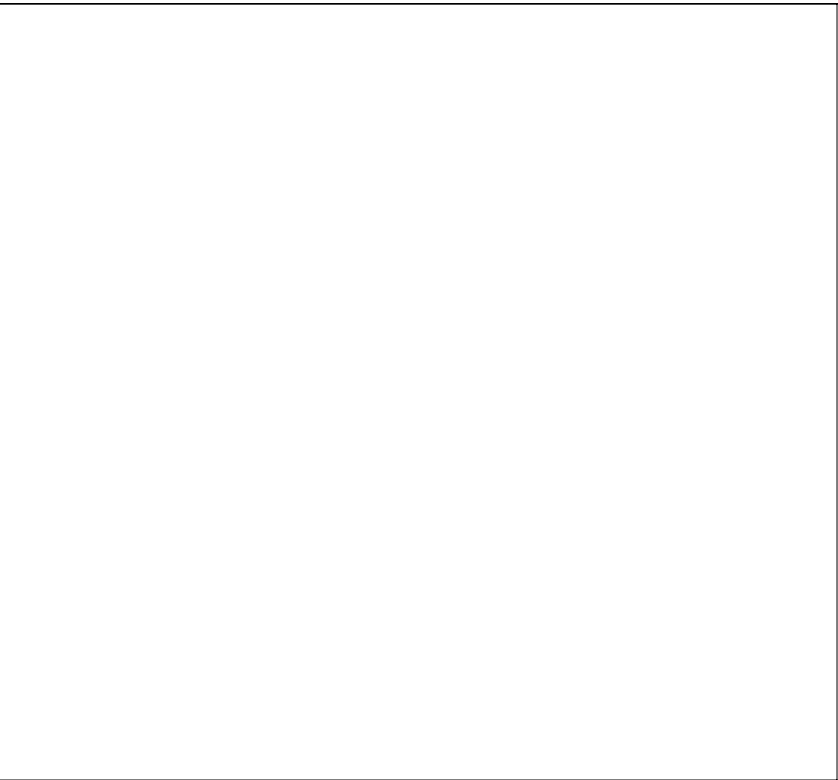
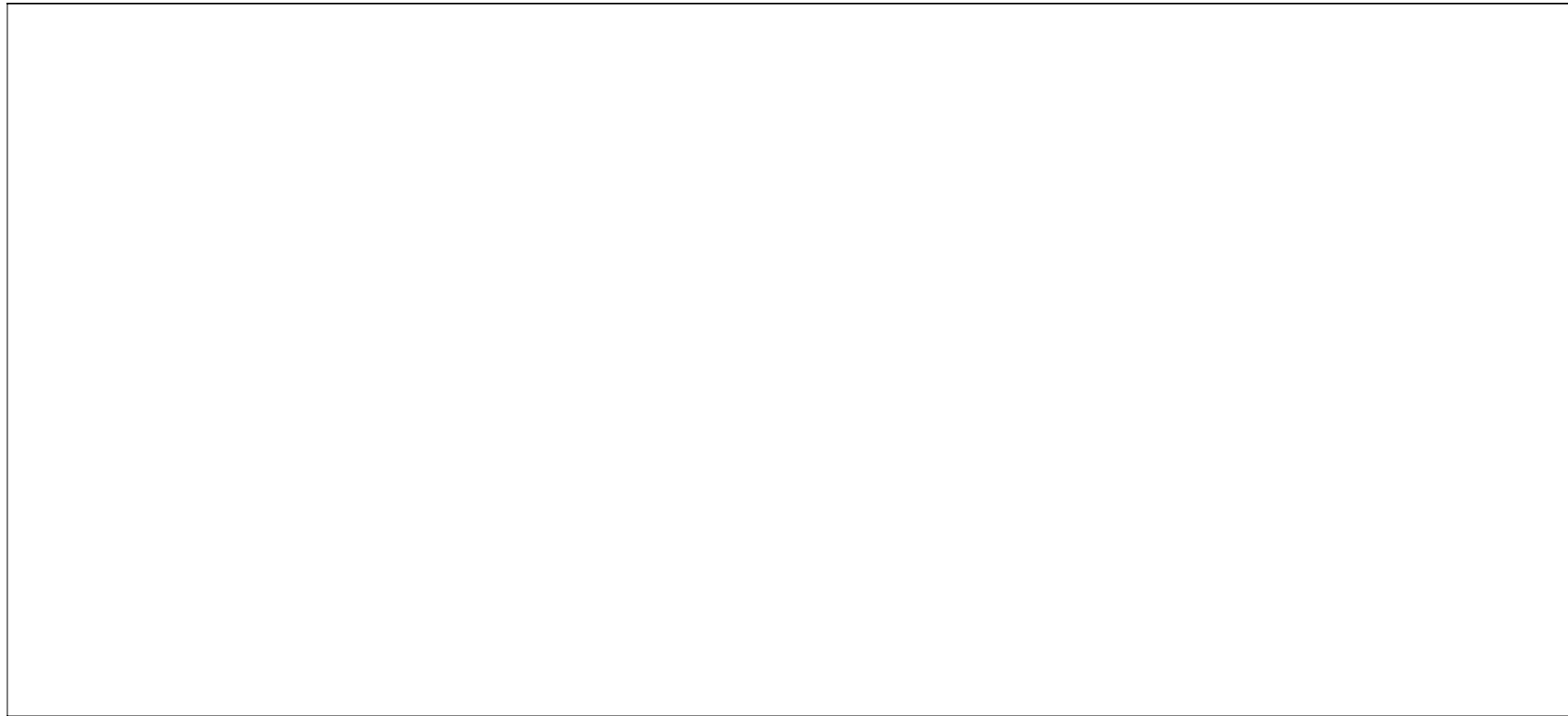
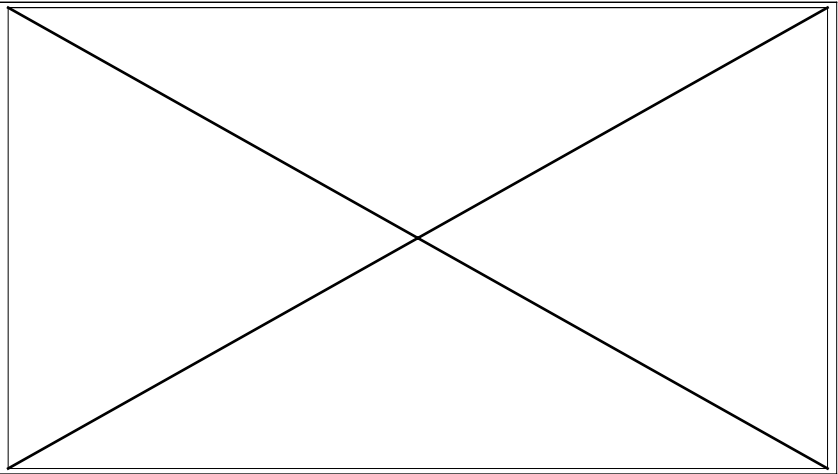
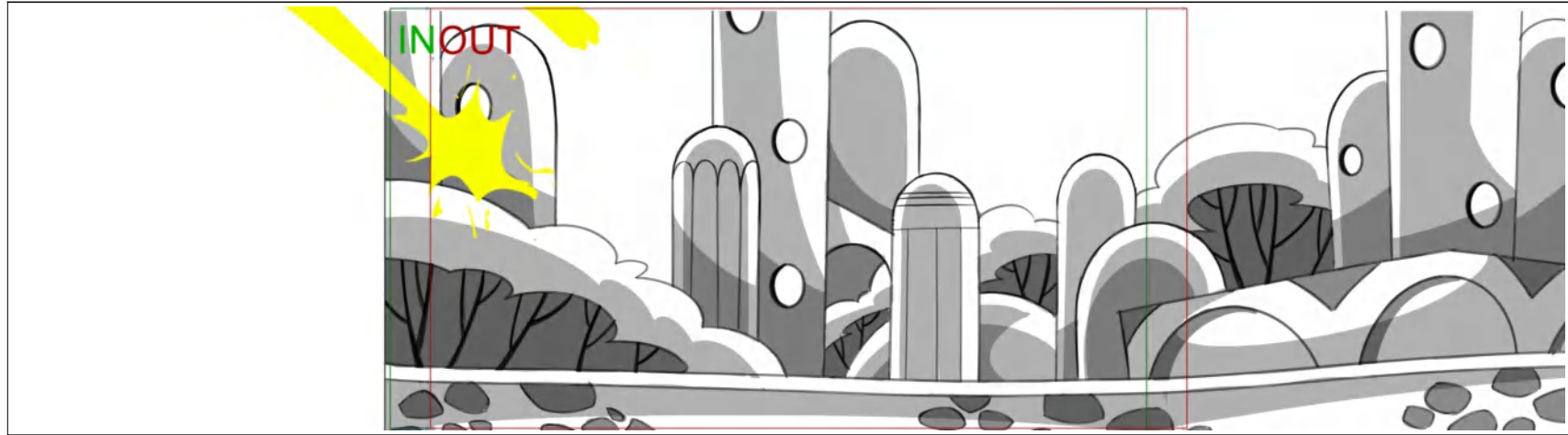
Where's my city! This is intolerable! Outrageous!  
Unacceptable!

NO PANEL



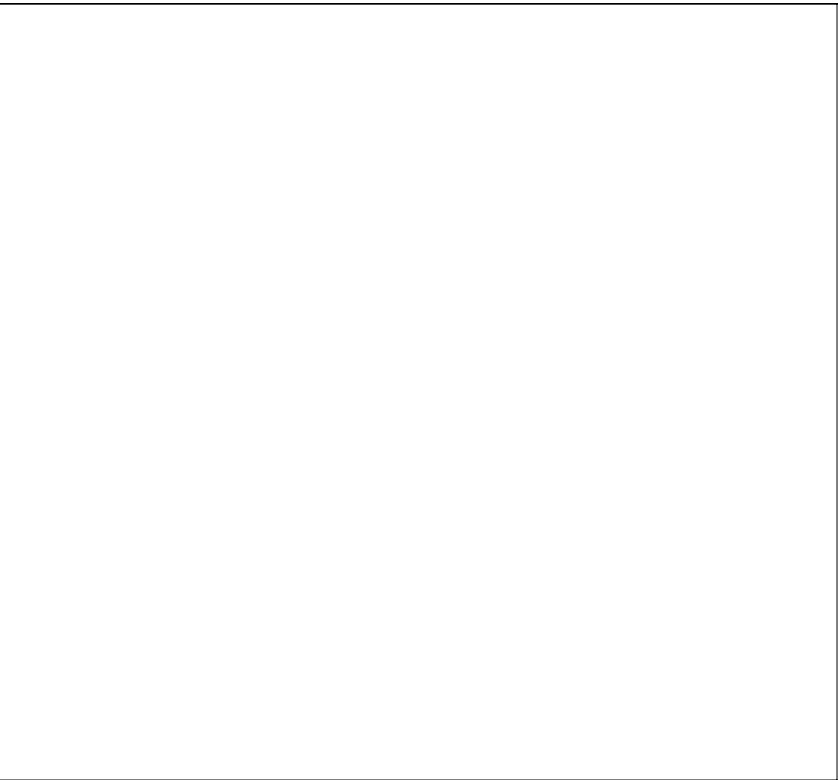
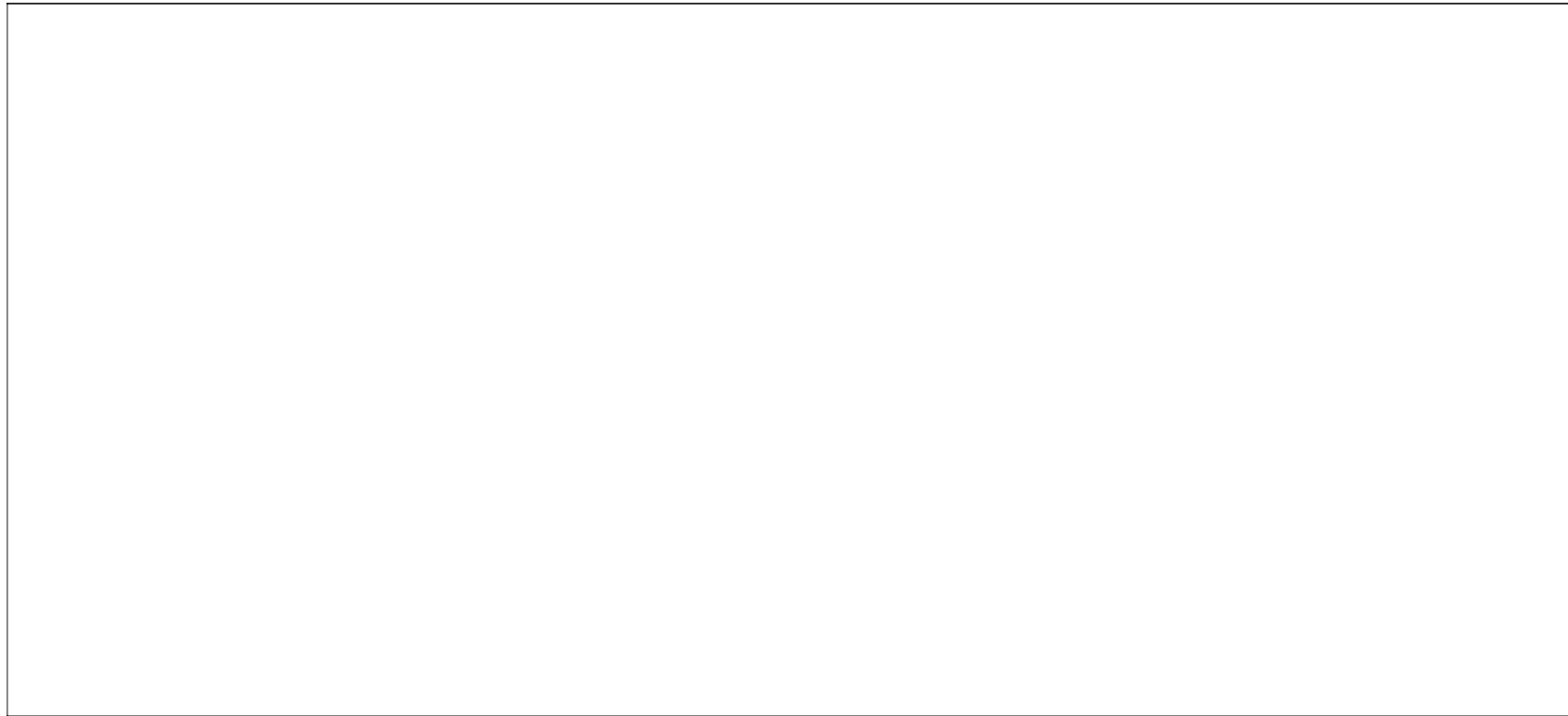
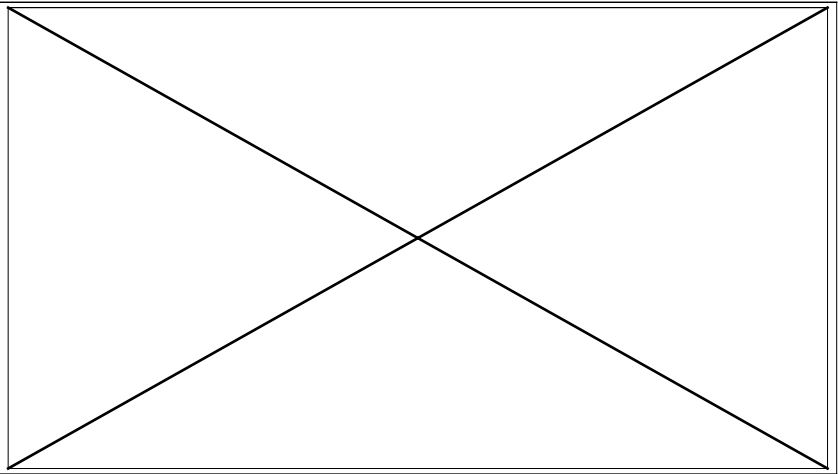
Scene	Duration	Panel	Duration
46	01:08	1 / 7	00:02

NO PANEL



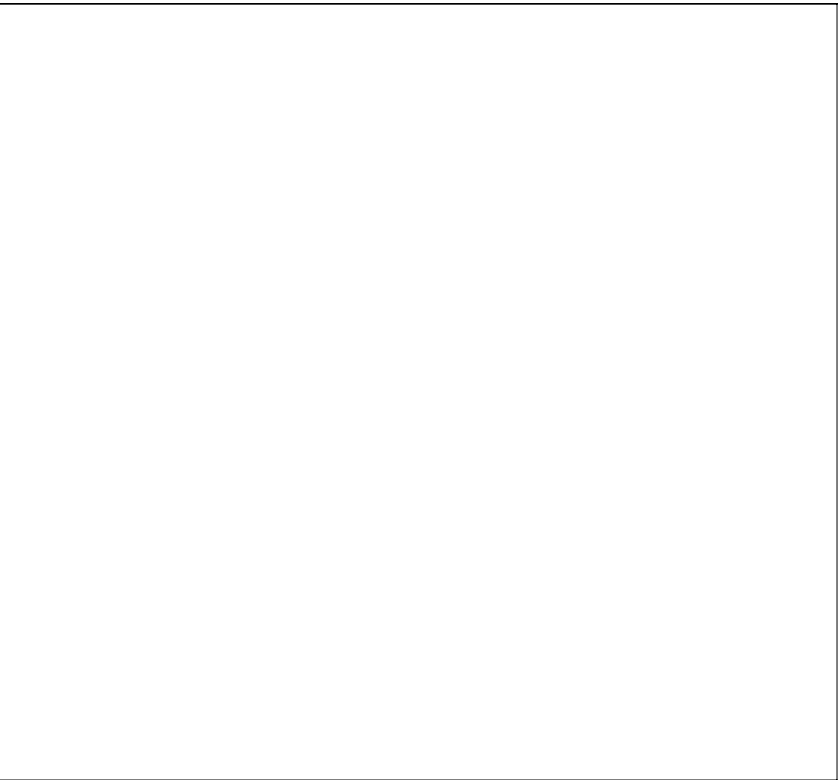
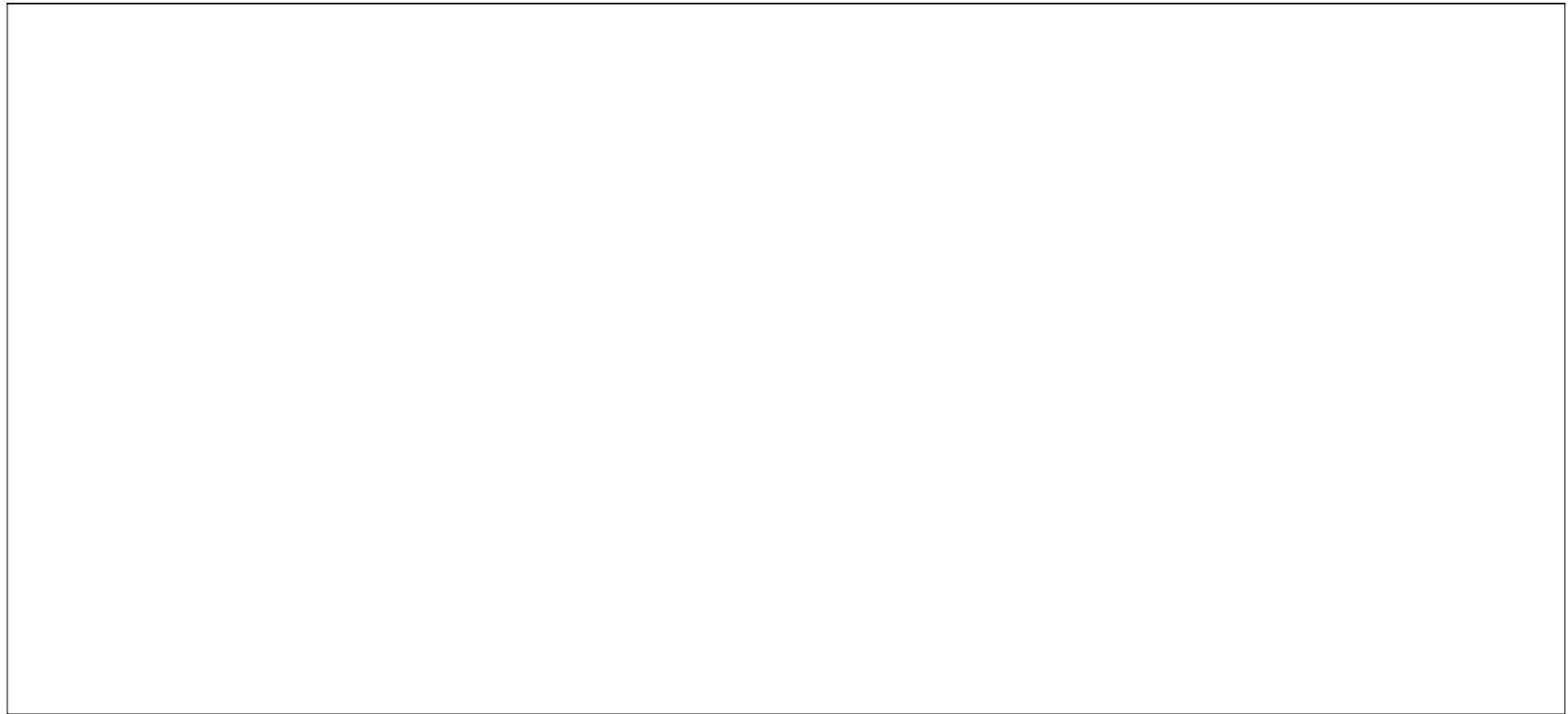
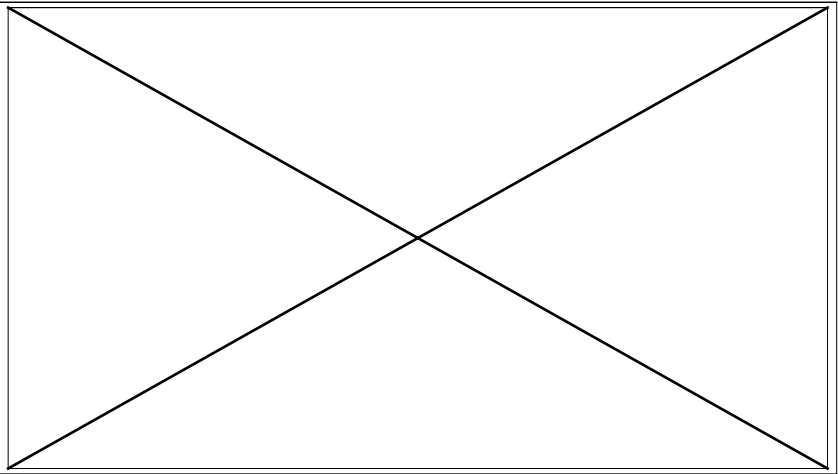
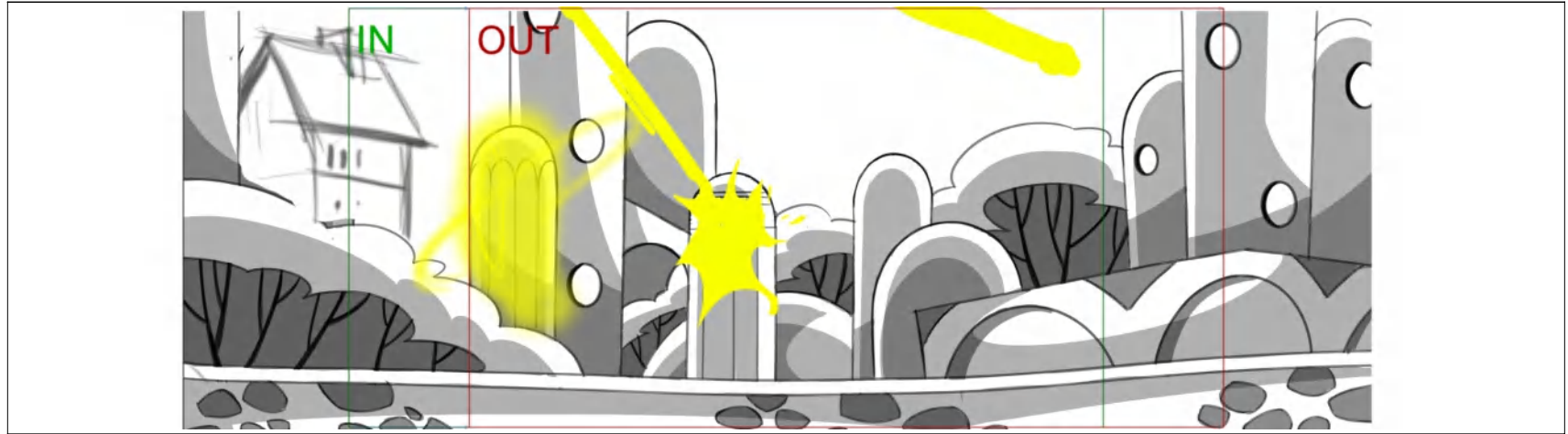
Scene	Duration	Panel	Duration
46	01:08	2 / 7	00:02

NO PANEL



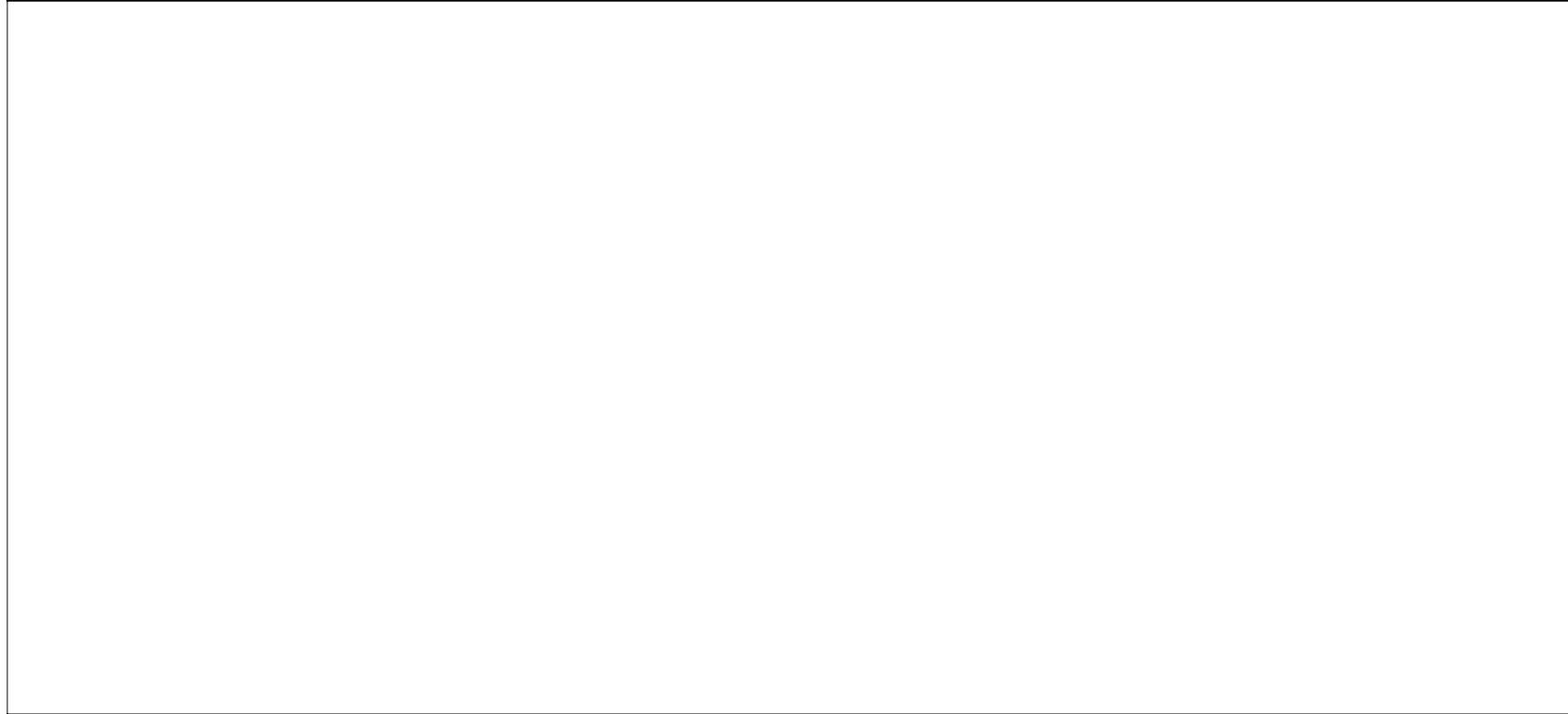
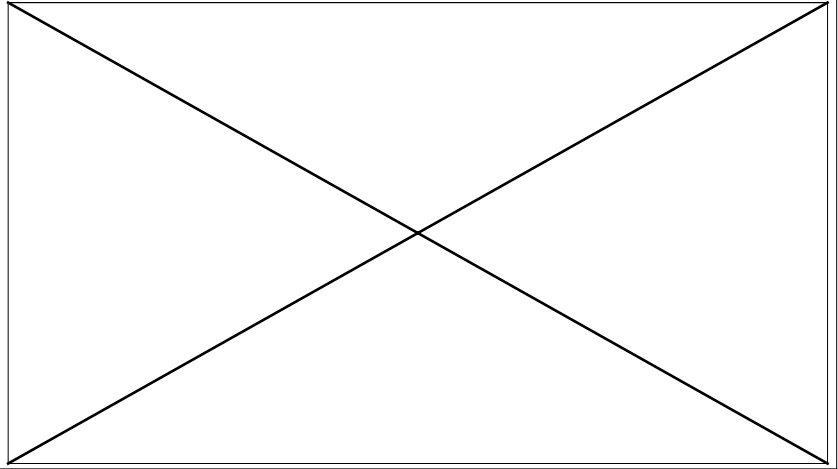
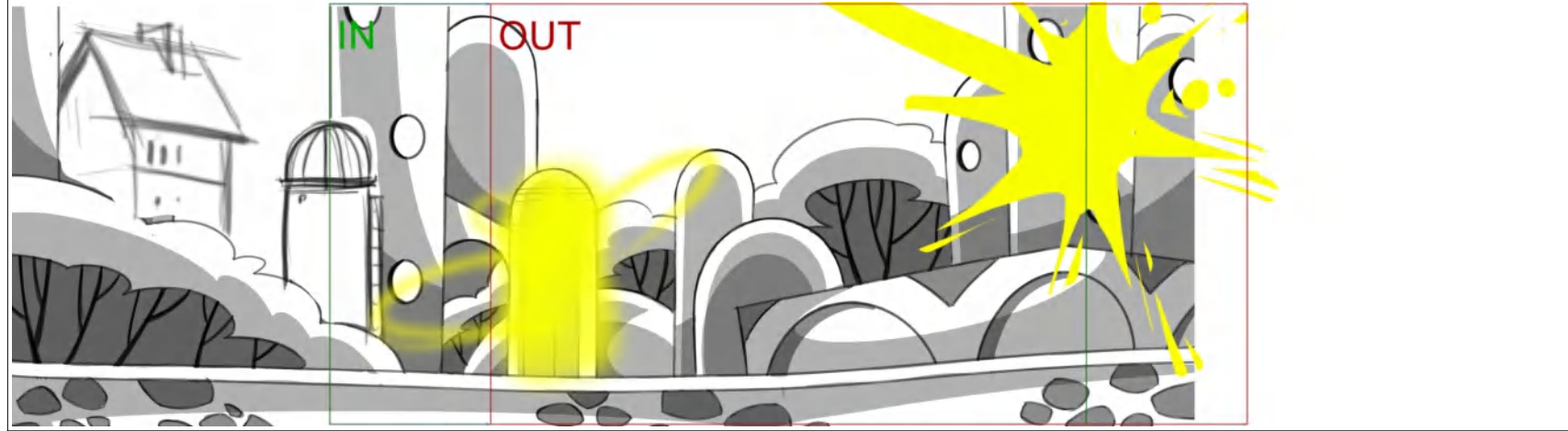
Scene	Duration	Panel	Duration
46	01:08	3 / 7	00:04

NO PANEL



Scene	Duration	Panel	Duration
46	01:08	4 / 7	00:05

NO PANEL

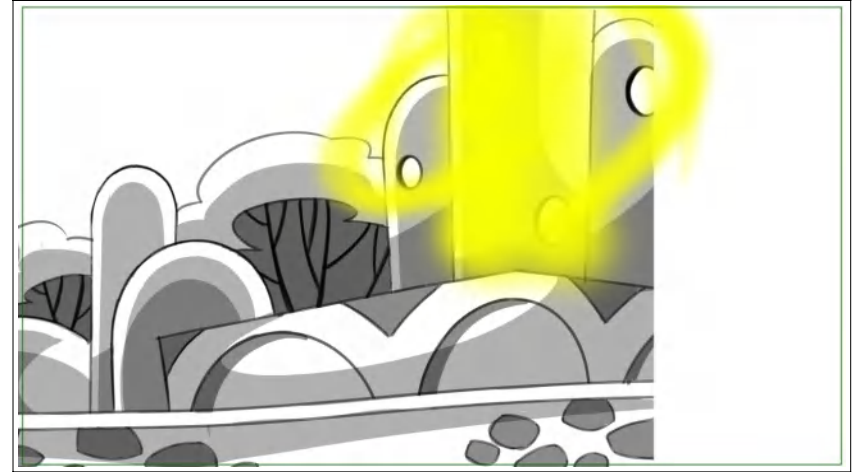




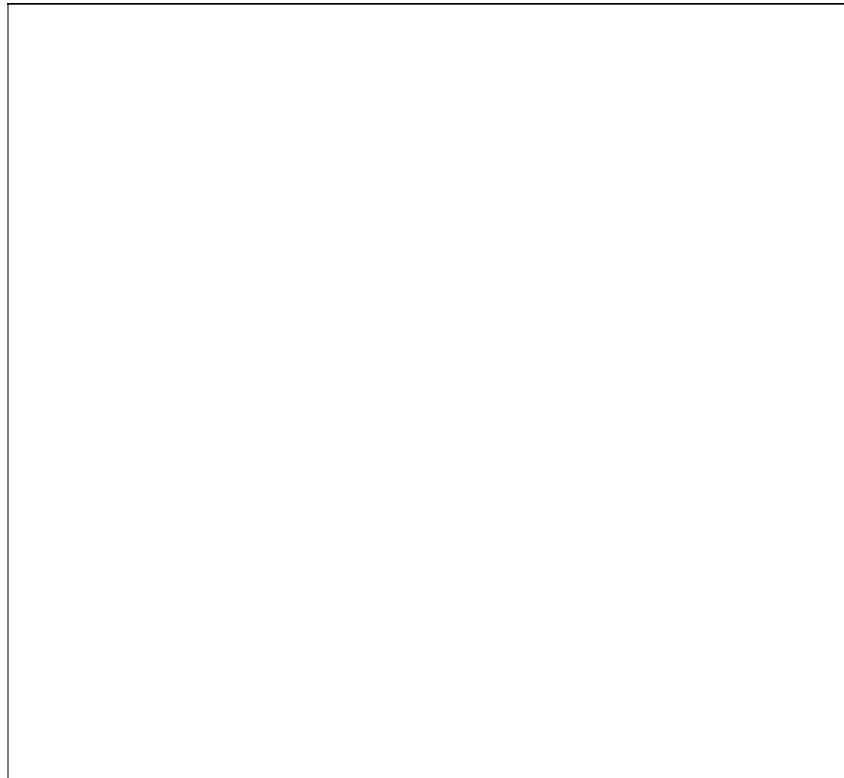
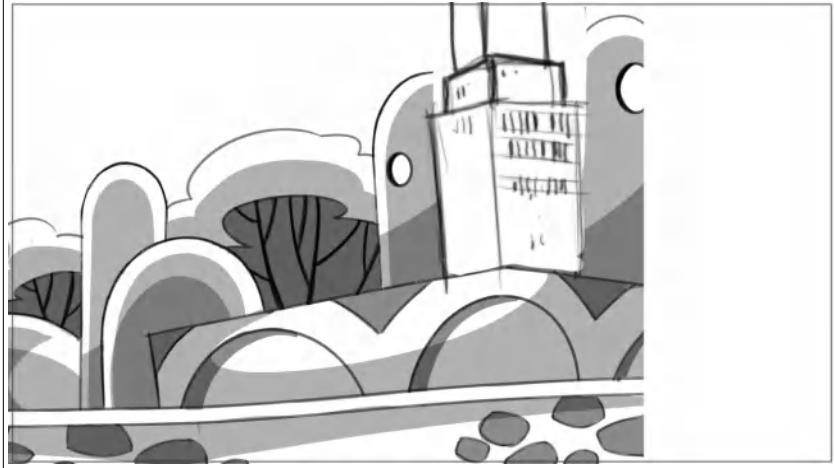
Scene	Duration	Panel	Duration
46	01:08	5 / 7	00:03



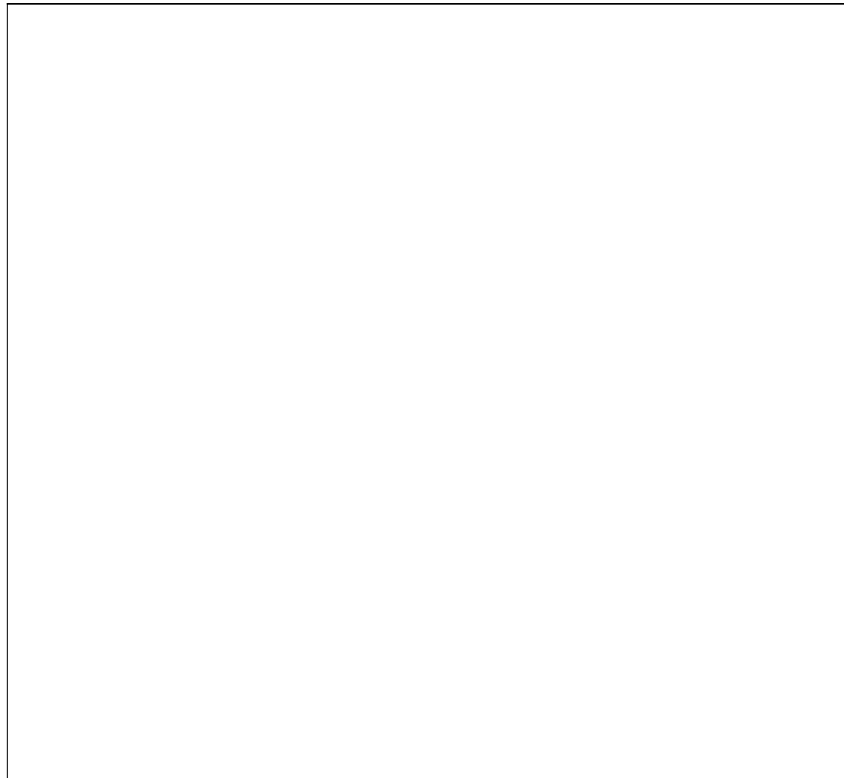
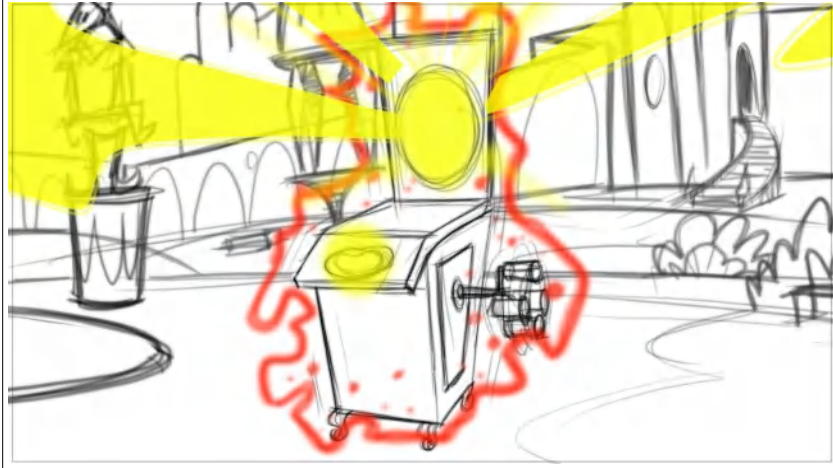
Scene	Duration	Panel	Duration
46	01:08	6 / 7	00:07



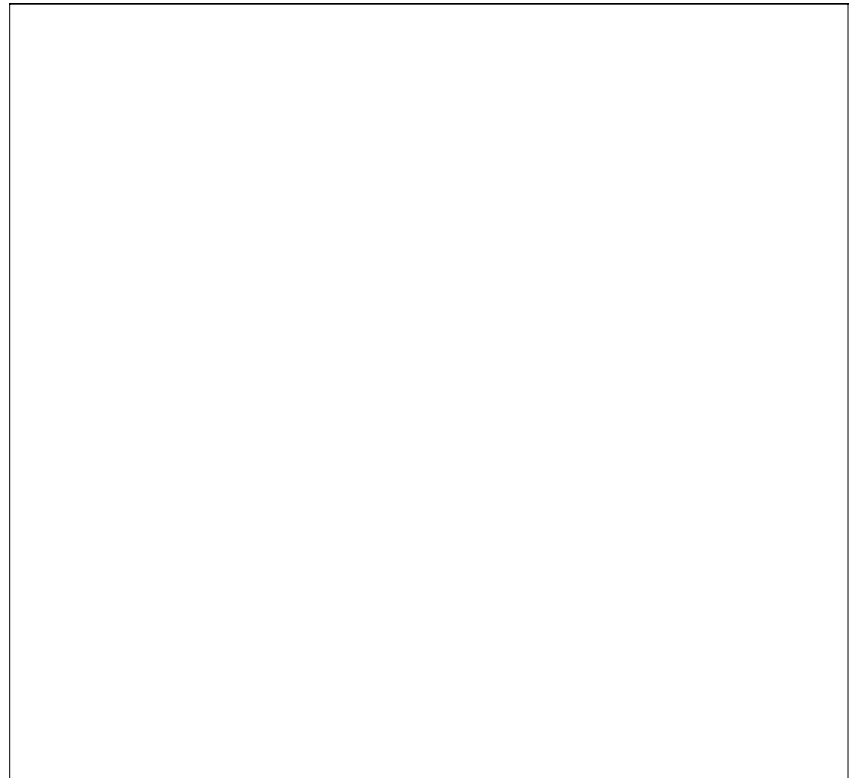
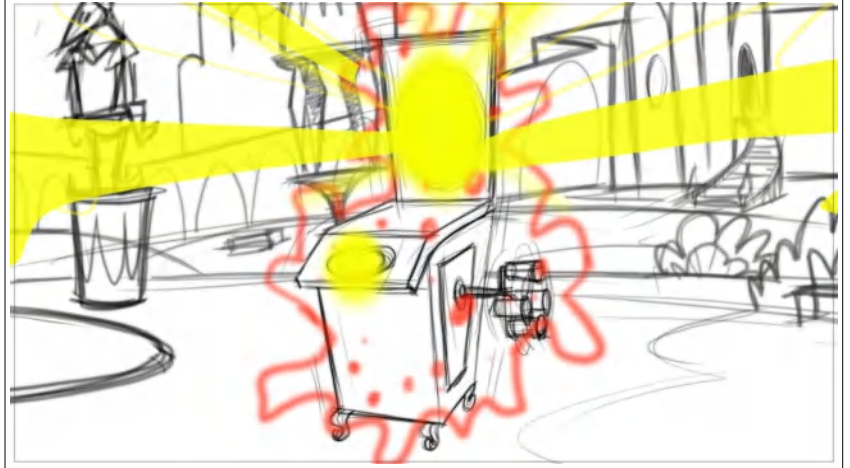
Scene	Duration	Panel	Duration
46	01:08	7 / 7	00:09



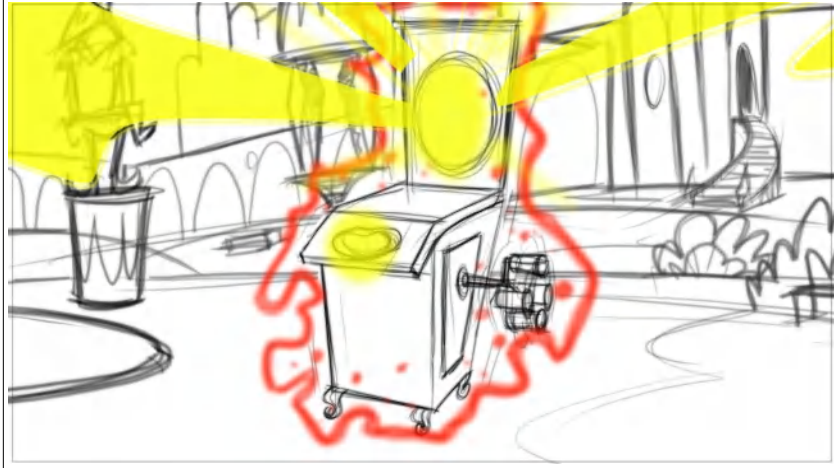
Scene	Duration	Panel	Duration
47	00:16	1 / 4	00:04



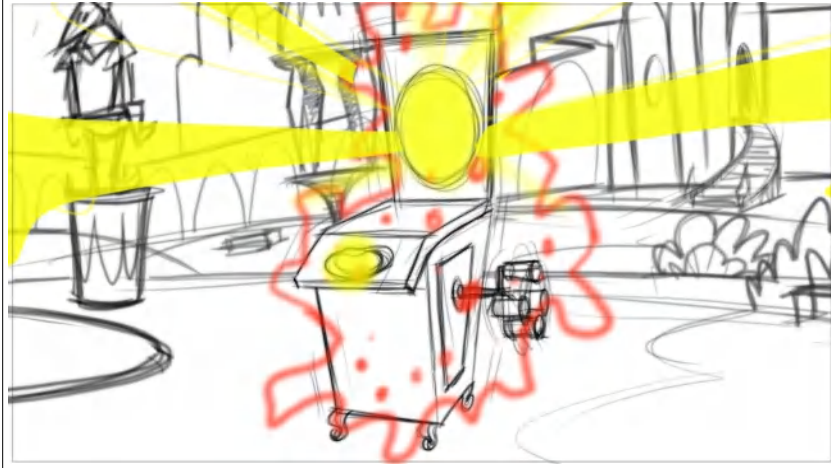
Scene	Duration	Panel	Duration
47	00:16	2 / 4	00:04



Scene	Duration	Panel	Duration
47	00:16	3 / 4	00:04



Scene	Duration	Panel	Duration
47	00:16	4 / 4	00:04



Scene	Duration	Panel	Duration
48	00:21	1 / 4	00:05



Scene	Duration	Panel	Duration
48	00:21	2 / 4	00:03



Scene	Duration	Panel	Duration
48	00:21	3 / 4	00:03



Scene	Duration	Panel	Duration
48	00:21	4 / 4	00:10



Scene	Duration	Panel	Duration
49	01:01	1 / 2	00:07



**Dialog**

49 TIN MAN  
That's new.

**Action Notes**

ANGLE on Tin Man

Scene	Duration	Panel	Duration
49	01:01	2 / 2	00:18



**Dialog**

49 TIN MAN  
That's new.

**Action Notes**

ANGLE on Tin Man

Scene	Duration	Panel	Duration
50	02:05	1 / 4	00:04





Scene	Duration	Panel	Duration
50	02:05	2 / 4	00:04



Scene	Duration	Panel	Duration
50	02:05	3 / 4	01:05



Scene	Duration	Panel	Duration
50	02:05	4 / 4	00:16



**Dialog**  
 50 DOROTHY  
 It's all from Kansas!

**Action Notes**  
 Dorothy retrieves some of the mail, looks at it.  
 50 DOROTHY  
 It's all from Kansas!

**Dialog**  
 50 DOROTHY  
 It's all from Kansas!

**Action Notes**  
 Dorothy retrieves some of the mail, looks at it.  
 50 DOROTHY  
 It's all from Kansas!

Scene	Duration	Panel	Duration
51	01:08	1 / 3	00:05



**Dialog**

51 SCARECROW

Mail that travels that far ....

**Action Notes**

Scarecrow looks over Dorothy's shoulder.

Scene	Duration	Panel	Duration
51	01:08	2 / 3	00:06



**Dialog**

51 SCARECROW (contd)

...should have a lot more postage!

Scene	Duration	Panel	Duration
51	01:08	3 / 3	00:21



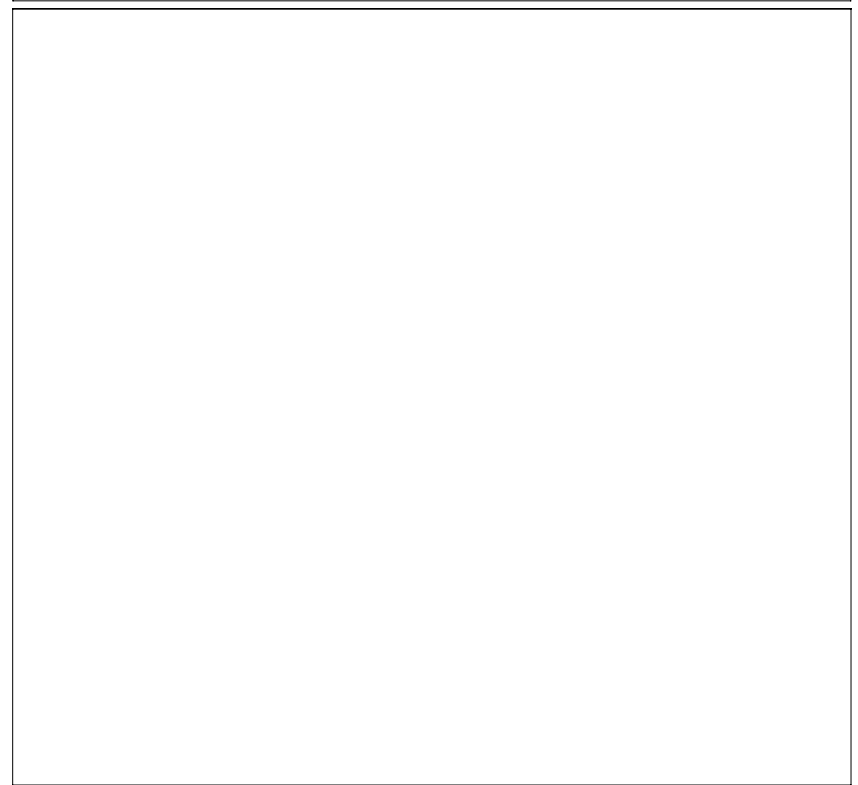
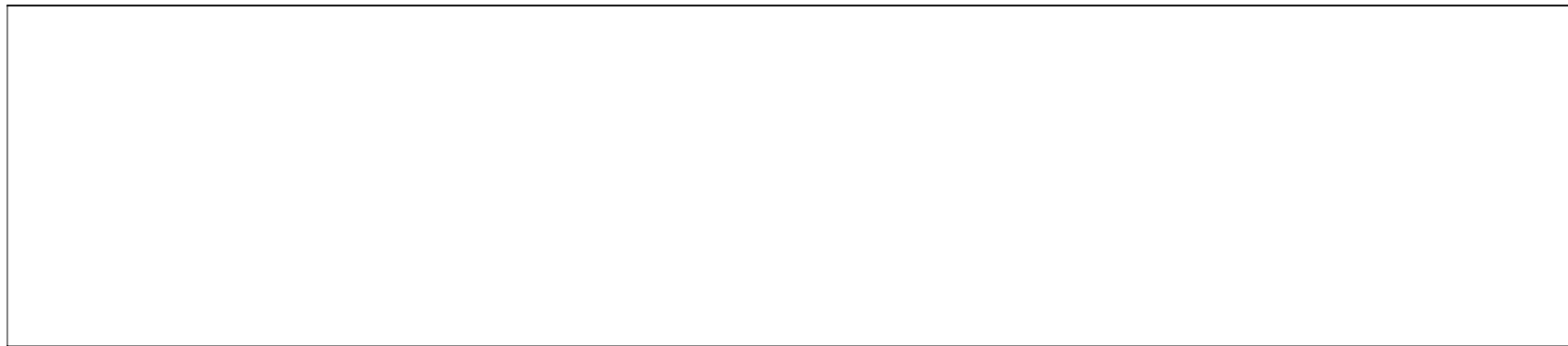
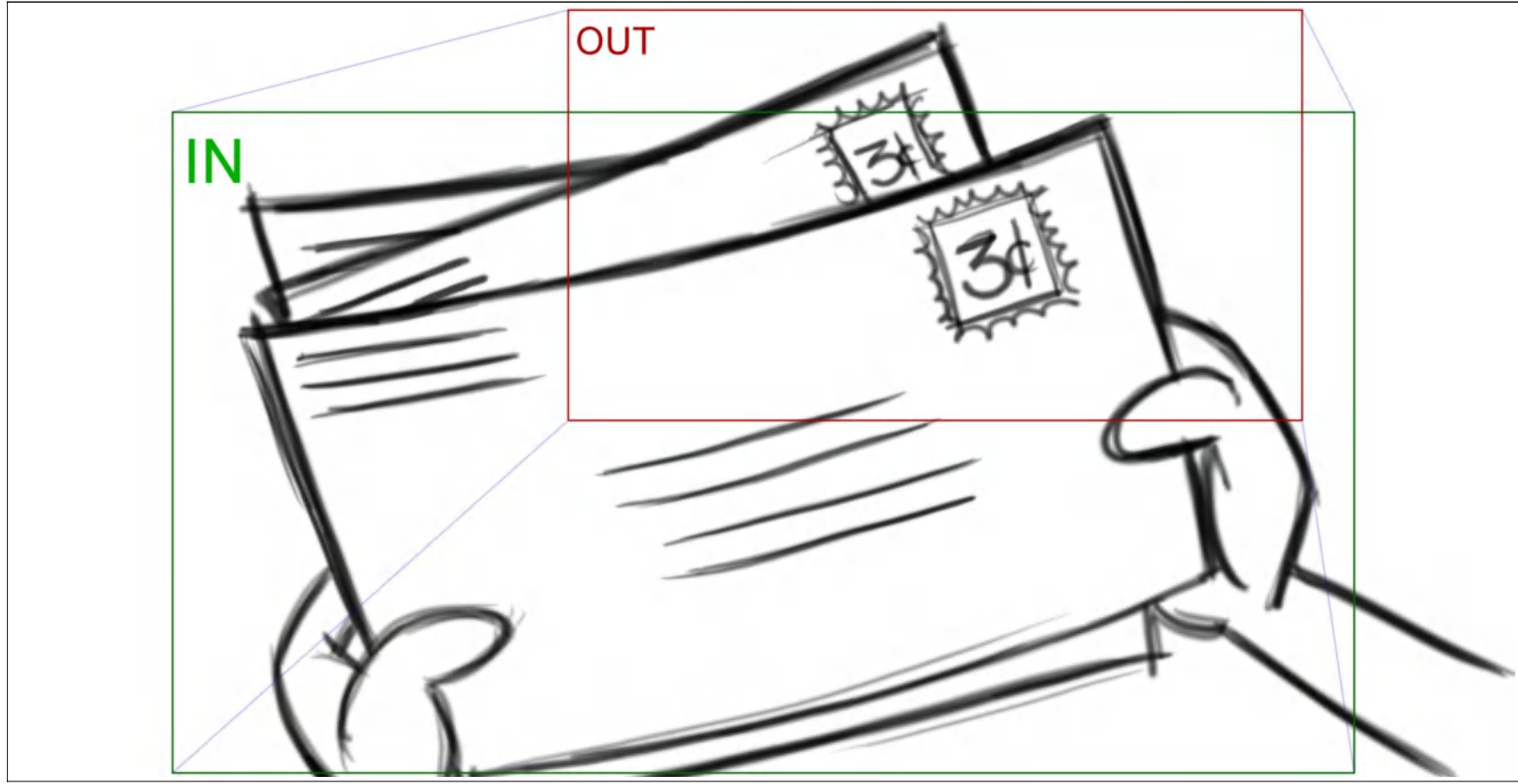
**Dialog**

51 SCARECROW (contd)

...should have a lot more postage!

Scene	Duration	Panel	Duration
52	02:05	1 / 1	02:05

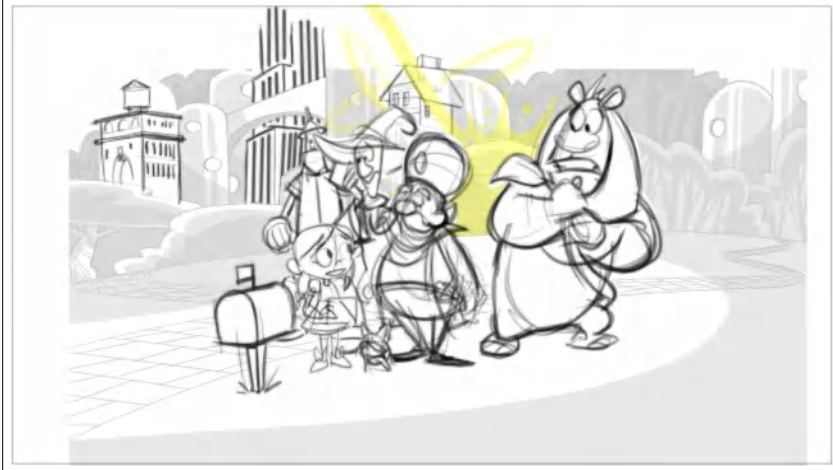
Scene	Duration	Panel	Duration
53	00:17	1 / 4	00:03



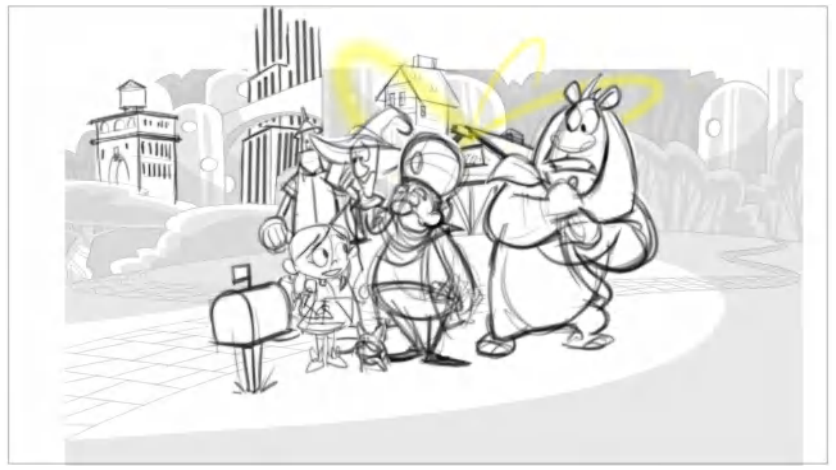
Scene	Duration	Panel	Duration
53	00:17	2 / 4	00:04



Scene	Duration	Panel	Duration
53	00:17	3 / 4	00:04



Scene	Duration	Panel	Duration
53	00:17	4 / 4	00:06



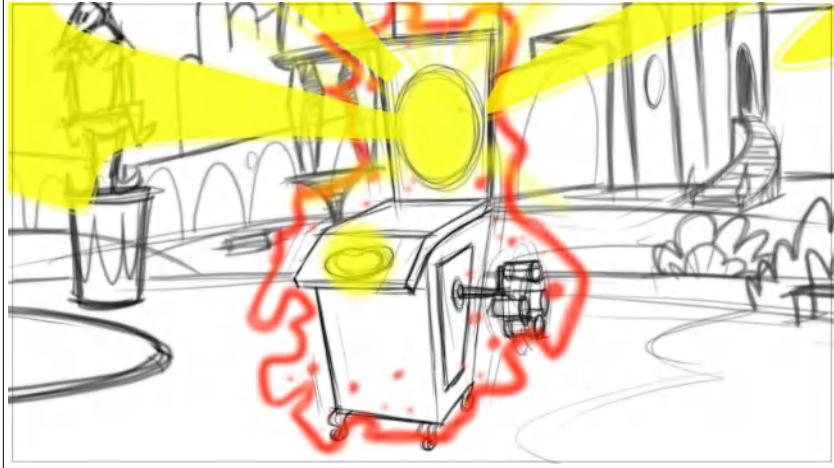
**Dialog**

53 DOROTHY (contd)

Because it's not. It's wonderful! And it is wonderful seeing some of it here. But that wouldn't be right. Right? Though it is nice...



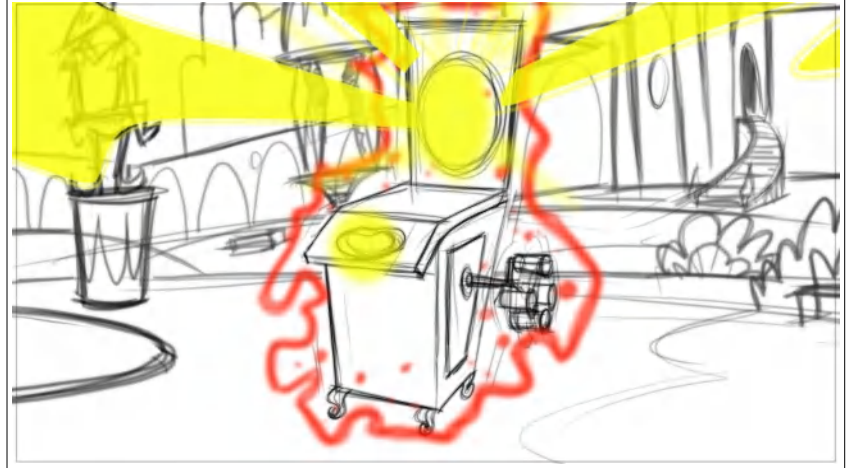
Scene	Duration	Panel	Duration
54	01:00	1 / 4	00:06



Scene	Duration	Panel	Duration
54	01:00	2 / 4	00:06

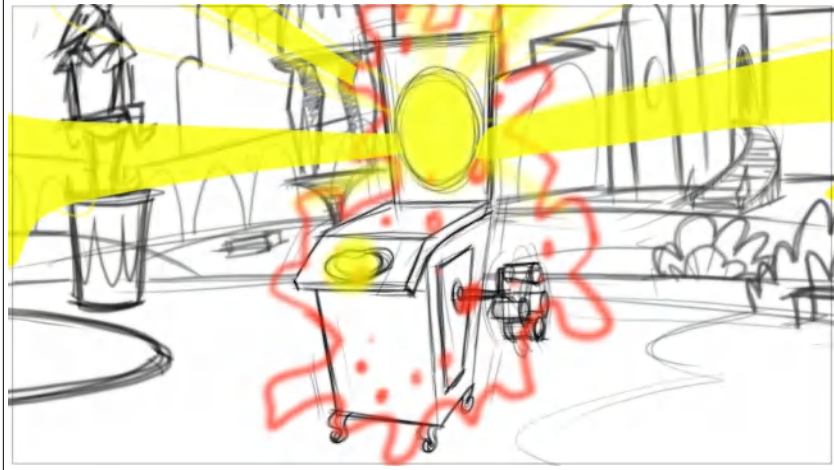


Scene	Duration	Panel	Duration
54	01:00	3 / 4	00:06

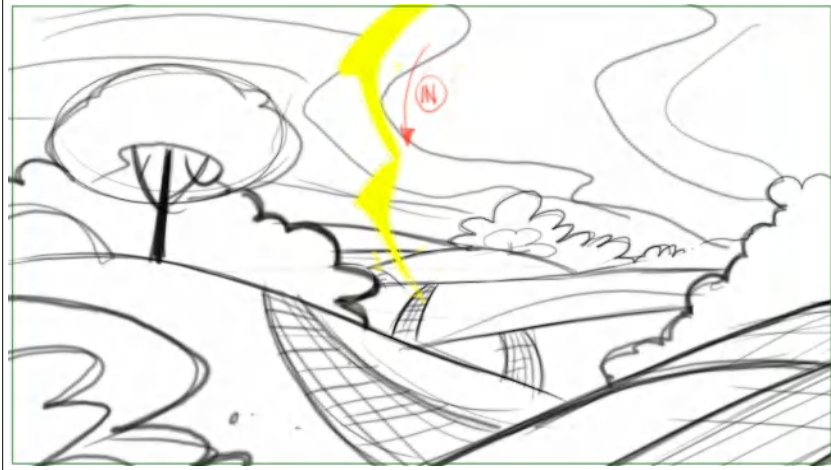




Scene	Duration	Panel	Duration
54	01:00	4 / 4	00:06

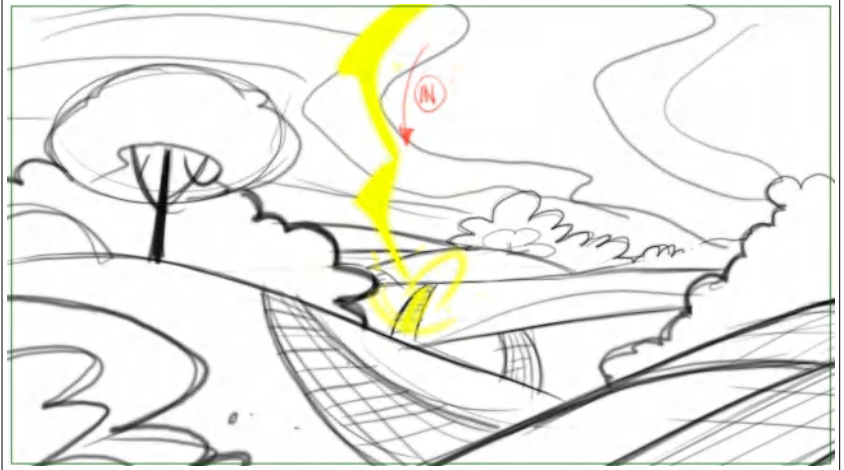


Scene	Duration	Panel	Duration
55	02:02	1 / 7	00:08



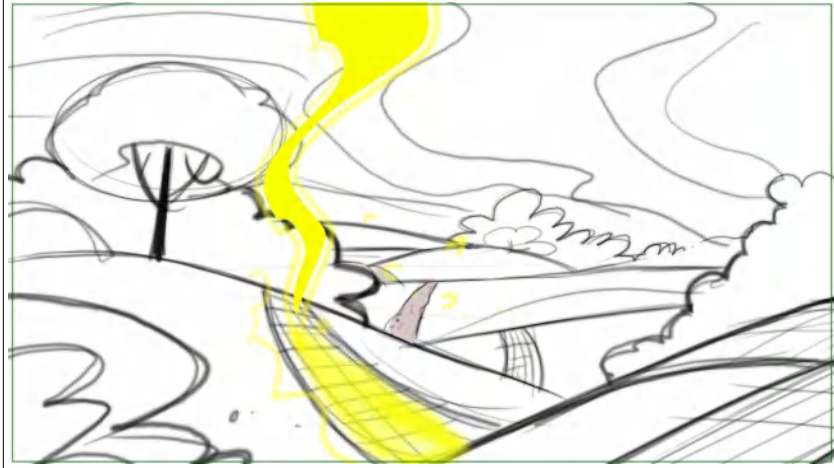
**Action Notes**  
 A blast hits the YBR and it transforms into a sepia and white dirt road.

Scene	Duration	Panel	Duration
55	02:02	2 / 7	00:06



**Action Notes**  
 A blast hits the YBR and it transforms into a sepia and white dirt road.

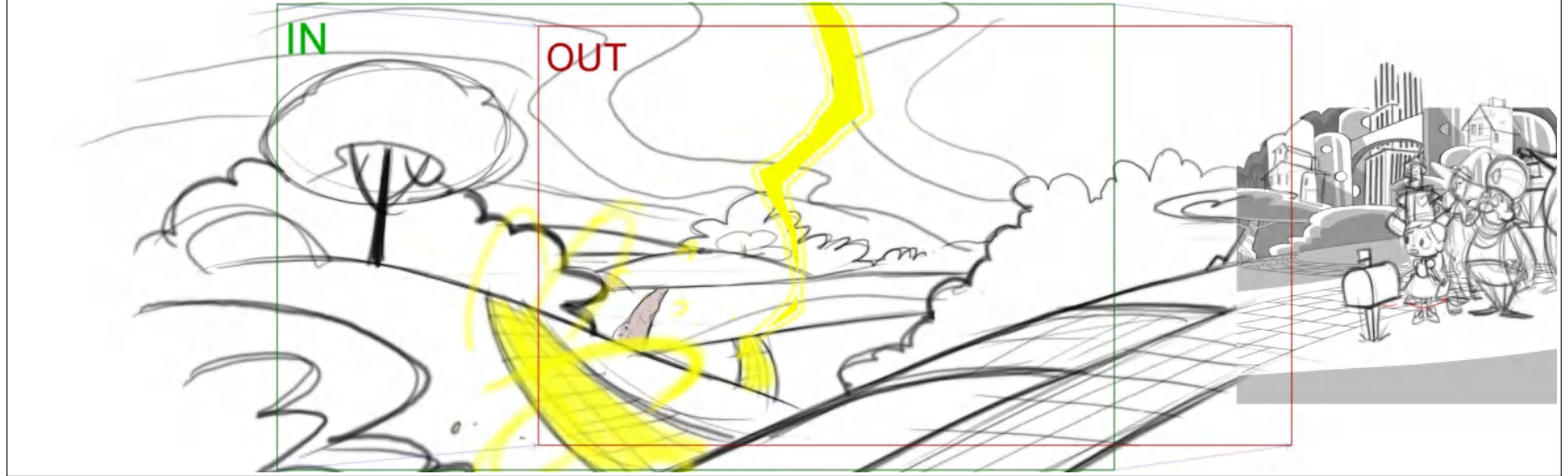
Scene	Duration	Panel	Duration
55	02:02	3 / 7	00:06



**Action Notes**

A blast hits the YBR and it transforms into a sepia and white dirt road.

Scene	Duration	Panel	Duration
55	02:02	4 / 7	00:06

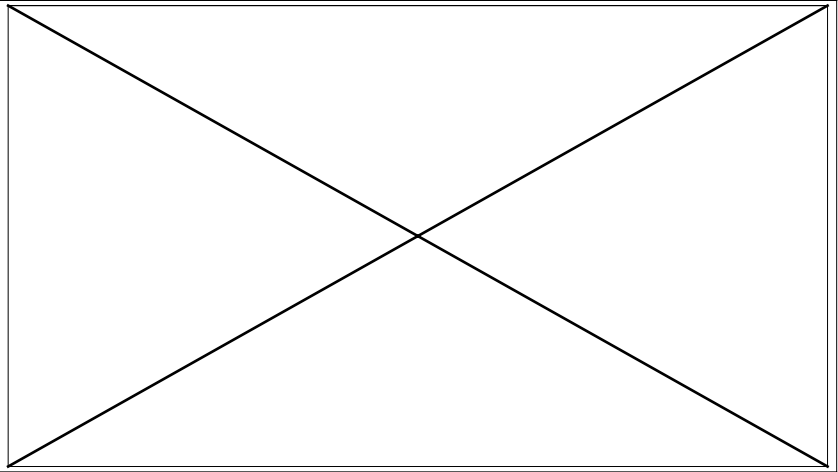
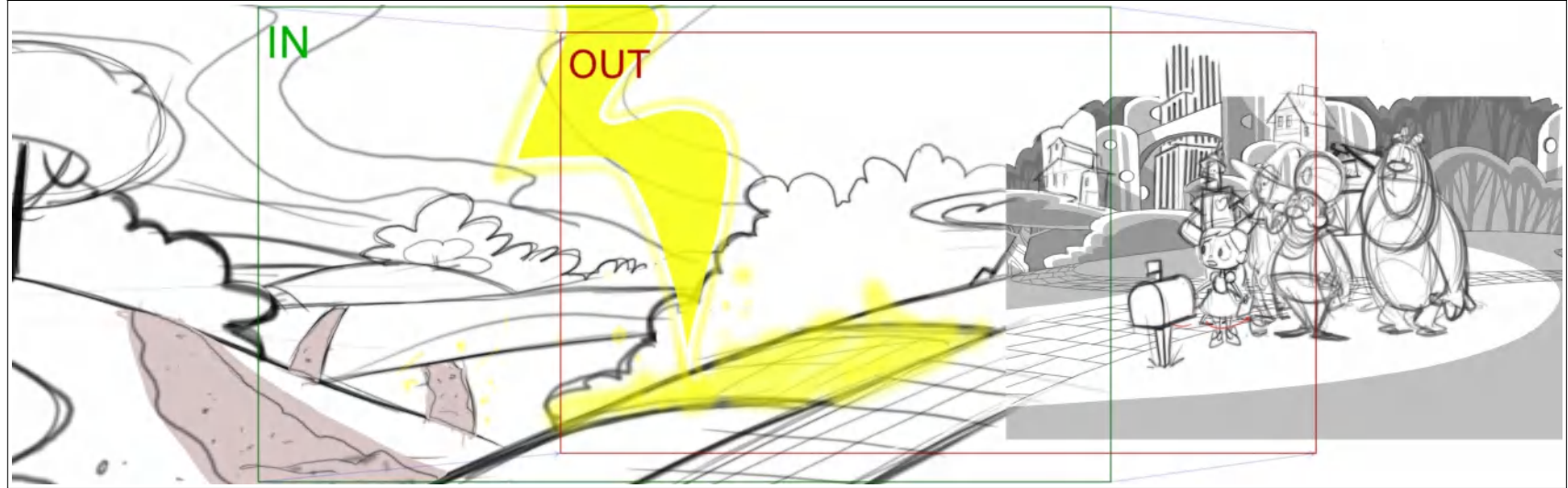


**Action Notes**

A blast hits the YBR and it transforms into a sepia and white dirt road.

Scene	Duration	Panel	Duration
55	02:02	5 / 7	00:06

NO PANEL

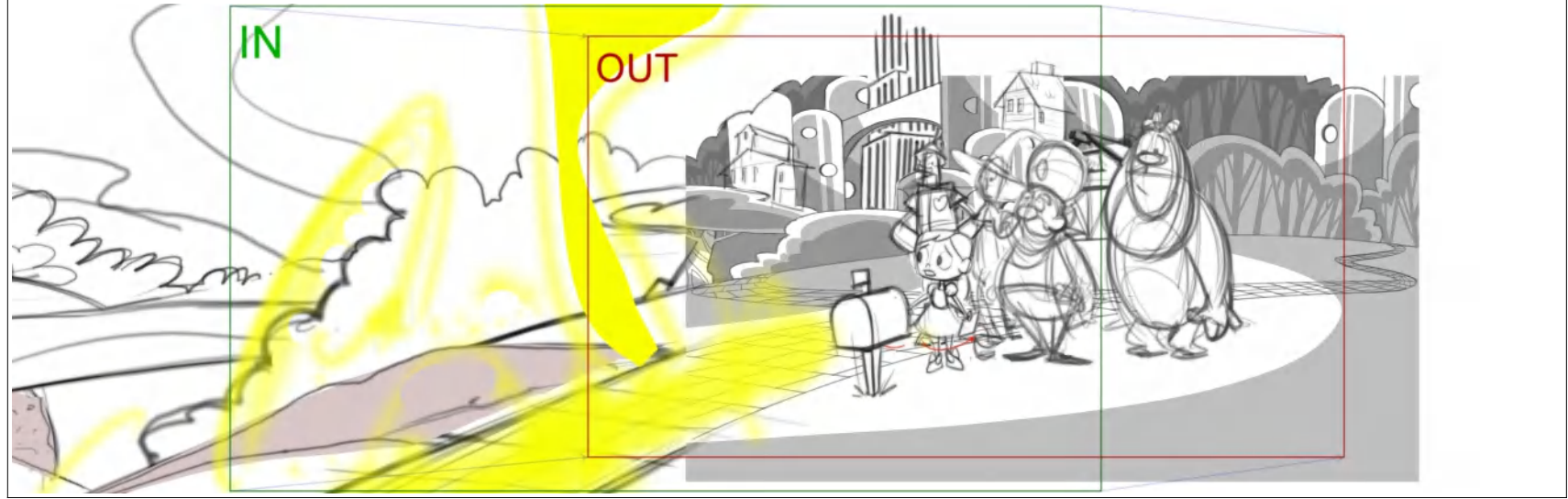


**Action Notes**

A blast hits the YBR and it transforms into a sepia and white dirt road.



Scene	Duration	Panel	Duration
55	02:02	6 / 7	00:06



**Action Notes**

A blast hits the YBR and it transforms into a sepia and white dirt road.

Scene	Duration	Panel	Duration
55	02:02	7 / 7	00:12



**Dialog**

52 SCARECROW (CONT'D) (VO)

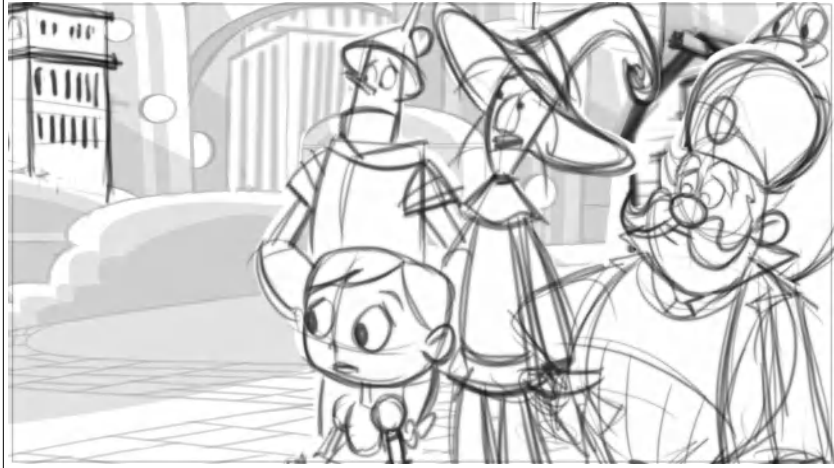
It appears that things from Oz are being replaced by things from Kansas.

**Action Notes**

A blast hits the YBR and it transforms into a sepia and white dirt road.



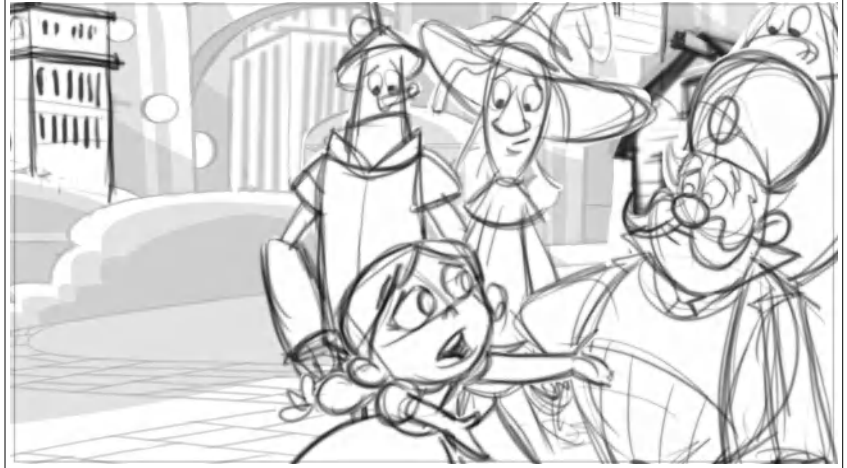
Scene	Duration	Panel	Duration
56	08:23	1 / 5	01:12



Scene	Duration	Panel	Duration
56	08:23	2 / 5	03:01



Scene	Duration	Panel	Duration
56	08:23	3 / 5	01:22



**Dialog**

53 DOROTHY

...I don't mean Kansas is awful....

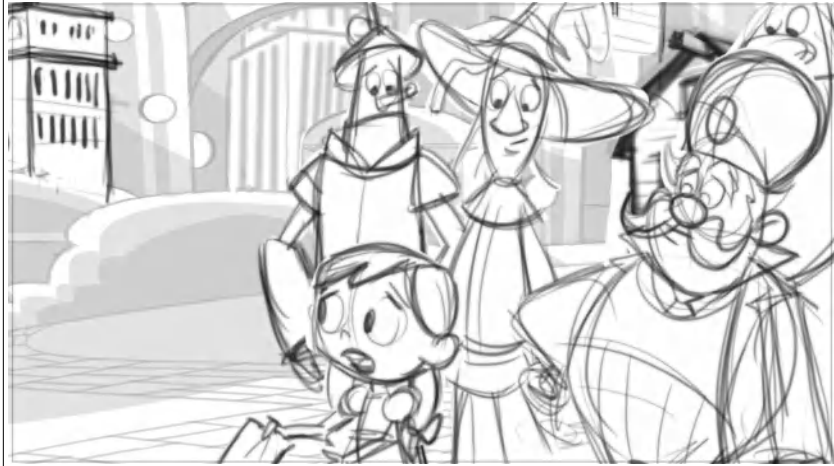
**Dialog**

53 DOROTHY

...Because it's not. It's wonderful! ...



Scene	Duration	Panel	Duration
56	08:23	4 / 5	02:00

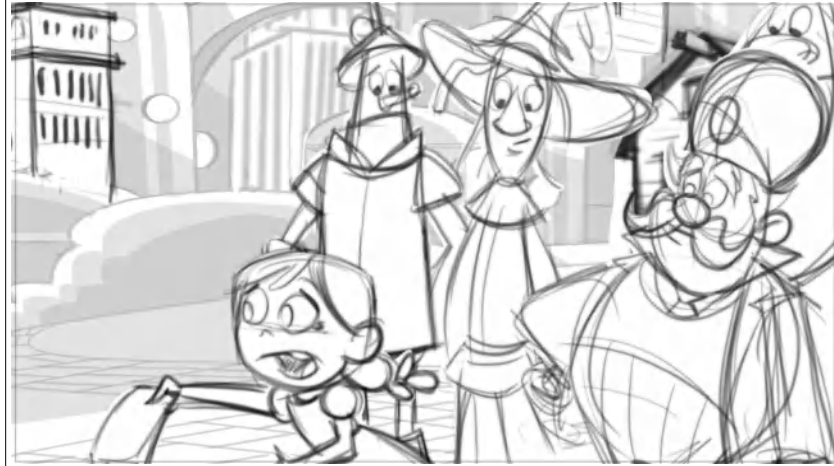


**Dialog**

53 DOROTHY

...And it is wonderful seeing some of it here...

Scene	Duration	Panel	Duration
56	08:23	5 / 5	00:12



**Dialog**

53 DOROTHY

...And it is wonderful seeing some of it here....

Scene	Duration	Panel	Duration
57	03:10	1 / 5	00:06



**Dialog**

53 DOROTHY

...But...

Scene	Duration	Panel	Duration
57	03:10	2 / 5	00:18



**Dialog**

53 DOROTHY

...that wouldn't be right...

**Action Notes**

Dorothy gazes fondly at the mail box.

Scene	Duration	Panel	Duration
57	03:10	3 / 5	01:11



**Dialog**

54 DOROTHY (CONT'D)

(Gains resolve) No, ....

Scene	Duration	Panel	Duration
57	03:10	4 / 5	00:09



**Dialog**

3 DOROTHY

...Though it is nice...

Scene	Duration	Panel	Duration
57	03:10	5 / 5	00:14



**Dialog**

53 DOROTHY  
...Right?

Scene	Duration	Panel	Duration
58	04:10	1 / 8	00:04



Scene	Duration	Panel	Duration
58	04:10	2 / 8	00:11



**Dialog**

55 WIZARD

I know just the thing.

**Action Notes**

He starts to wave his magic wand.

Scene	Duration	Panel	Duration
58	04:10	3 / 8	00:20



**Action Notes**

A magic blast hits it and the wand turns into a buttered ear of corn. The Wizard sniffs it and takes a bite.

Scene	Duration	Panel	Duration
58	04:10	4 / 8	00:17



**Action Notes**

It turns into a buttered ear of corn.

Scene	Duration	Panel	Duration
58	04:10	5 / 8	00:09



**Action Notes**

The Wizard sniffs it and takes a bite.

Scene	Duration	Panel	Duration
58	04:10	6 / 8	00:19

Scene	Duration	Panel	Duration
58	04:10	7 / 8	00:17



**Dialog**  
 56 WIZARD (CONT'D)  
 Delicious.

**Dialog**  
 56 WIZARD (CONT'D)  
 Delicious.

**Action Notes**  
 He wanders off absentmindedly. Scarecrow turns to Dorothy.

**Action Notes**  
 He wanders off absentmindedly. Scarecrow turns to Dorothy.



Scene	Duration	Panel	Duration
58	04:10	8 / 8	00:09



**Dialog**

56 WIZARD (CONT'D)

Delicious.

**Action Notes**

He wanders off absentmindedly. Scarecrow turns to Dorothy.

Scene	Duration	Panel	Duration
59	18:04	1 / 17	00:03



**Dialog**

57 SCARECROW

Don't worry....

**Action Notes**

Scarecrow turns to Dorothy.

Scene	Duration	Panel	Duration
59	18:04	2 / 17	02:07



**Dialog**

57 SCARECROW

...I have plenty of smarts and...

**Action Notes**

Scarecrow turns to Dorothy.

Scene	Duration	Panel	Duration
59	18:04	3 / 17	01:20



**Dialog**

57 SCARECROW

...I know I'll come up with...

**Action Notes**

Scarecrow turns to Dorothy.

Scene	Duration	Panel	Duration
59	18:04	4 / 17	00:12



**Dialog**

57 SCARECROW

...a brainy solution.

**Action Notes**

Scarecrow turns to Dorothy.

Scene	Duration	Panel	Duration
59	18:04	5 / 17	01:15



**Dialog**

58 TIN MAN

We have faith in you.

**Action Notes**

Scarecrow turns to Dorothy.

Scene	Duration	Panel	Duration
59	18:04	6 / 17	01:07



**Dialog**

59 LION

We sure do! But let's make that brainy brain of yours work quick!

**Action Notes**

Scarecrow turns to Dorothy.

Scene	Duration	Panel	Duration
59	18:04	7 / 17	01:18



**Dialog**

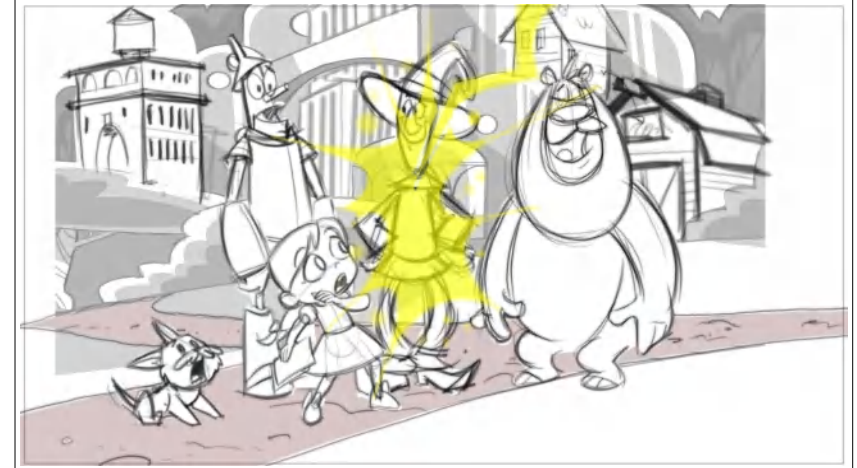
59 LION

We sure do! But let's make that brainy brain of yours work quick!

**Action Notes**

Suddenly, a magic blast hits Scarecrow and he turns into an inanimate, scarecrow from Kansas. Everyone <GASPS>.

Scene	Duration	Panel	Duration
59	18:04	8 / 17	00:23



**Dialog**

59 LION

We sure do! But let's make that brainy brain of yours work quick!

**Action Notes**

Suddenly, a magic blast hits Scarecrow and he turns into an inanimate, scarecrow from Kansas. Everyone <GASPS>.

Scene	Duration	Panel	Duration
59	18:04	9 / 17	00:02



**Dialog**

60 EVERYONE

(Gasp)

61 DOROTHY

Oh, no!

**Action Notes**

Suddenly, a magic blast hits Scarecrow and he turns into an inanimate, scarecrow from Kansas.

Scene	Duration	Panel	Duration
59	18:04	10 / 17	00:11



Scene	Duration	Panel	Duration
59	18:04	11 / 17	00:15



**Action Notes**

"Scarecrow" flops forward.



Scene	Duration	Panel	Duration
59	18:04	12 / 17	00:13



**Dialog**

62 LION

(Clutches the scarecrow) Buddy, do some thinking! Anything. What's one plus one? I'll give you a hint.

**Action Notes**

"Scarecrow" flops forward.

Scene	Duration	Panel	Duration
59	18:04	13 / 17	04:17



**Dialog**

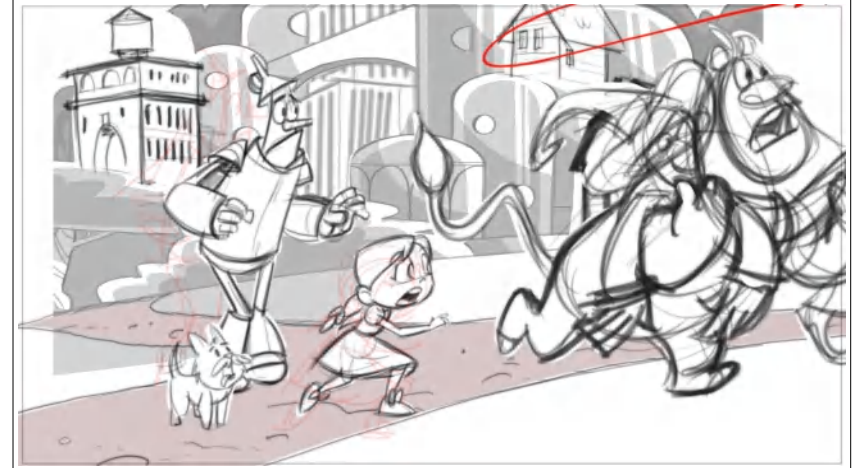
62 LION

(Clutches the scarecrow) Buddy, do some thinking! Anything. What's one plus one? I'll give you a hint.

**Action Notes**

He grabs the inanimate scarecrow and hurries off, followed by his friends.

Scene	Duration	Panel	Duration
59	18:04	14 / 17	00:10



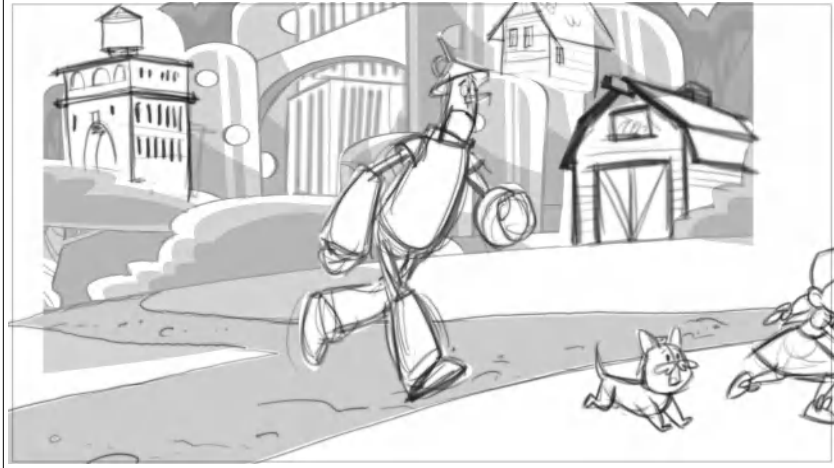
**Dialog**

63 LION (CONT'D)

(Screams) Run away!!



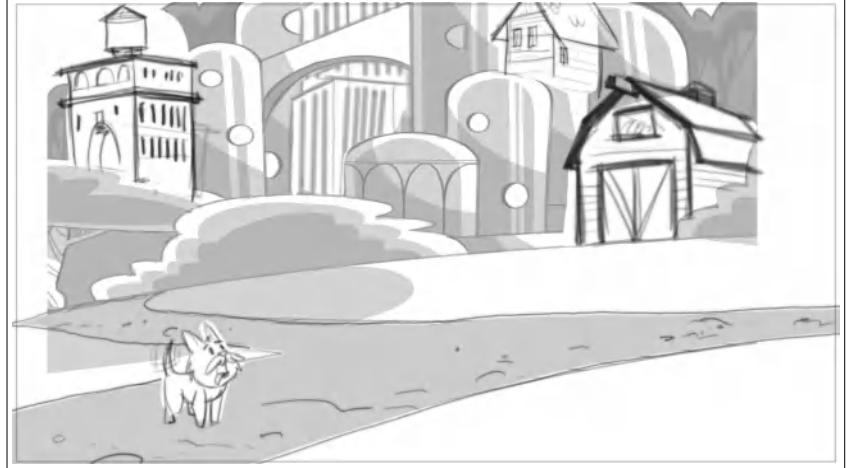
Scene	Duration	Panel	Duration
59	18:04	15 / 17	00:08



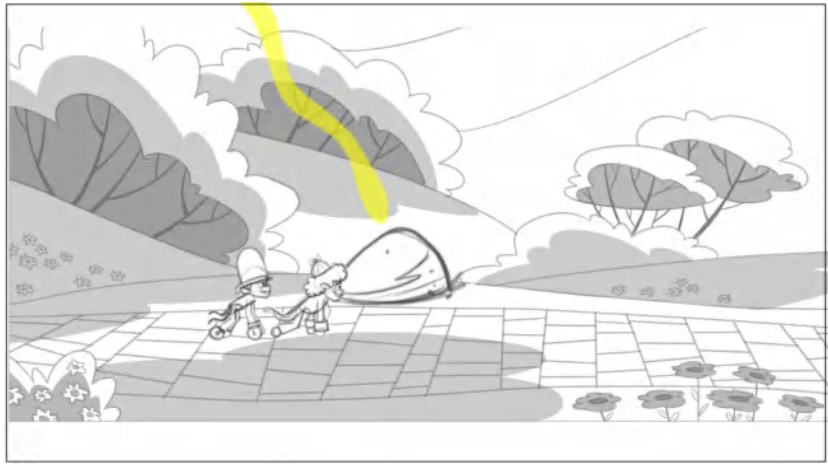
Scene	Duration	Panel	Duration
59	18:04	16 / 17	00:08



Scene	Duration	Panel	Duration
59	18:04	17 / 17	00:07



Scene	Duration	Panel	Duration
60	02:13	1 / 8	00:19

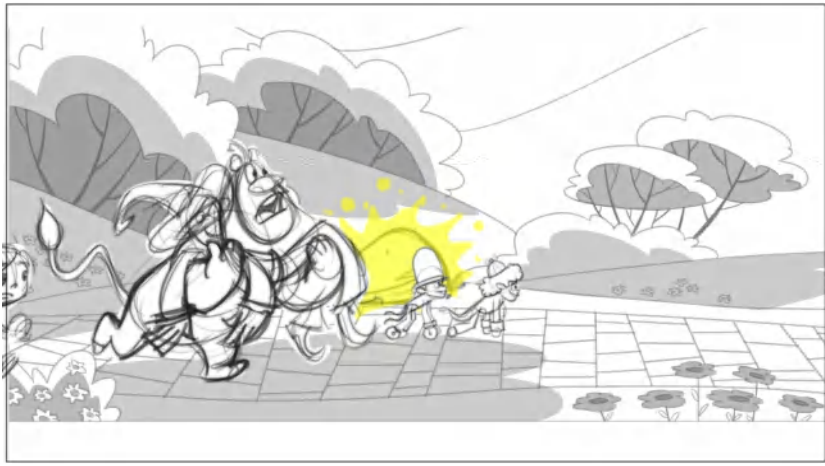


**Action Notes**

SEQ 11. EXT. DIRT ROAD - DAY

As they flee, objects change around them. A boulder becomes a stack of newspapers. Magic blasts hit two Wheelers who transform into two people on bikes. Dorothy and crew hop on the bikes and frantically pedal away.

Scene	Duration	Panel	Duration
60	02:13	2 / 8	00:06

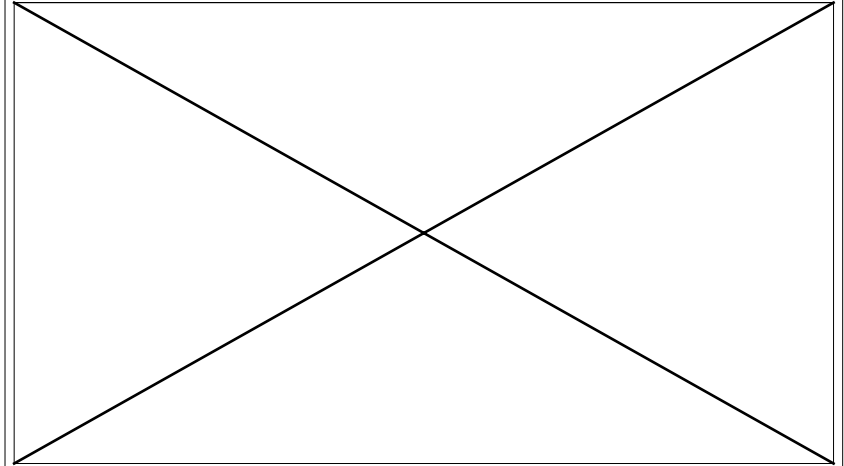


**Action Notes**

SEQ 11. EXT. DIRT ROAD - DAY

As they flee, objects change around them. A boulder becomes a stack of newspapers. Magic blasts hit two Wheelers who transform into two people on bikes. Dorothy and crew hop on the bikes and frantically pedal away.

NO PANEL
----------



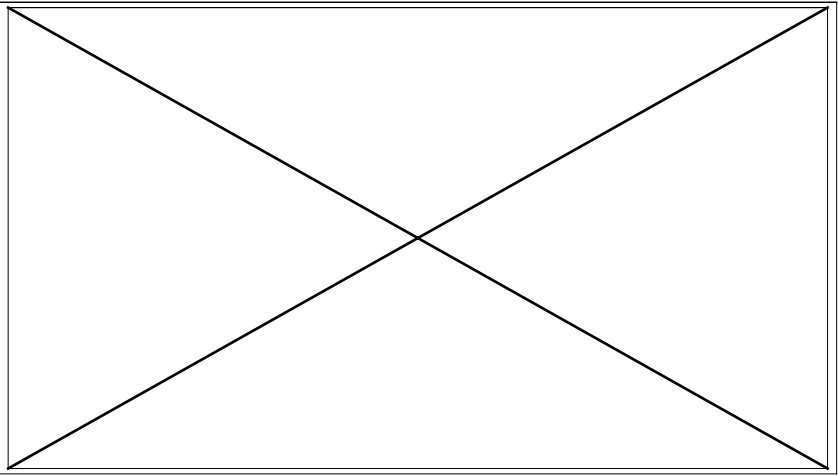
--

Scene	Duration	Panel	Duration
60	02:13	3 / 8	00:06

NO PANEL

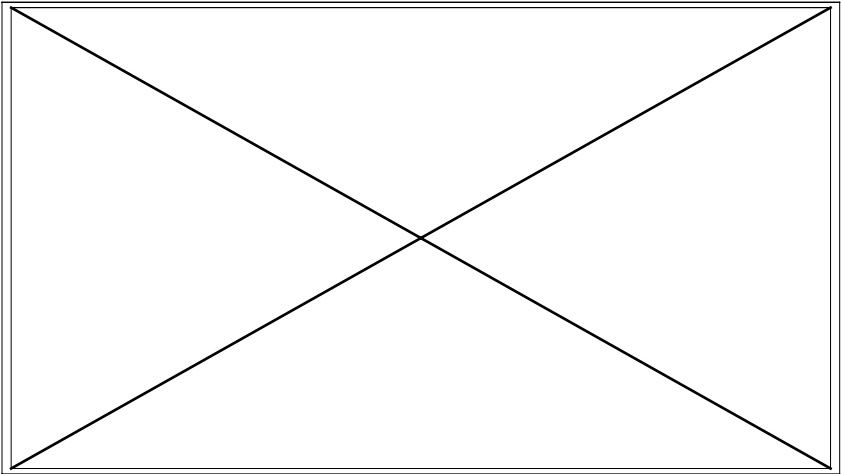


**Dialog**  
64 LION  
Yikes! (Curley moan...)



Scene	Duration	Panel	Duration
60	02:13	4 / 8	00:06

NO PANEL

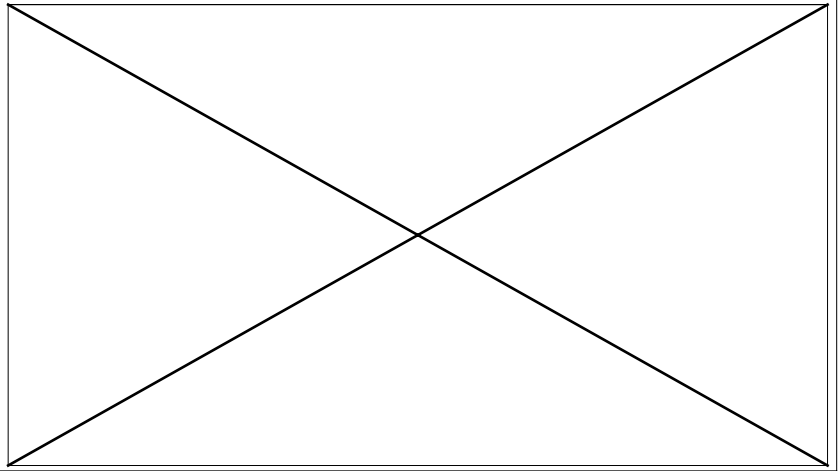
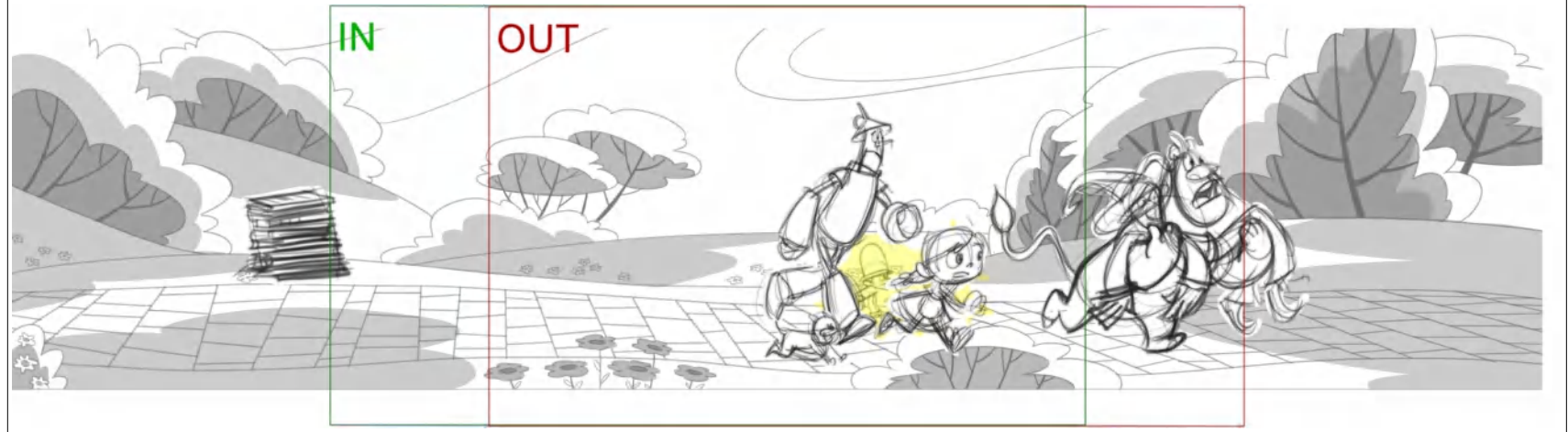


**Dialog**  
64 LION  
Yikes! (Curley moan...)



Scene	Duration	Panel	Duration
60	02:13	5 / 8	00:06

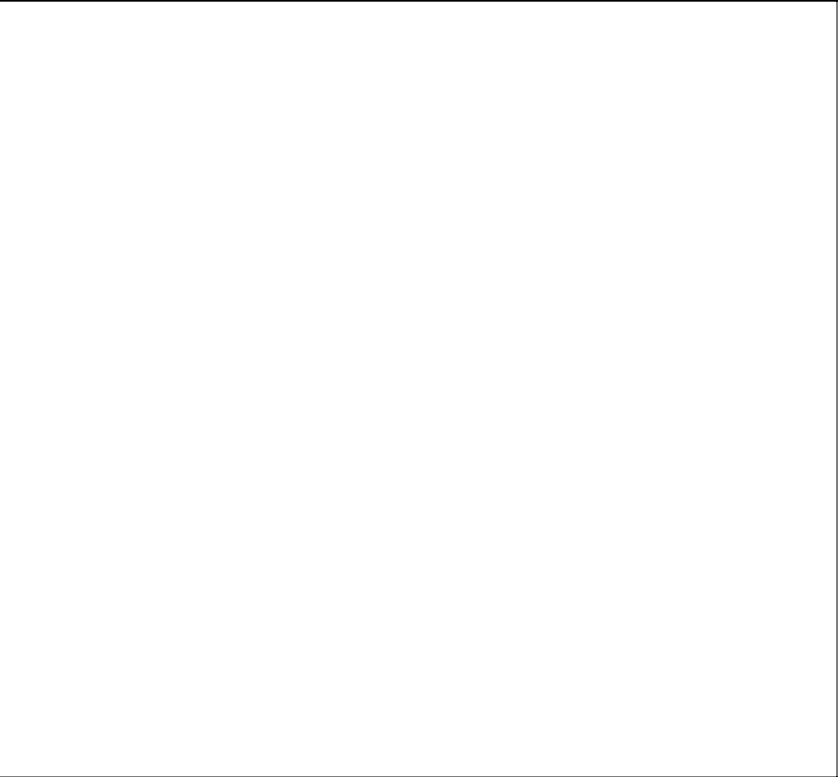
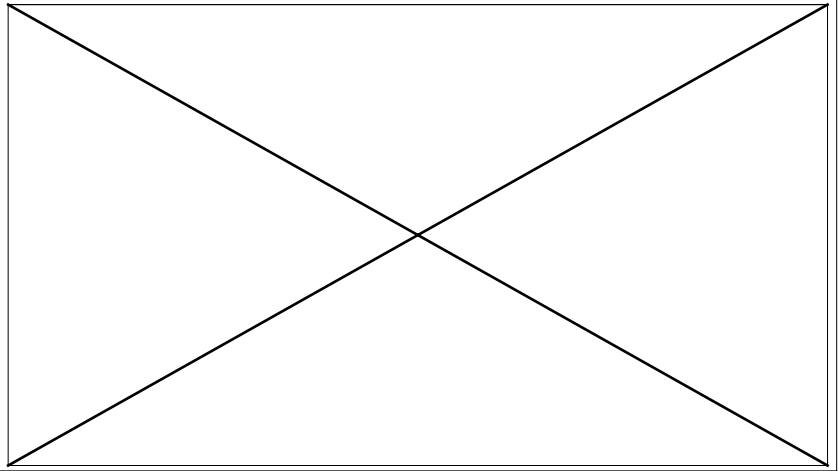
NO PANEL





Scene	Duration	Panel	Duration
60	02:13	6 / 8	00:06

NO PANEL



Scene	Duration	Panel	Duration
60	02:13	7 / 8	00:06



Scene	Duration	Panel	Duration
60	02:13	8 / 8	00:06

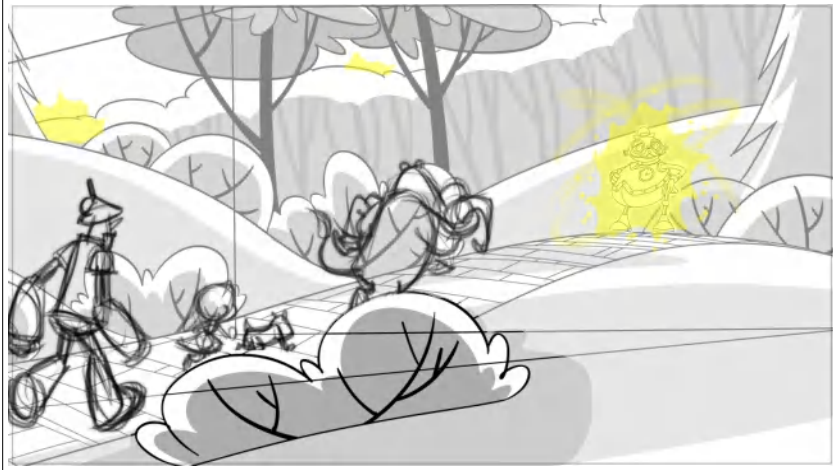


Scene	Duration	Panel	Duration
61	00:18	1 / 3	00:06



**Action Notes**  
 Tik Tok approaches. He waves at them. A magic blast hits Tik Tok and he turns into a sepia and white grandfather clock.

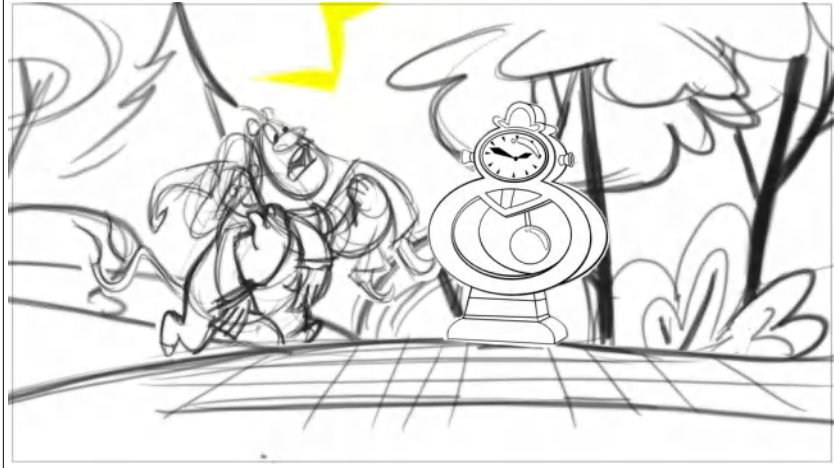
Scene	Duration	Panel	Duration
61	00:18	2 / 3	00:06



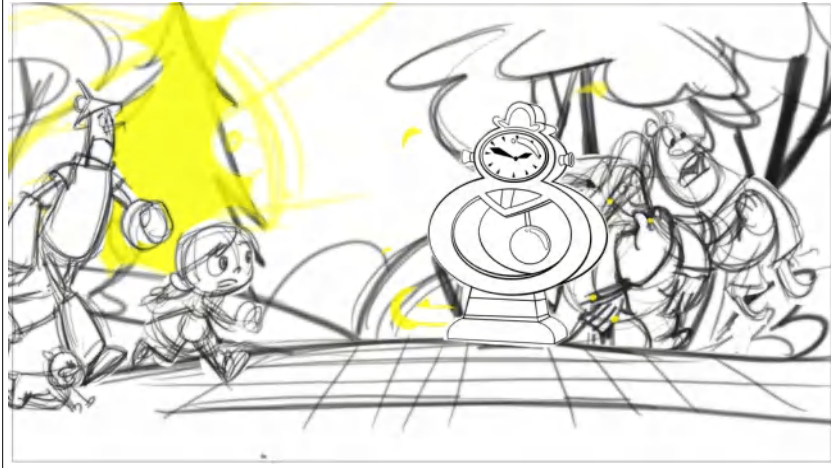
Scene	Duration	Panel	Duration
61	00:18	3 / 3	00:06



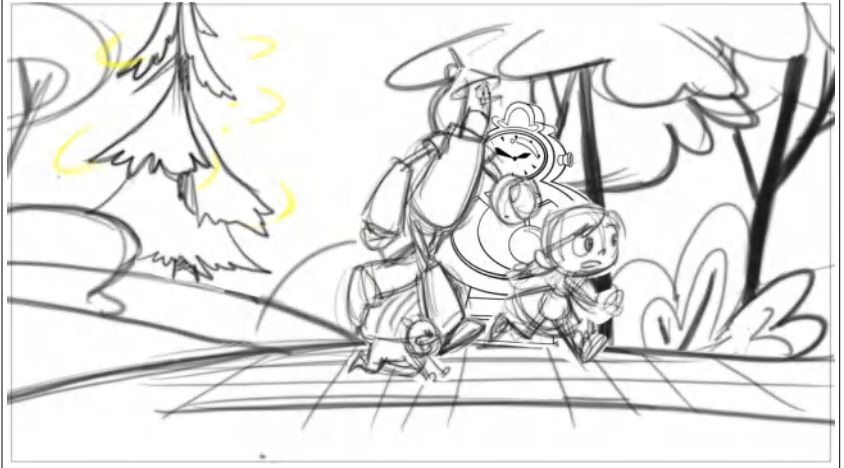
Scene	Duration	Panel	Duration
62	01:12	1 / 6	00:06



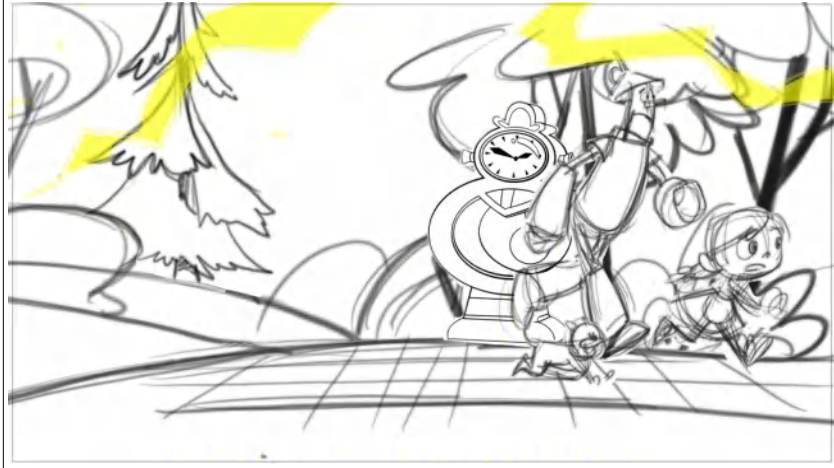
Scene	Duration	Panel	Duration
62	01:12	2 / 6	00:06



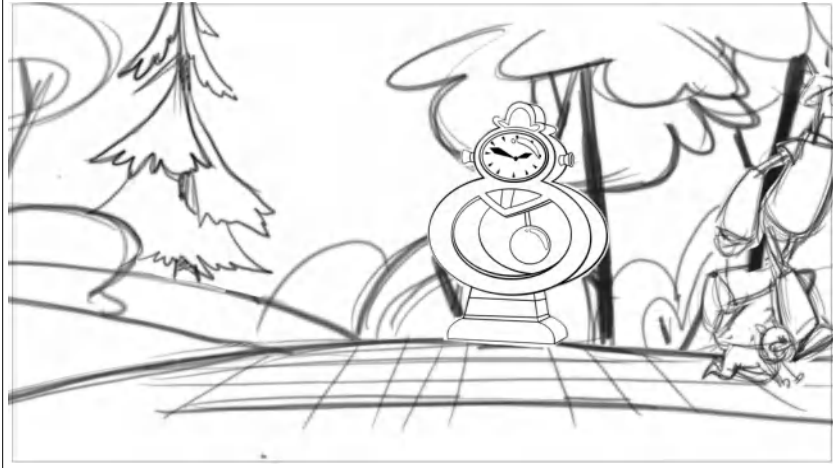
Scene	Duration	Panel	Duration
62	01:12	3 / 6	00:06



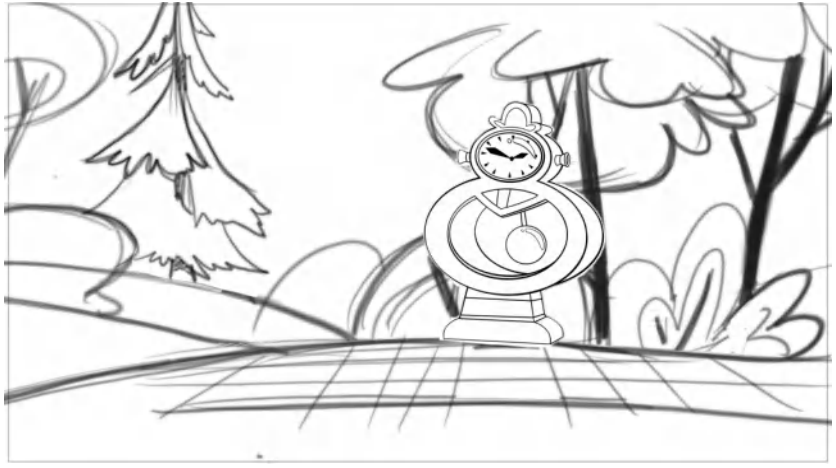
Scene	Duration	Panel	Duration
62	01:12	4 / 6	00:06



Scene	Duration	Panel	Duration
62	01:12	5 / 6	00:06



Scene	Duration	Panel	Duration
62	01:12	6 / 6	00:06





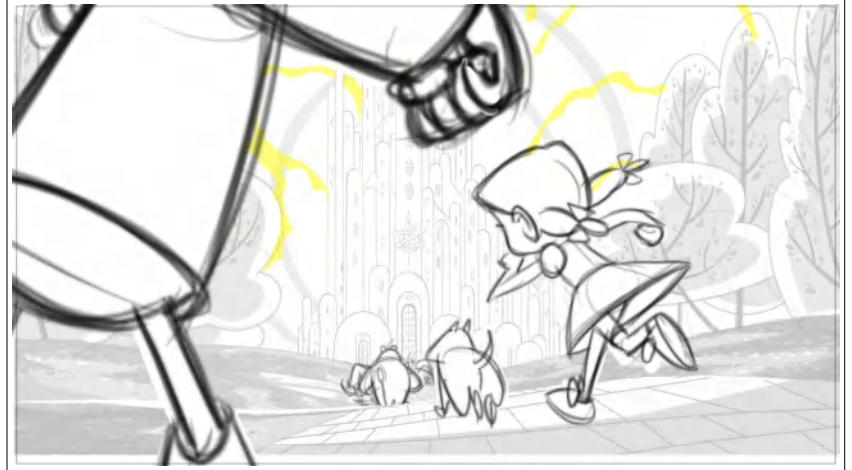
Scene	Duration	Panel	Duration
63	01:04	1 / 6	00:06



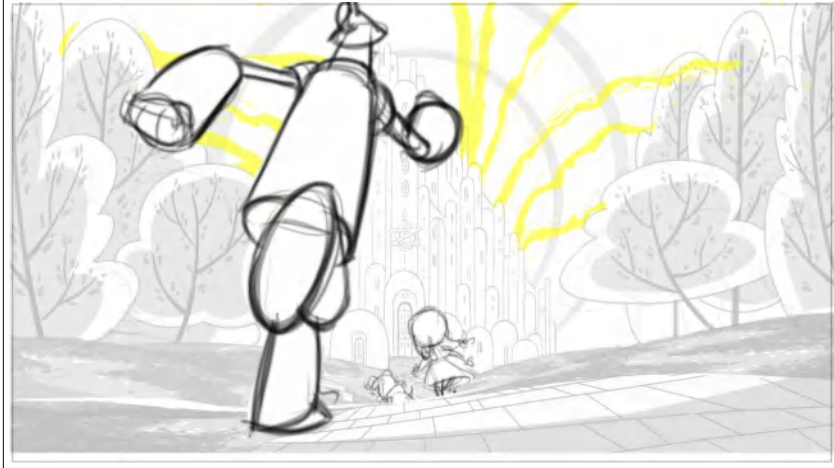
Scene	Duration	Panel	Duration
63	01:04	2 / 6	00:04



Scene	Duration	Panel	Duration
63	01:04	3 / 6	00:04



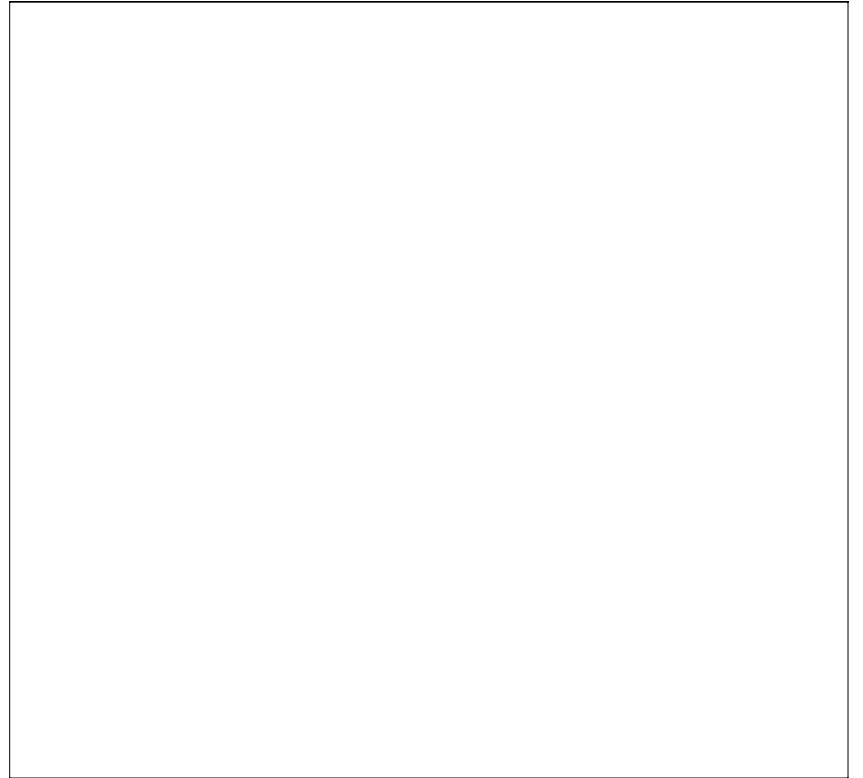
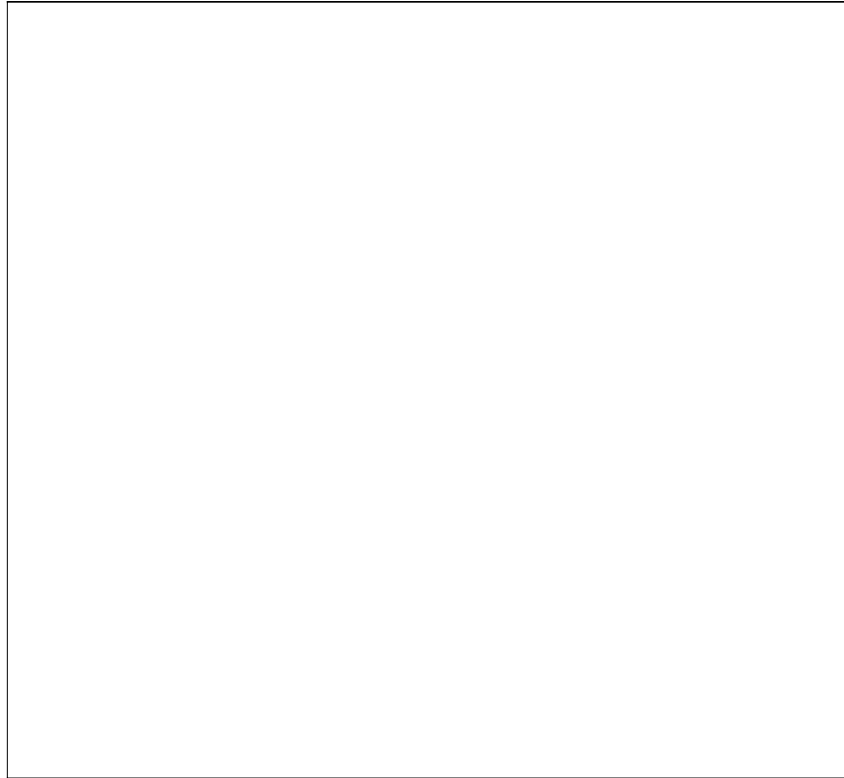
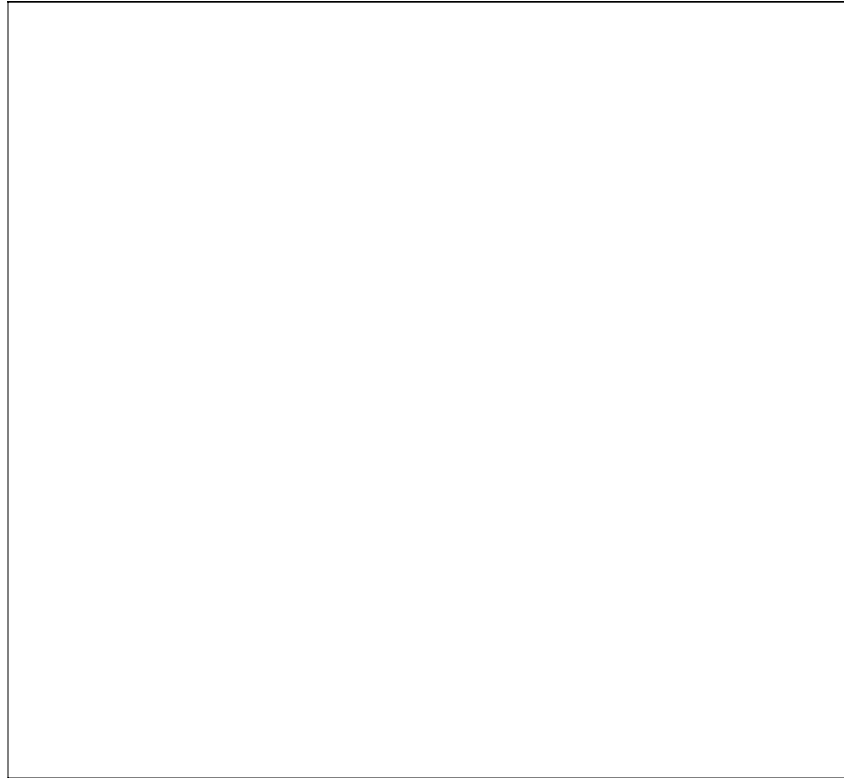
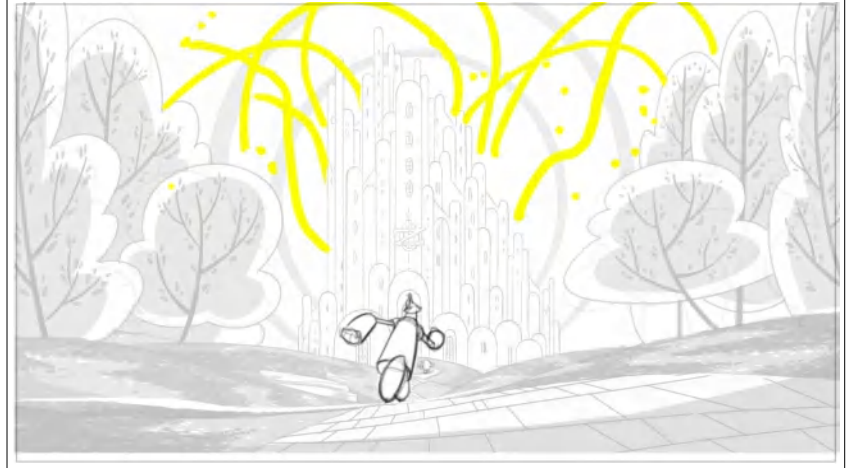
Scene	Duration	Panel	Duration
63	01:04	4 / 6	00:04



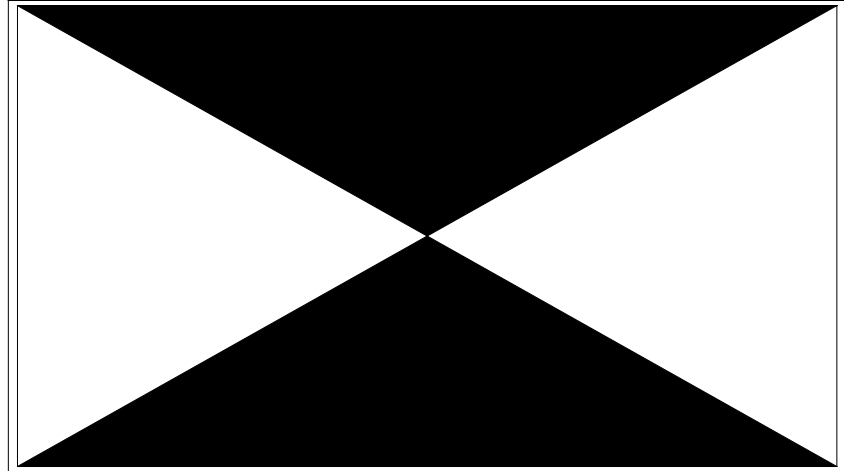
Scene	Duration	Panel	Duration
63	01:04	5 / 6	00:06



Scene	Duration	Panel	Duration
63	01:04	6 / 6	00:04



Dissolve	Duration 00:03
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Scene 64	Duration 05:00	Panel 1 / 3	Duration 00:20
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**Dialog**  
65 WIZARD  
  
This is beyond perplexing. I don't how this happened.

**Action Notes**  
SEQ 12. EXT. EMERALD CITY - DAY  
Many of the towers look like Kansas-type buildings and farm houses. There's even some traffic signs. The Wizard paces in front of Dorothy and crew. The Wicked Witch (Hidden) watches.

Scene 64	Duration 05:00	Panel 2 / 3	Duration 00:20
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**Dialog**  
65 WIZARD  
  
This is beyond perplexing. I don't how this happened.

**Action Notes**  
SEQ 12. EXT. EMERALD CITY - DAY  
Many of the towers look like Kansas-type buildings and farm houses. There's even some traffic signs. The Wizard paces in front of Dorothy and crew. The Wicked Witch (Hidden) watches.

Scene	Duration	Panel	Duration
64	05:00	3 / 3	03:08



**Dialog**

65 WIZARD

This is beyond perplexing. I don't how this happened.

**Action Notes**

SEQ 12. EXT. EMERALD CITY - DAY  
 Many of the towers look like Kansas-type buildings and farm houses. There's even some traffic signs. The Wizard paces in front of Dorothy and crew. The Wicked Witch (Hidden) watches.

Scene	Duration	Panel	Duration
65	10:20	1 / 15	00:04



**Dialog**

66 WICKED WITCH

Well, I do!

Scene	Duration	Panel	Duration
65	10:20	2 / 15	00:04



**Dialog**

66 WICKED WITCH

Well, I do!

Scene	Duration	Panel	Duration
65	10:20	3 / 15	00:04

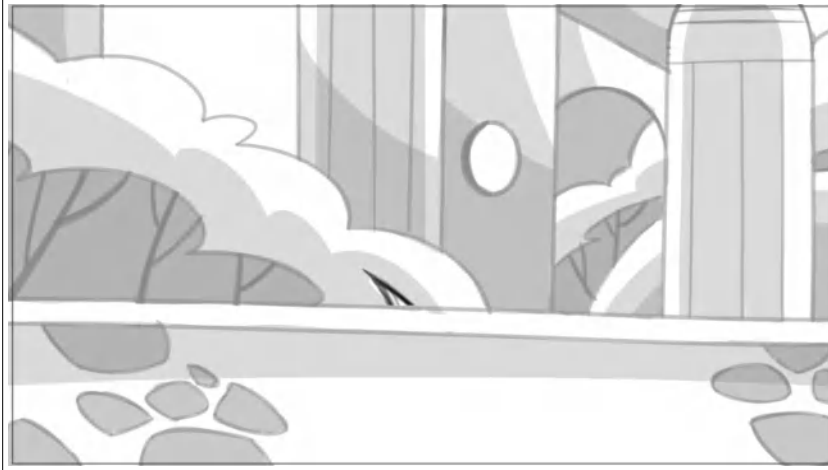


**Dialog**

66 WICKED WITCH

Well, I do!

Scene	Duration	Panel	Duration
65	10:20	4 / 15	00:04



**Dialog**

66 WICKED WITCH

Well, I do!

Scene	Duration	Panel	Duration
65	10:20	5 / 15	00:04



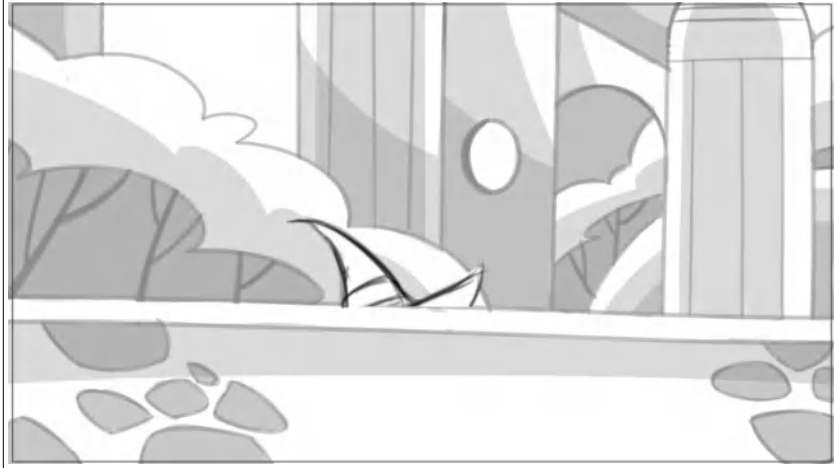
**Dialog**

66 WICKED WITCH

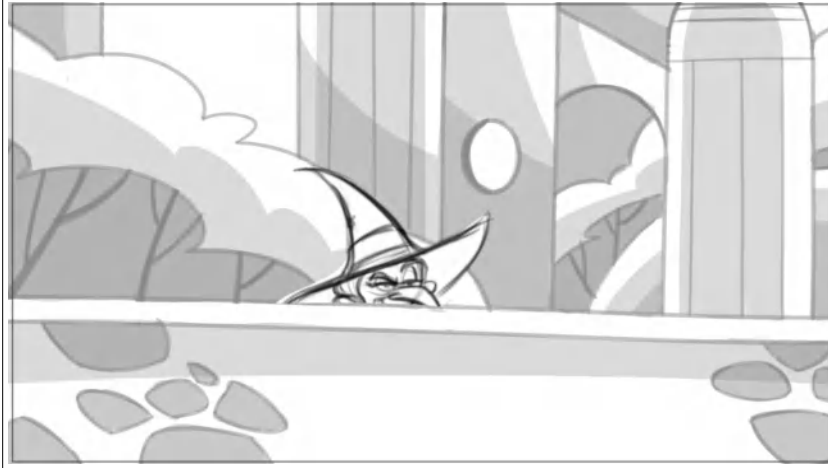
Well, I do!



Scene	Duration	Panel	Duration
65	10:20	6 / 15	00:04



Scene	Duration	Panel	Duration
65	10:20	7 / 15	00:04



Scene	Duration	Panel	Duration
65	10:20	8 / 15	00:06

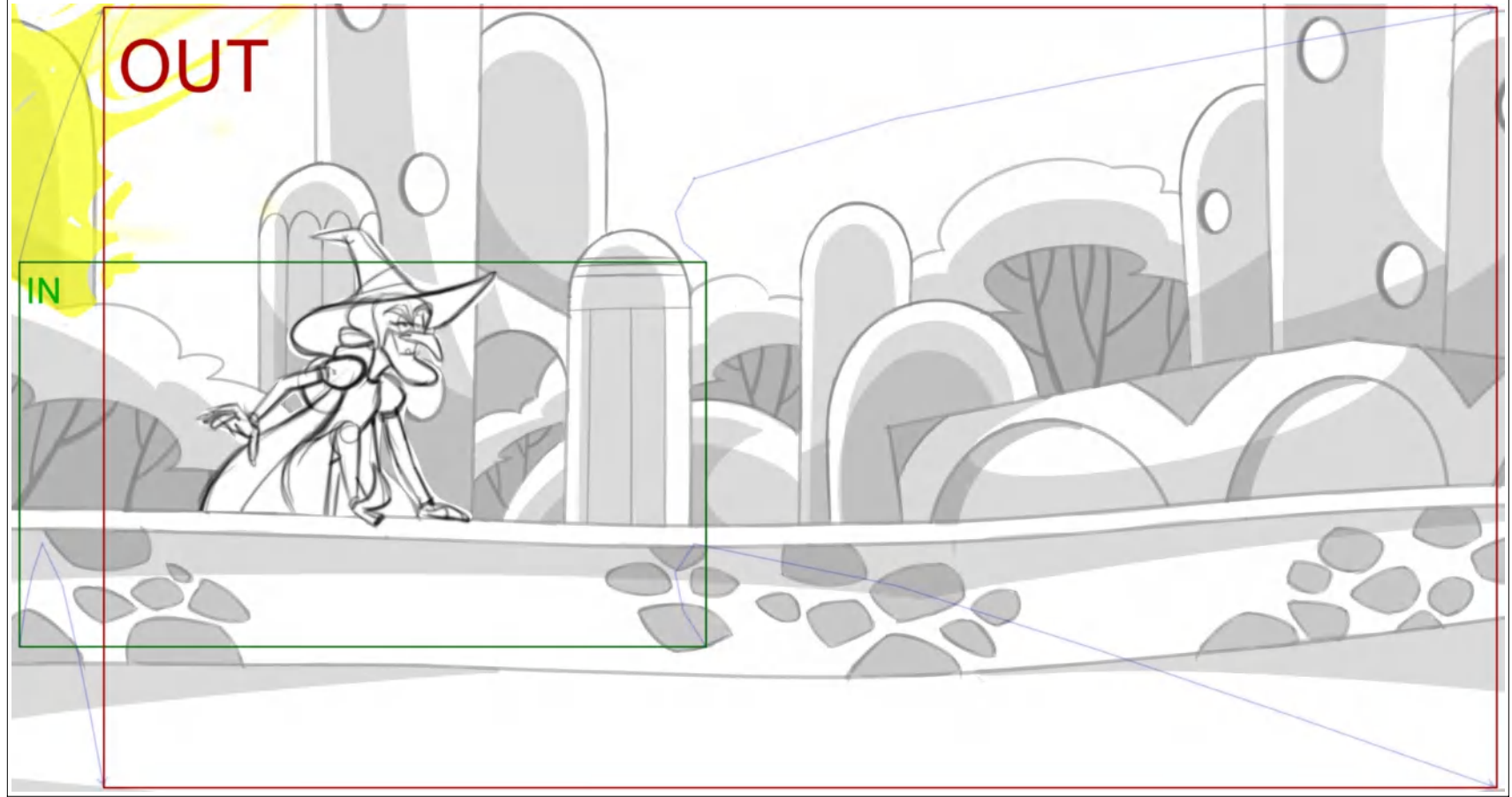


**Dialog**

66 WICKED WITCH

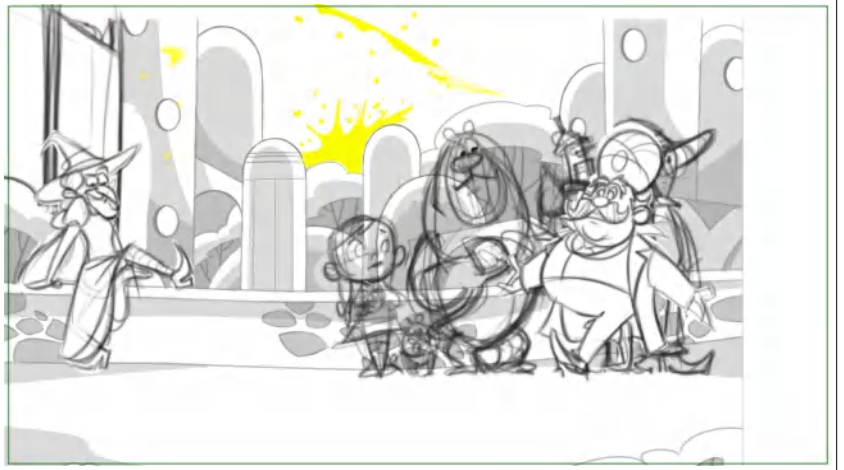
Well, I do!

Scene	Duration	Panel	Duration
65	10:20	9 / 15	00:08



**Dialog**  
66 WICKED WITCH  
Well, I do!

Scene	Duration	Panel	Duration
65	10:20	10 / 15	00:08



**Dialog**  
66 WICKED WITCH  
Well, I do!

Scene	Duration	Panel	Duration
65	10:20	11 / 15	00:23



**Dialog**

66 WICKED WITCH

...It seems your precious Dorothy's love for both Kansas and Oz has weakened the boundary between the two worlds.

Scene	Duration	Panel	Duration
65	10:20	12 / 15	01:05



**Dialog**

66 WICKED WITCH

...It seems your precious Dorothy's love for both Kansas and Oz has weakened the boundary between the two worlds.

**Action Notes**

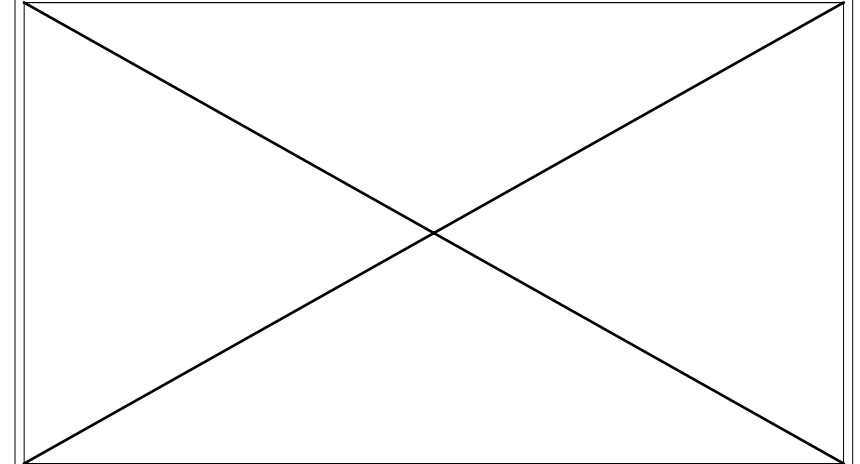
SEQ 12. EXT. EMERALD CITY - DAY

Many of the towers look like Kansas-type buildings and farm houses. There's even some traffic signs.

The Wizard paces in front of Dorothy and crew. The Wicked Witch (Hidden) watches.

65 WIZARD

NO PANEL
----------



This is beyond perplexing. I don't how this happened.

Scene	Duration	Panel	Duration
65	10:20	13 / 15	01:11



**Dialog**

66 WICKED WITCH

...It seems your precious Dorothy's love for both Kansas and Oz has weakened the boundary between the two worlds.

**Action Notes**

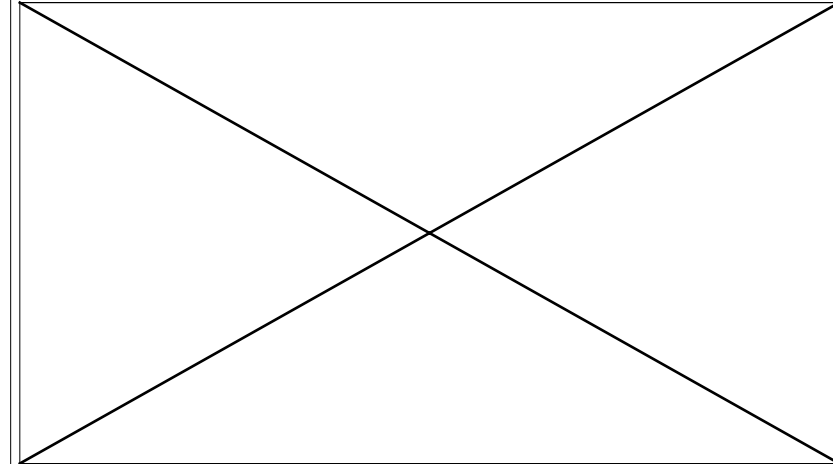
SEQ 12. EXT. EMERALD CITY - DAY

Many of the towers look like Kansas-type buildings and farm houses. There's even some traffic signs.

The Wizard paces in front of Dorothy and crew. The Wicked Witch (Hidden) watches.

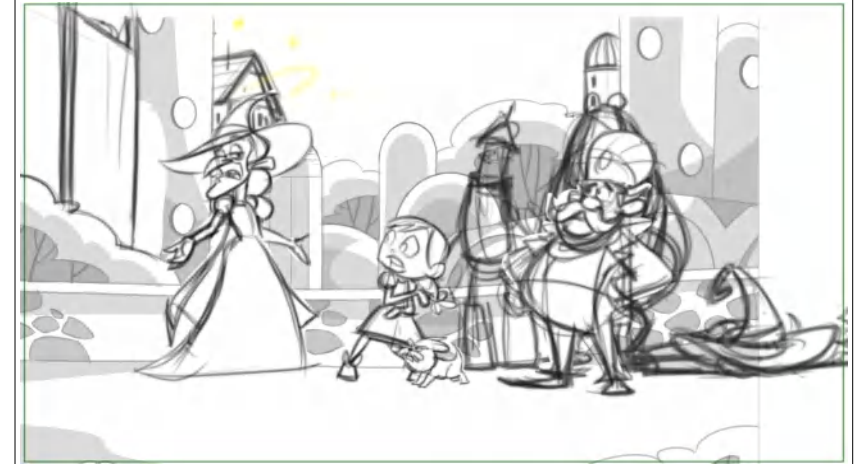
65 WIZARD

NO PANEL



This is beyond perplexing. I don't how this happened.

Scene	Duration	Panel	Duration
65	10:20	14 / 15	02:00



**Dialog**

66 WICKED WITCH

...It seems your precious Dorothy's love for both Kansas and Oz has weakened the boundary between the two worlds.

**Action Notes**

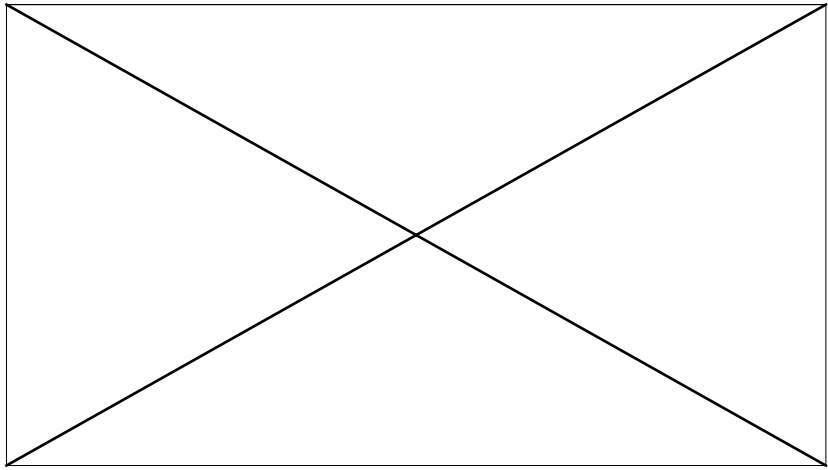
SEQ 12. EXT. EMERALD CITY - DAY

Many of the towers look like Kansas-type buildings and farm houses. There's even some traffic signs.

The Wizard paces in front of Dorothy and crew. The Wicked Witch (Hidden) watches.

65 WIZARD

NO PANEL



This is beyond perplexing. I don't how this happened.

Scene	Duration	Panel	Duration
65	10:20	15 / 15	03:03

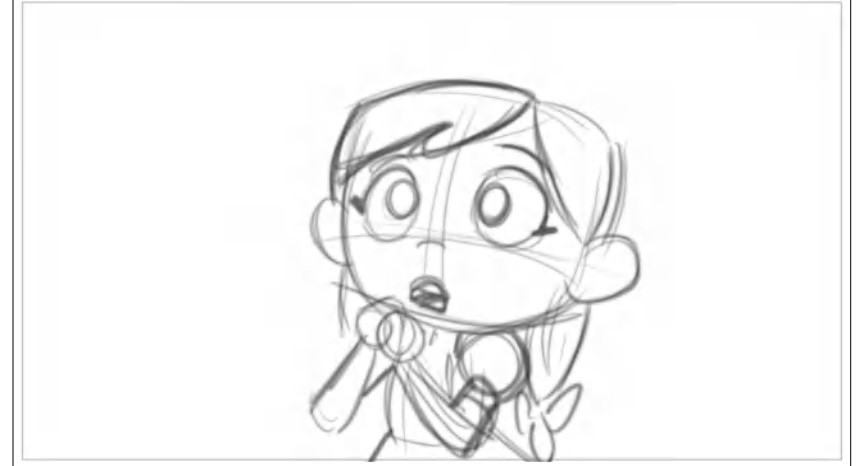


**Dialog**

66 WICKED WITCH (contd)

It seems your precious Dorothy's love for both Kansas and Oz has weakened the boundary between the two worlds.

Scene	Duration	Panel	Duration
66	03:04	1 / 3	00:10



**Dialog**

67 DOROTHY

(Gasps)



Scene	Duration	Panel	Duration
66	03:04	2 / 3	01:04

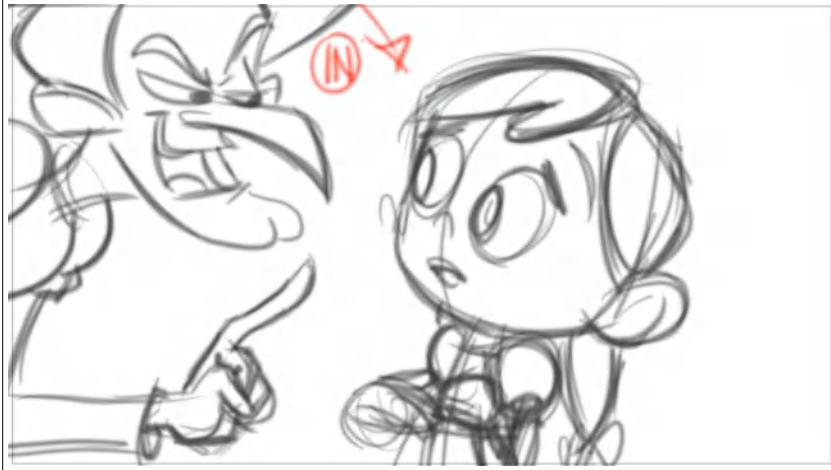


**Dialog**

67 DOROTHY (contd)

That's not true!

Scene	Duration	Panel	Duration
66	03:04	3 / 3	01:14

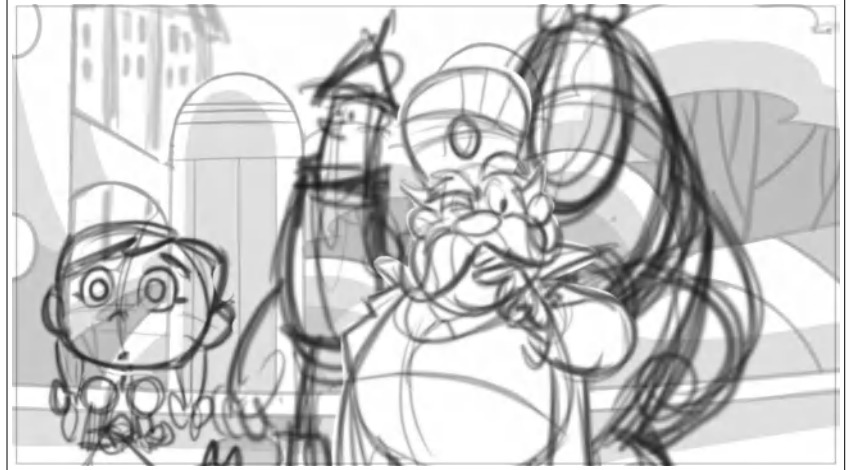


**Dialog**

68 WICKED WITCH

But it is!

Scene	Duration	Panel	Duration
67	05:03	1 / 4	00:07



Scene	Duration	Panel	Duration
67	05:03	2 / 4	01:17



**Dialog**

69 WIZARD (contd)

Or it might not... Or...

**Action Notes**

Angle on the Wizard

Scene	Duration	Panel	Duration
67	05:03	3 / 4	01:18



**Dialog**

69 WIZARD (contd)

Or it might not... Or...

**Action Notes**

Angle on the Wizard

Scene	Duration	Panel	Duration
67	05:03	4 / 4	01:09



**Dialog**

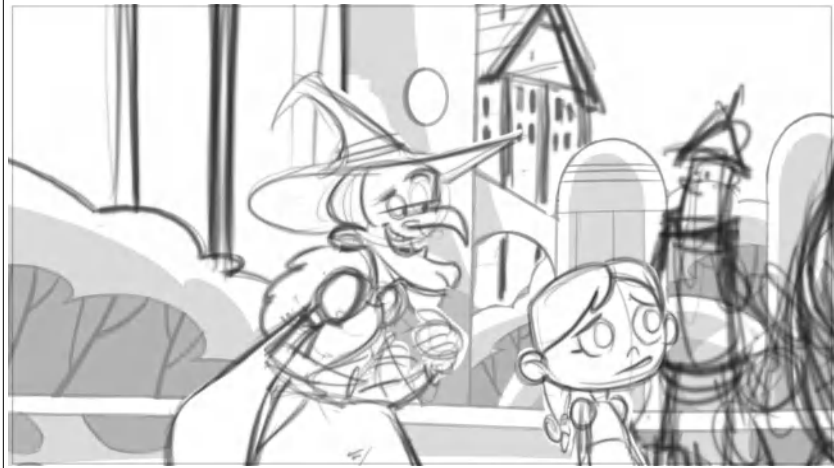
69 WIZARD (contd)

(Confuses himself) Oh dear...

**Action Notes**

Angle on the Wizard

Scene	Duration	Panel	Duration
68	11:06	1 / 8	01:16



**Dialog**

70 WICKED WITCH

And soon everything in Oz will be replaced!

Scene	Duration	Panel	Duration
68	11:06	2 / 8	01:01



**Dialog**

70 WICKED WITCH

And soon everything in Oz will be replaced!

Scene	Duration	Panel	Duration
68	11:06	3 / 8	02:03



**Dialog**

70 WICKED WITCH

And soon everything in Oz will be replaced!

Scene	Duration	Panel	Duration
68	11:06	4 / 8	03:03

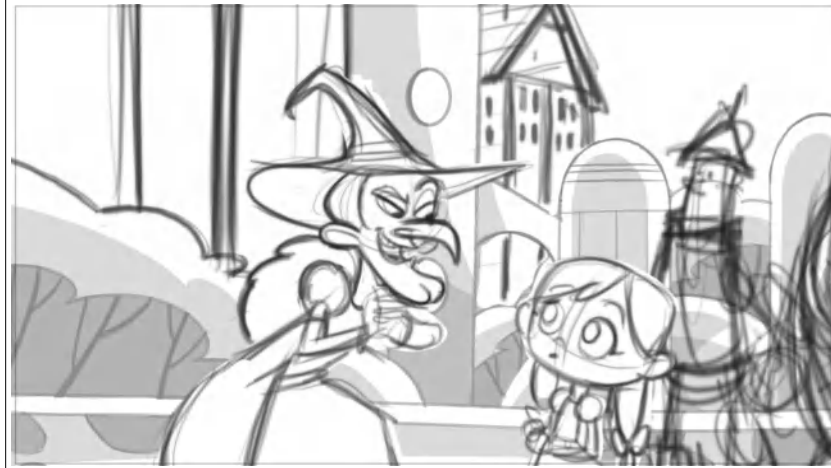


**Dialog**

70 WICKED WITCH (contd)

And there's only one way to fix it. (Savors the moment) You'll have to go back to Kansas and stay there forever! And your little dog, too!

Scene	Duration	Panel	Duration
68	11:06	5 / 8	00:20

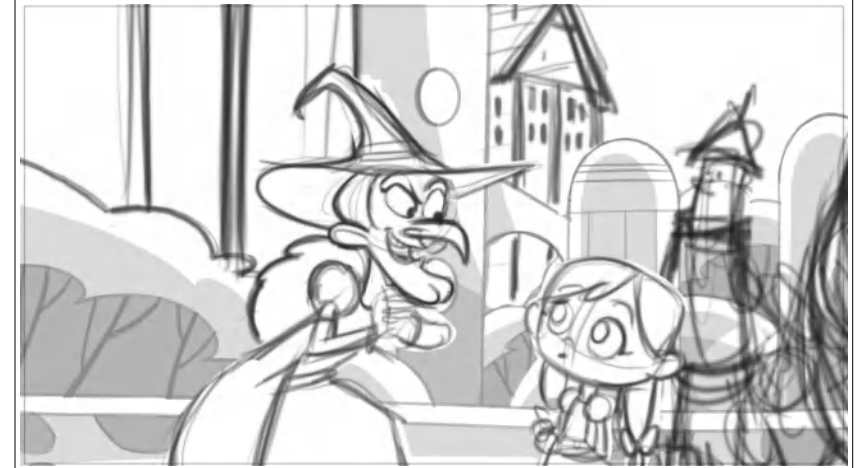


**Dialog**

70 WICKED WITCH (contd)

And there's only one way to fix it. (Savors the moment) You'll have to go back to Kansas and stay there forever! And your little dog, too!

Scene	Duration	Panel	Duration
68	11:06	6 / 8	00:21

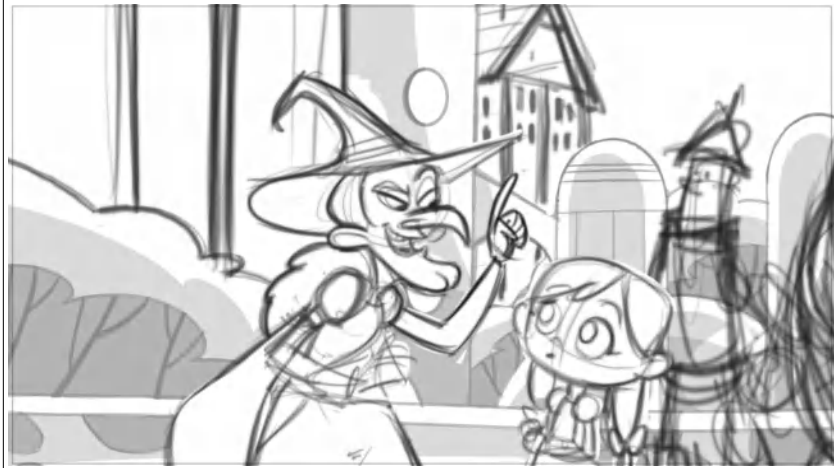


**Dialog**

70 WICKED WITCH (contd)

And there's only one way to fix it. (Savors the moment) You'll have to go back to Kansas and stay there forever! And your little dog, too!

Scene	Duration	Panel	Duration
68	11:06	7 / 8	00:09

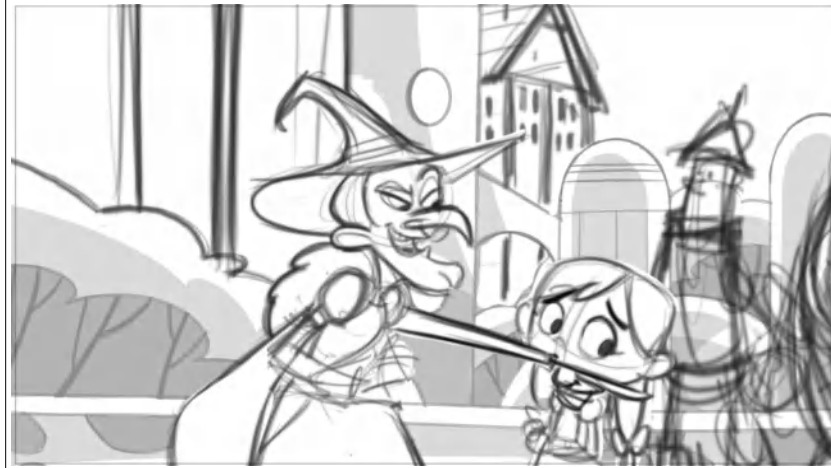


**Dialog**

70 WICKED WITCH (contd)

And there's only one way to fix it. (Savors the moment) You'll have to go back to Kansas and stay there forever! And your little dog, too!

Scene	Duration	Panel	Duration
68	11:06	8 / 8	01:05



**Dialog**

70 WICKED WITCH (contd)

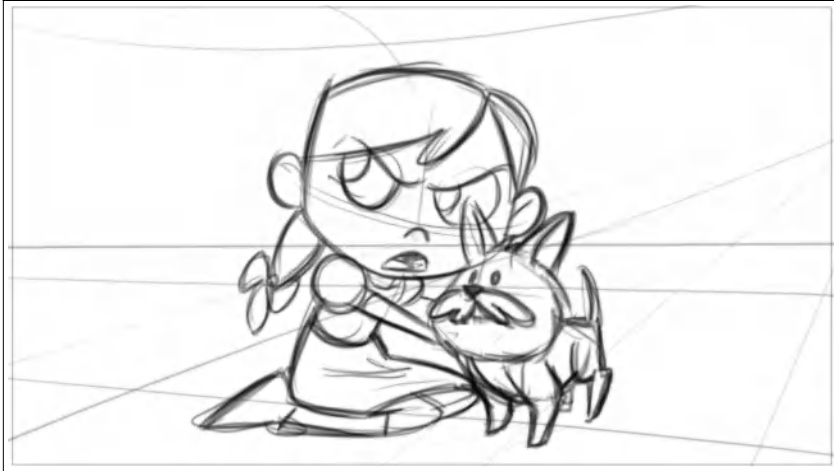
And there's only one way to fix it. (Savors the moment) You'll have to go back to Kansas and stay there forever! And your little dog, too!

Scene	Duration	Panel	Duration
69	06:01	1 / 6	00:07





Scene	Duration	Panel	Duration
69	06:01	2 / 6	02:10



**Dialog**

71 DOROTHY

(Covers Toto's ears) Don't listen to that wicked old witch! mean witch!

72 TOTO

(BARKS)

Scene	Duration	Panel	Duration
69	06:01	3 / 6	00:14



**Dialog**

71 DOROTHY

(Covers Toto's ears) Don't listen to that wicked old witch! mean witch!

72 TOTO

(BARKS)

Scene	Duration	Panel	Duration
69	06:01	4 / 6	00:15



**Dialog**

71 DOROTHY

(Covers Toto's ears) Don't listen to that wicked old witch! mean witch!

72 TOTO

(BARKS)

Scene	Duration	Panel	Duration
69	06:01	5 / 6	01:16



**Dialog**

71 DOROTHY

(Covers Toto's ears) Don't listen to that wicked old witch! mean witch!

72 TOTO

(BARKS)

Scene	Duration	Panel	Duration
69	06:01	6 / 6	00:11



**Dialog**

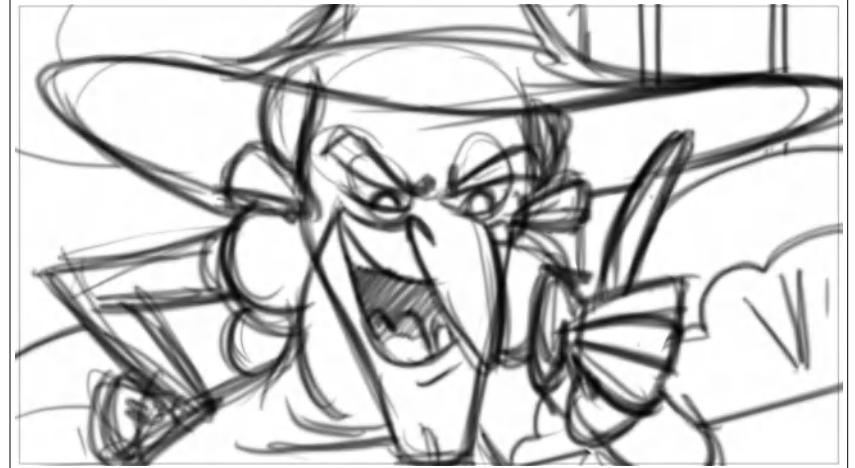
71 DOROTHY

(Covers Toto's ears) Don't listen to that wicked old witch! mean witch!

72 TOTO

(BARKS)

Scene	Duration	Panel	Duration
70	06:05	1 / 3	01:07

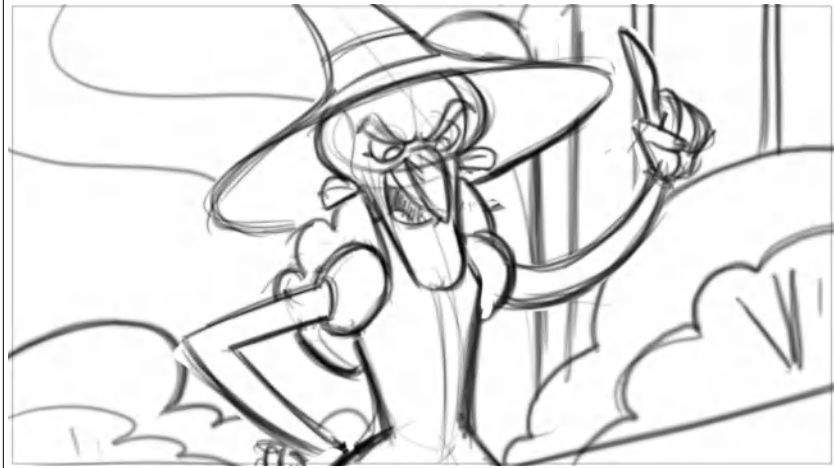


**Dialog**

73 WICKED WITCH

(Cackles) And since your precious ruby slippers....

Scene	Duration	Panel	Duration
70	06:05	2 / 3	02:19

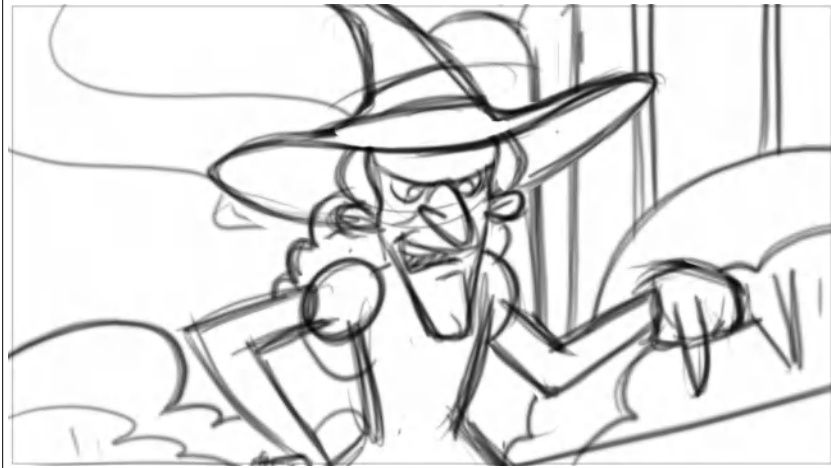


**Dialog**

73 WICKED WITCH (contd)

...are from Oz, .....

Scene	Duration	Panel	Duration
70	06:05	3 / 3	02:03

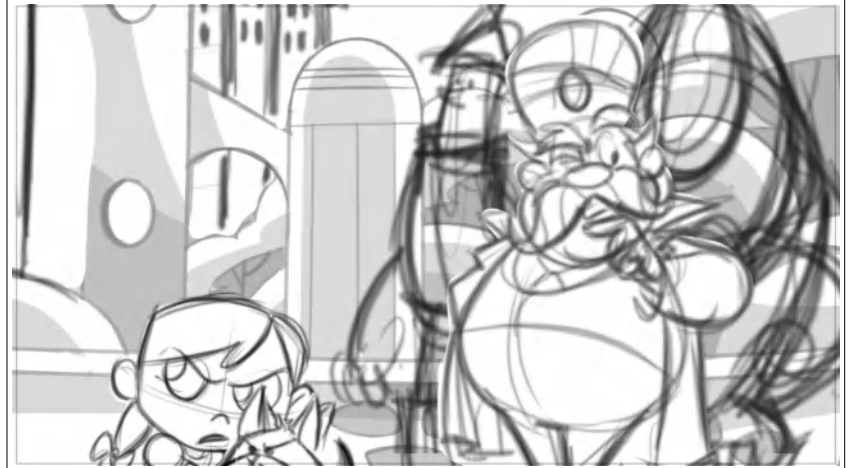


**Dialog**

73 WICKED WITCH (contd)

.... they'll have to stay here.

Scene	Duration	Panel	Duration
71	03:16	1 / 4	01:11

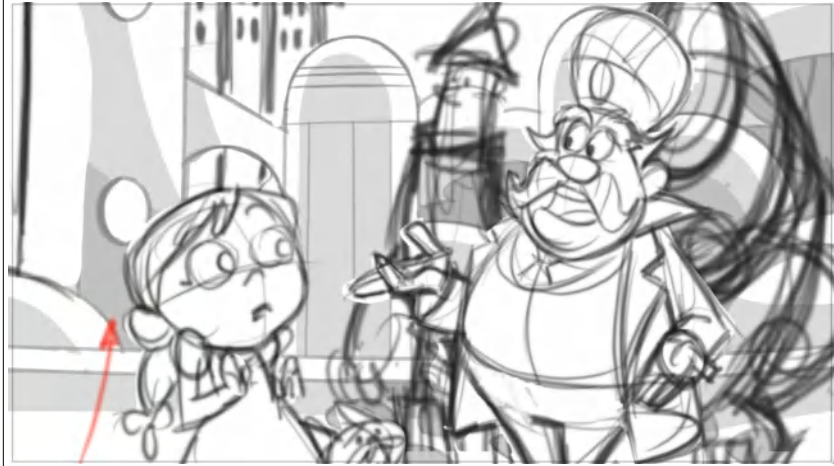


**Dialog**

74 WIZARD (contd)

... that does make sense.

Scene	Duration	Panel	Duration
71	03:16	2 / 4	01:00

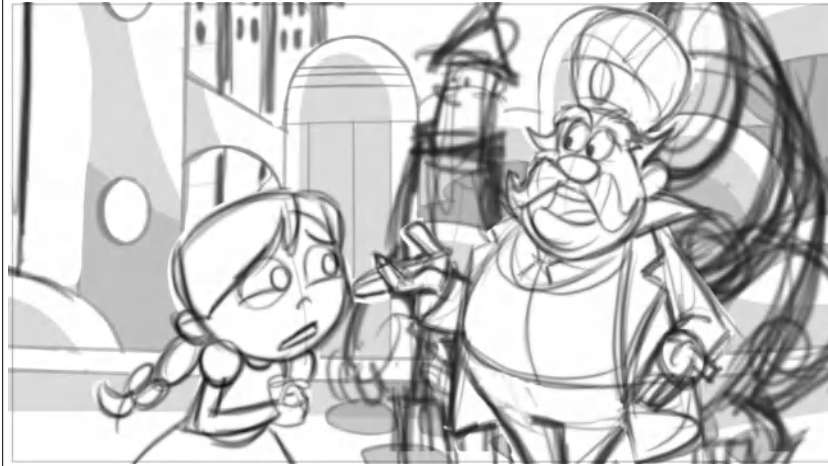


**Dialog**

74 WIZARD (contd)

... that does make sense.

Scene	Duration	Panel	Duration
71	03:16	3 / 4	00:23



**Dialog**

74 WIZARD (contd)

... that does make sense.

Scene	Duration	Panel	Duration
71	03:16	4 / 4	00:06



Scene	Duration	Panel	Duration
72	08:05	1 / 5	01:02



**Dialog**

75 DOROTHY

Oh, no! I don't want to go, but I can't bear the thought of there being no more Lion and no more Tin Man and Oz no longer being Oz.

Scene	Duration	Panel	Duration
72	08:05	2 / 5	01:03



**Dialog**

75 DOROTHY

Oh, no! I don't want to go, but I can't bear the thought of there being no more Lion and no more Tin Man and Oz no longer being Oz.

Scene	Duration	Panel	Duration
72	08:05	3 / 5	00:18



**Dialog**

75 DOROTHY

Oh, no! I don't want to go, but I can't bear the thought of there being no more Lion and no more Tin Man and Oz no longer being Oz.



Scene	Duration	Panel	Duration
72	08:05	4 / 5	03:14



**Dialog**

75 DOROTHY

Oh, no! I don't want to go, but I can't bear the thought of there being no more Lion and no more Tin Man and Oz no longer being Oz.

Scene	Duration	Panel	Duration
72	08:05	5 / 5	01:16



**Dialog**

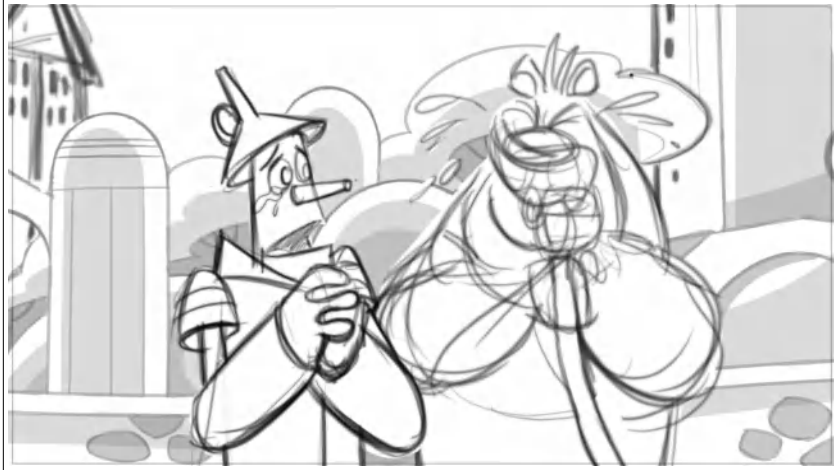
75 DOROTHY

Oh, no! I don't want to go, but I can't bear the thought of there being no more Lion and no more Tin Man and Oz no longer being Oz.

Scene	Duration	Panel	Duration
73	04:09	1 / 4	00:13

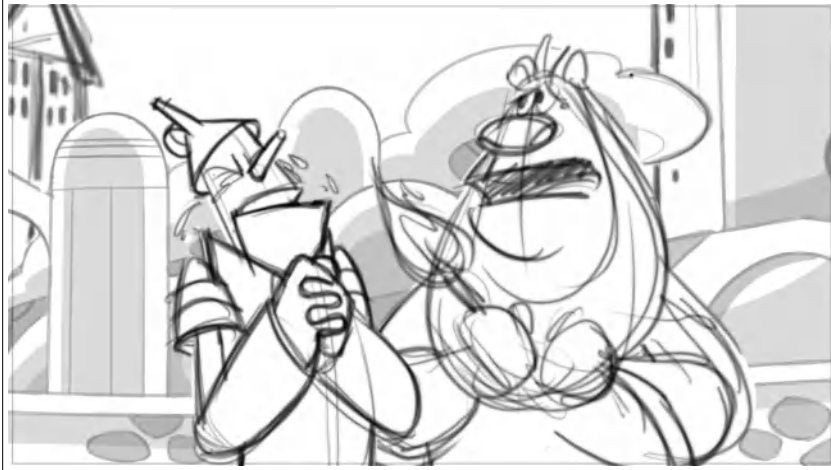


Scene	Duration	Panel	Duration
73	04:09	2 / 4	01:00



**Action Notes**  
 Lion clutches his tail in angst, blows his nose on it.

Scene	Duration	Panel	Duration
73	04:09	3 / 4	00:23



**Dialog**  
 76 LION  
 (To himself) Don't say it. Please don't say it.

Scene	Duration	Panel	Duration
73	04:09	4 / 4	01:21



**Dialog**  
 76 LION  
 (To himself) Don't say it. Please don't say it.

Scene	Duration	Panel	Duration
74	05:02	1 / 4	00:23



**Action Notes**

Dorothy steels herself.

Scene	Duration	Panel	Duration
74	05:02	2 / 4	02:03



**Dialog**

77 DOROTHY

If it will fix everything, I'll go home and never come back.

**Action Notes**

Dorothy steels herself.

Scene	Duration	Panel	Duration
74	05:02	3 / 4	01:01



**Dialog**

77 DOROTHY

If it will fix everything, I'll go home and never come back.

**Action Notes**

Dorothy steels herself.

Scene	Duration	Panel	Duration
74	05:02	4 / 4	00:23



**Dialog**

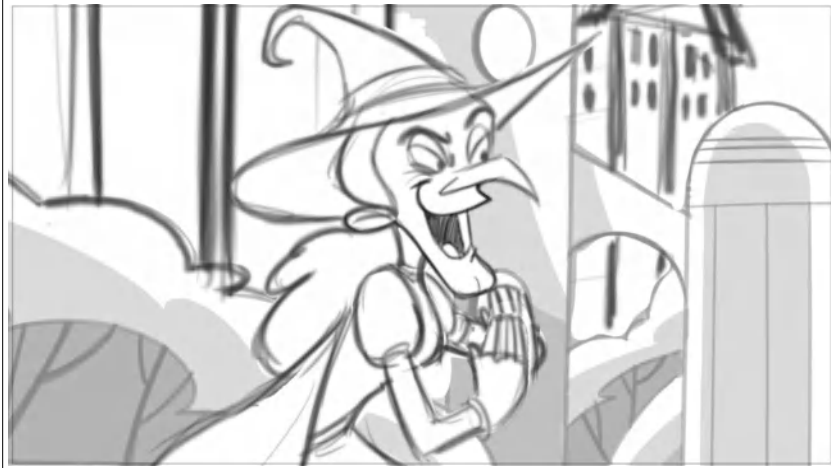
77 DOROTHY

If it will fix everything, I'll go home and never come back.

**Action Notes**

Dorothy steels herself.

Scene	Duration	Panel	Duration
75	03:05	1 / 4	00:19

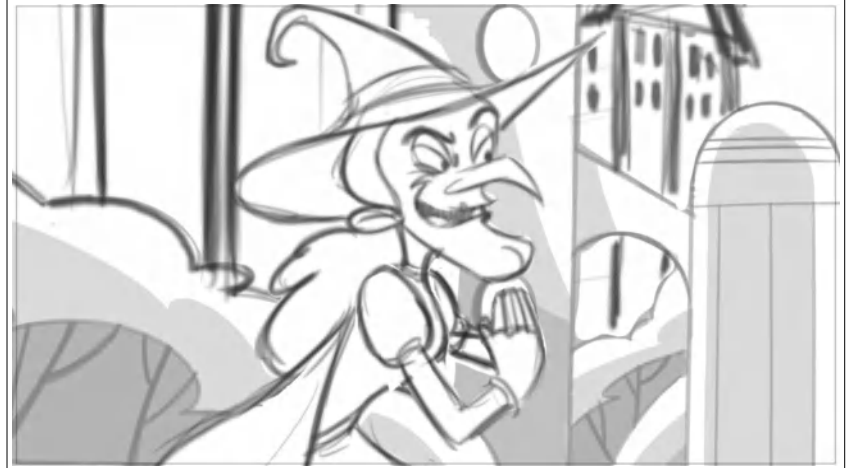


**Dialog**

78 WICKED WITCH

Fabulous!

Scene	Duration	Panel	Duration
75	03:05	2 / 4	00:07

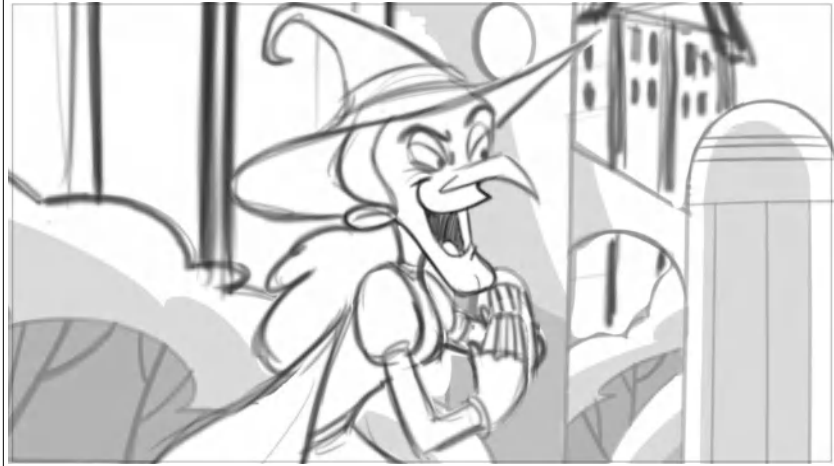


**Dialog**

78 WICKED WITCH

Fabulous!

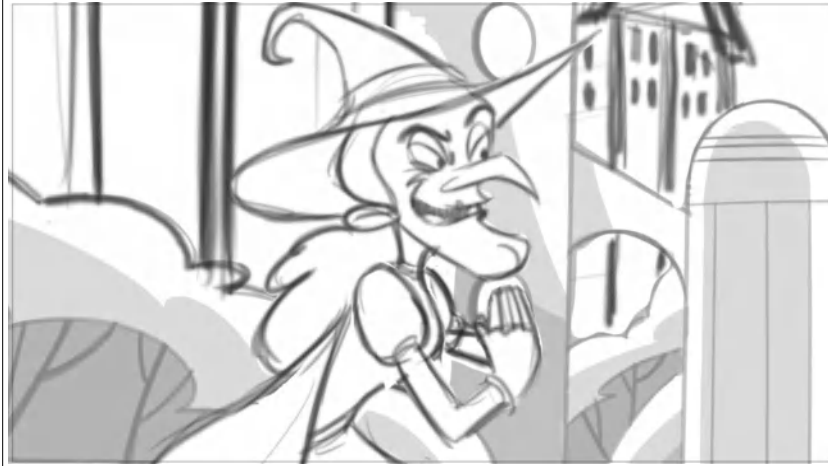
Scene	Duration	Panel	Duration
75	03:05	3 / 4	00:13



**Dialog**

78 WICKED WITCH  
Fabulous!

Scene	Duration	Panel	Duration
75	03:05	4 / 4	01:14



**Dialog**

78 WICKED WITCH  
Fabulous!

**Action Notes**

The Wicked Witch rubs her hands together.

Scene	Duration	Panel	Duration
76	03:12	1 / 3	00:22





Scene	Duration	Panel	Duration
76	03:12	2 / 3	01:21



**Dialog**

79 DOROTHY

But first I need to say goodbye to all my friends.

Scene	Duration	Panel	Duration
76	03:12	3 / 3	00:17

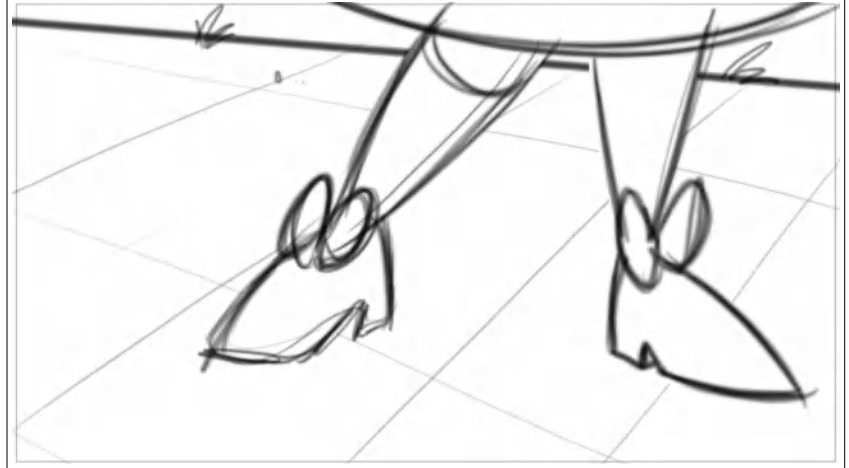


**Dialog**

79 DOROTHY

But first I need to say goodbye to all my friends.

Scene	Duration	Panel	Duration
77	04:12	1 / 9	00:12



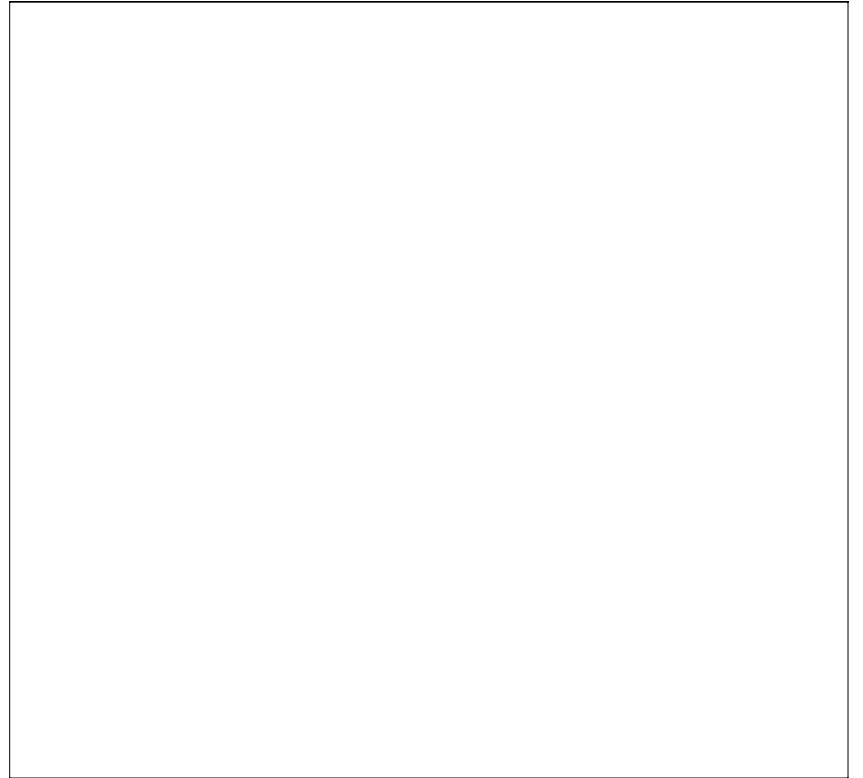
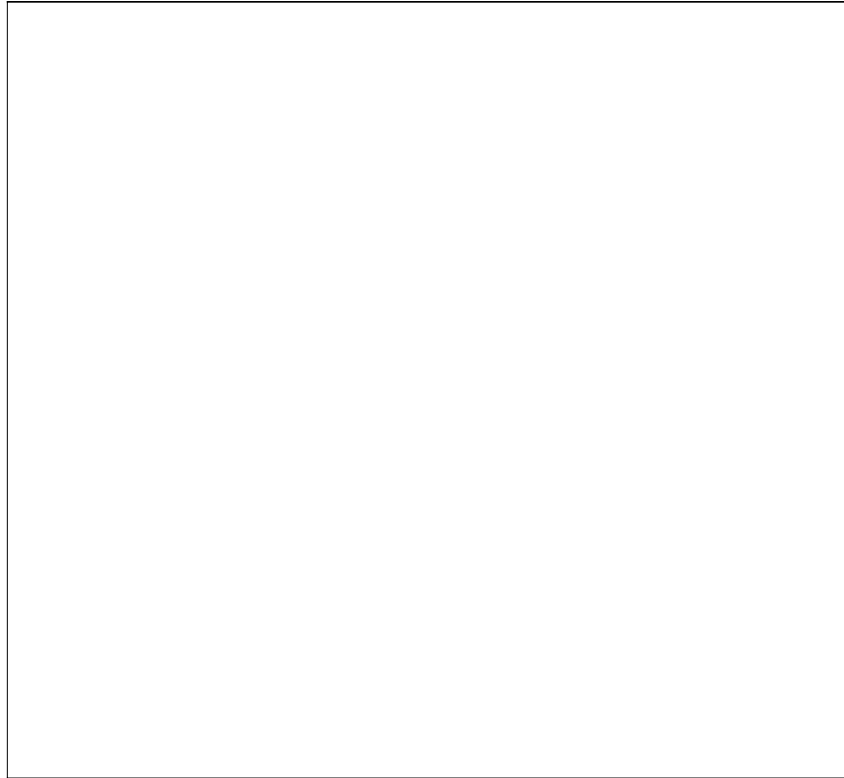
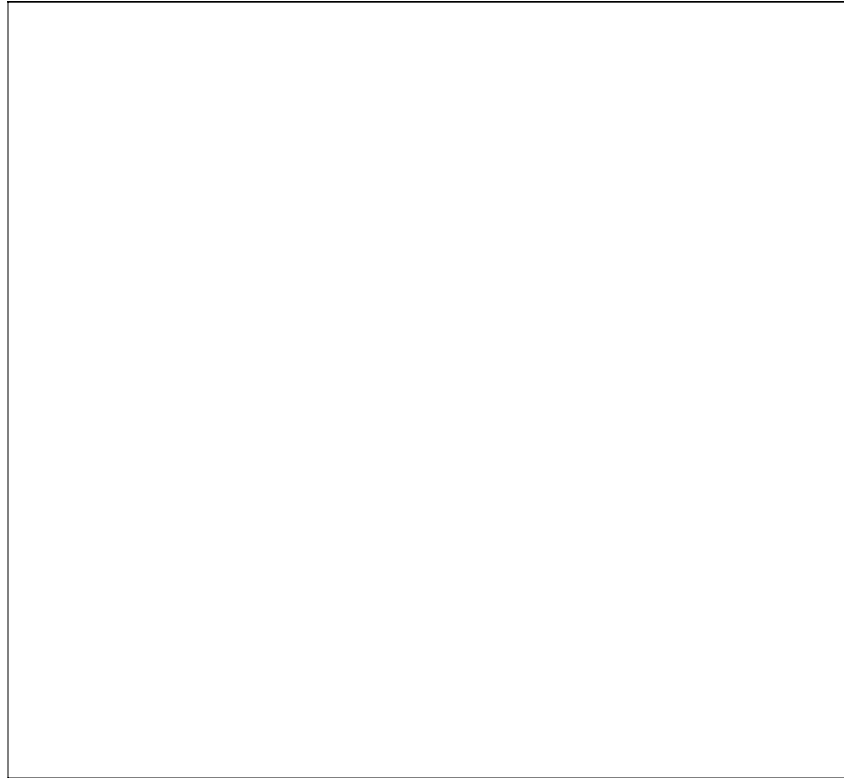
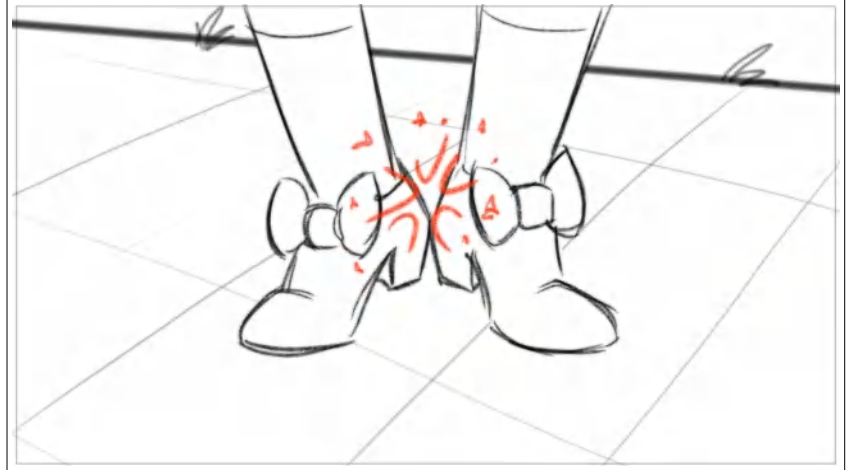
Scene	Duration	Panel	Duration
77	04:12	2 / 9	00:12



Scene	Duration	Panel	Duration
77	04:12	3 / 9	00:12



Scene	Duration	Panel	Duration
77	04:12	4 / 9	00:12



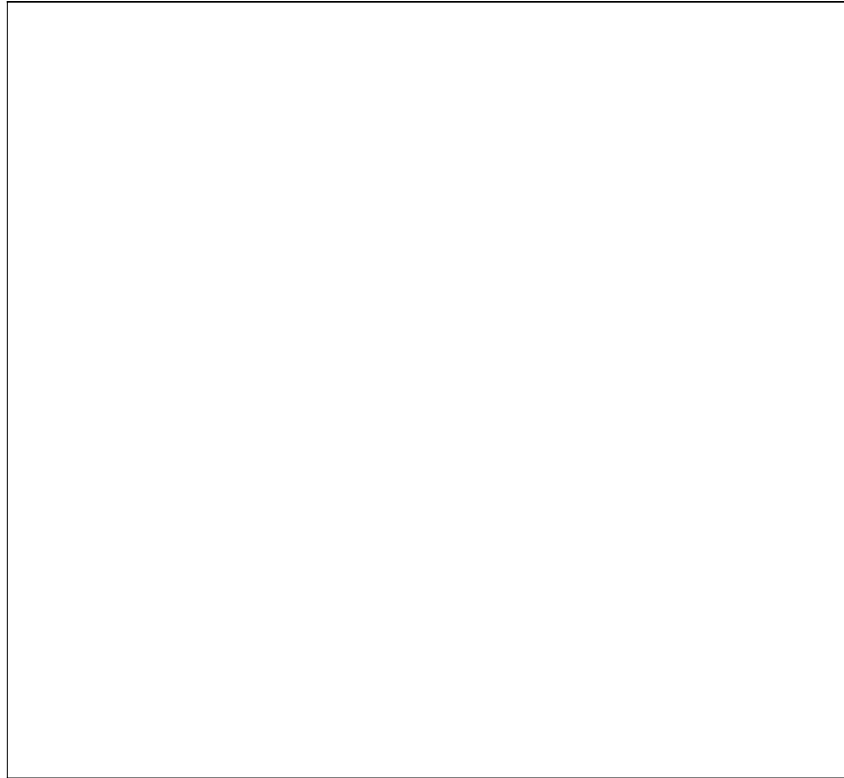
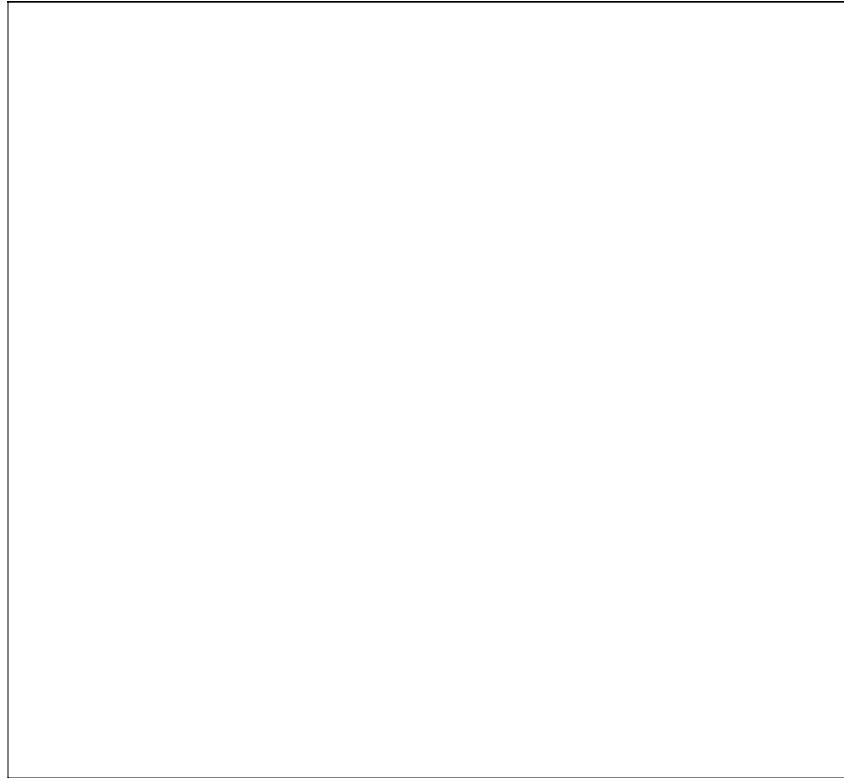
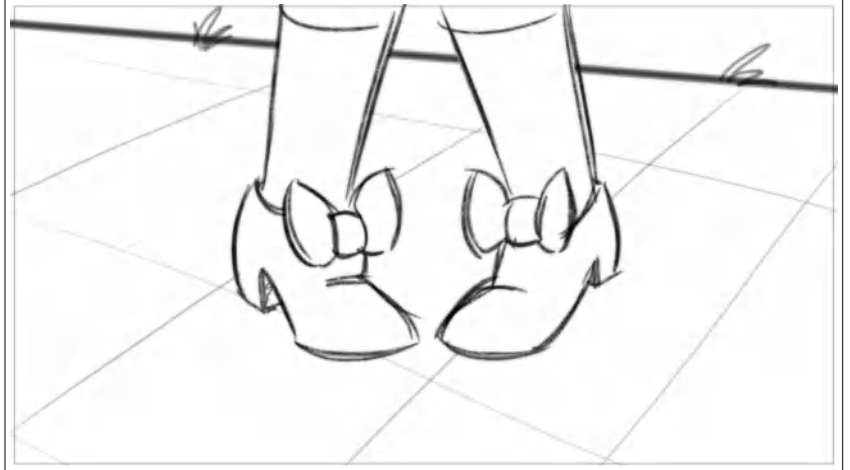
Scene	Duration	Panel	Duration
77	04:12	5 / 9	00:12



Scene	Duration	Panel	Duration
77	04:12	6 / 9	00:12



Scene	Duration	Panel	Duration
77	04:12	7 / 9	00:12



Scene	Duration	Panel	Duration
77	04:12	8 / 9	00:12



Scene	Duration	Panel	Duration
77	04:12	9 / 9	00:12



Scene	Duration	Panel	Duration
78	01:04	1 / 5	00:04



Scene	Duration	Panel	Duration
78	01:04	2 / 5	00:06



Scene	Duration	Panel	Duration
78	01:04	3 / 5	00:06

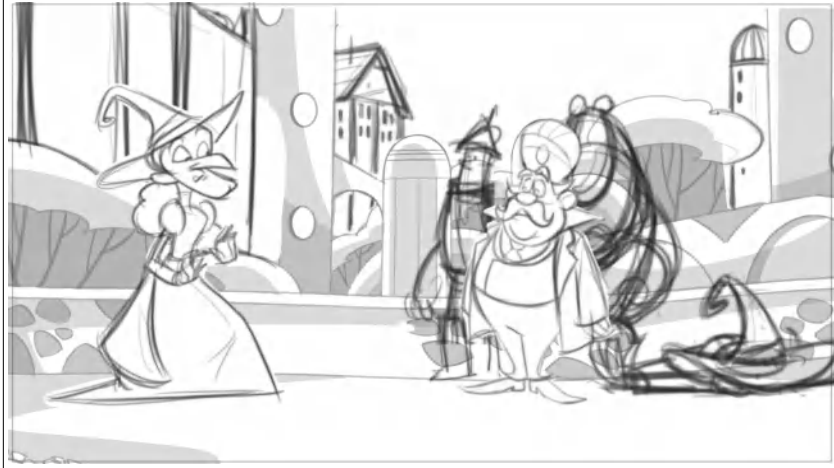


Scene	Duration	Panel	Duration
78	01:04	4 / 5	00:06





Scene	Duration	Panel	Duration
78	01:04	5 / 5	00:06



Scene	Duration	Panel	Duration
79	02:10	1 / 8	00:12



**Action Notes**

SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS

Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
79	02:10	2 / 8	00:06



**Action Notes**

SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS

Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
79	02:10	3 / 8	00:06



**Action Notes**  
 SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS  
 Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
79	02:10	4 / 8	00:06



**Action Notes**  
 SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS  
 Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
79	02:10	5 / 8	00:06



**Action Notes**  
 SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS  
 Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
79	02:10	6 / 8	00:08



**Action Notes**

SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS

Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
79	02:10	7 / 8	00:08



**Action Notes**

SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS

Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
79	02:10	8 / 8	00:06



**Action Notes**

SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS

Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

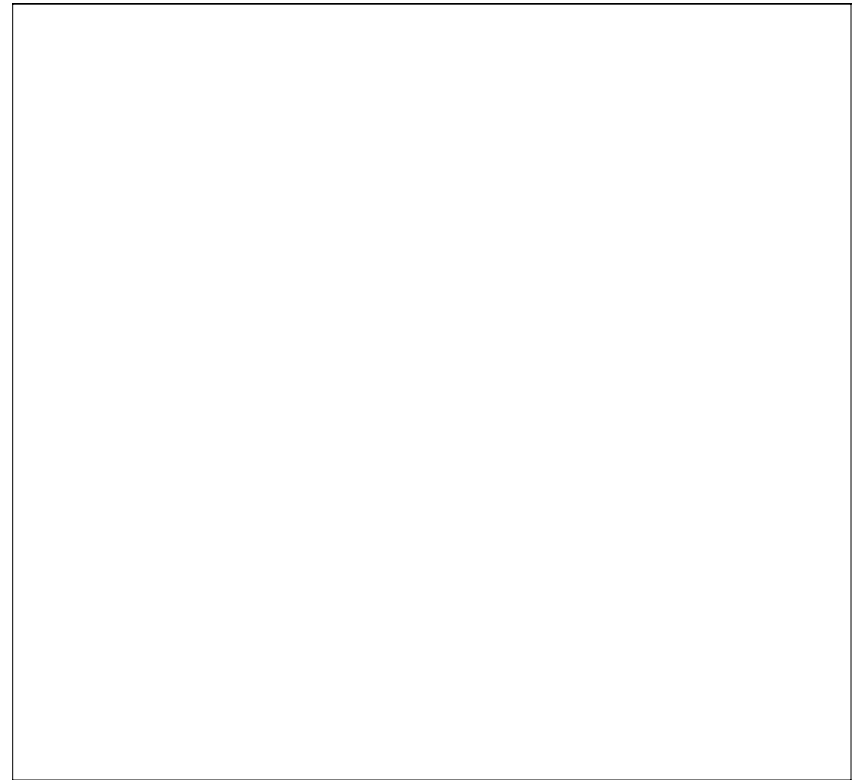
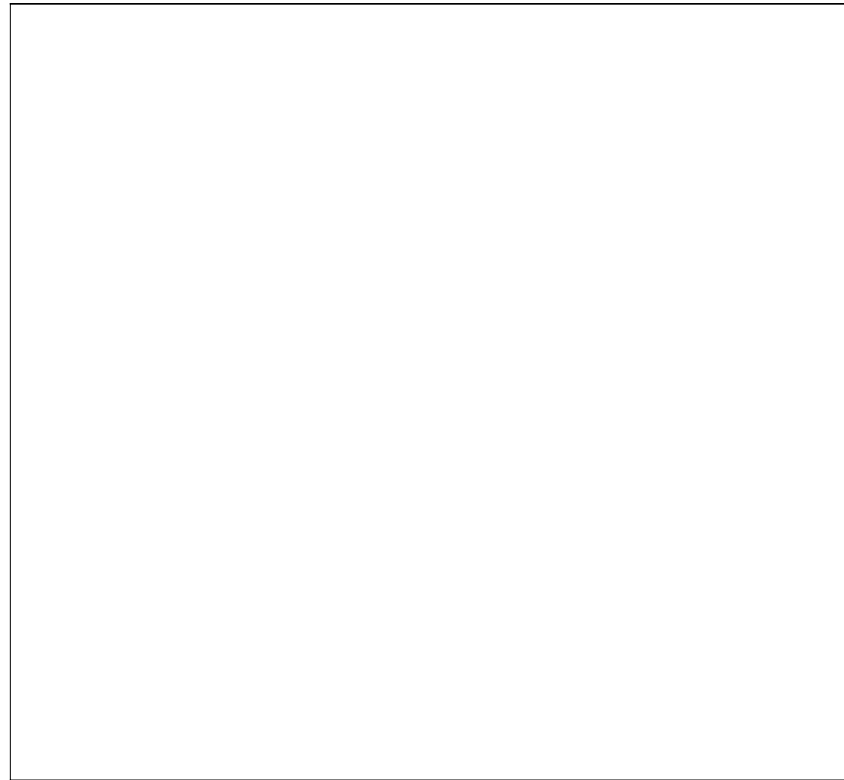
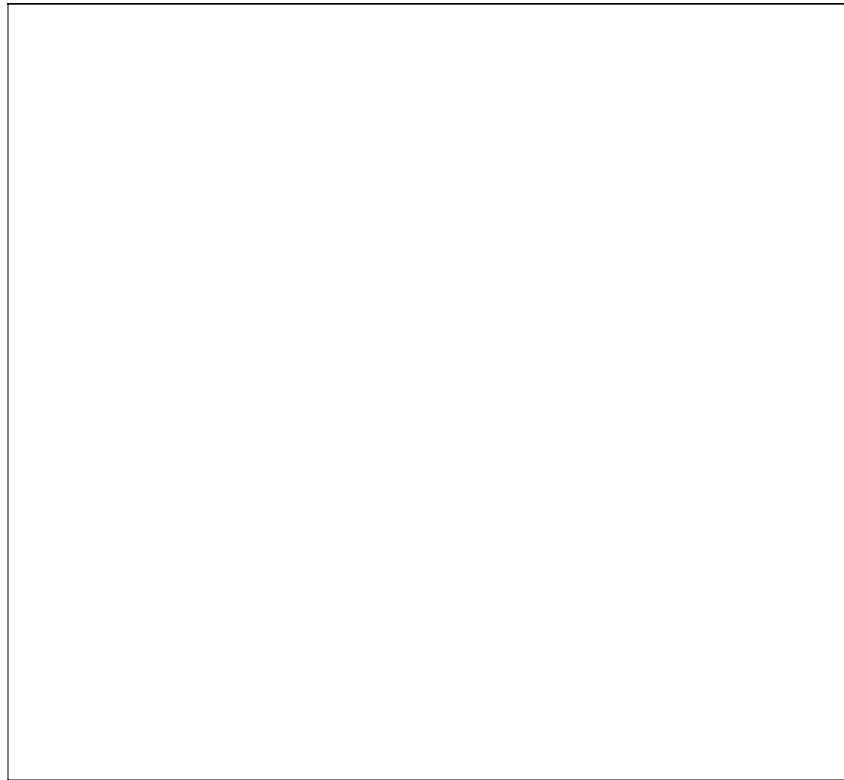
Scene	Duration	Panel	Duration
80	04:12	1 / 9	00:12



Scene	Duration	Panel	Duration
80	04:12	2 / 9	00:12



Scene	Duration	Panel	Duration
80	04:12	3 / 9	00:12



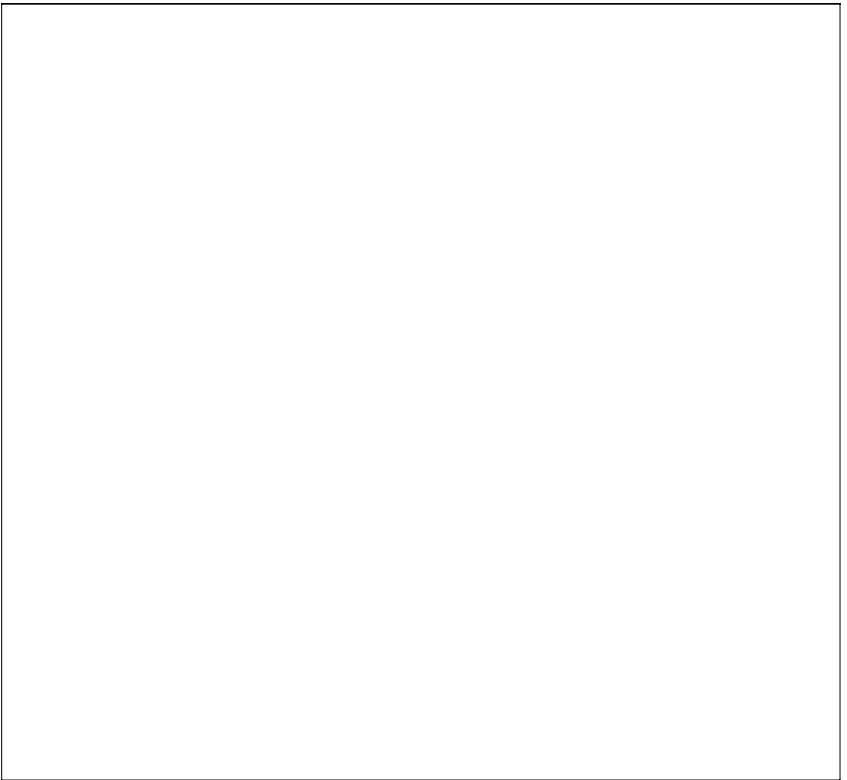
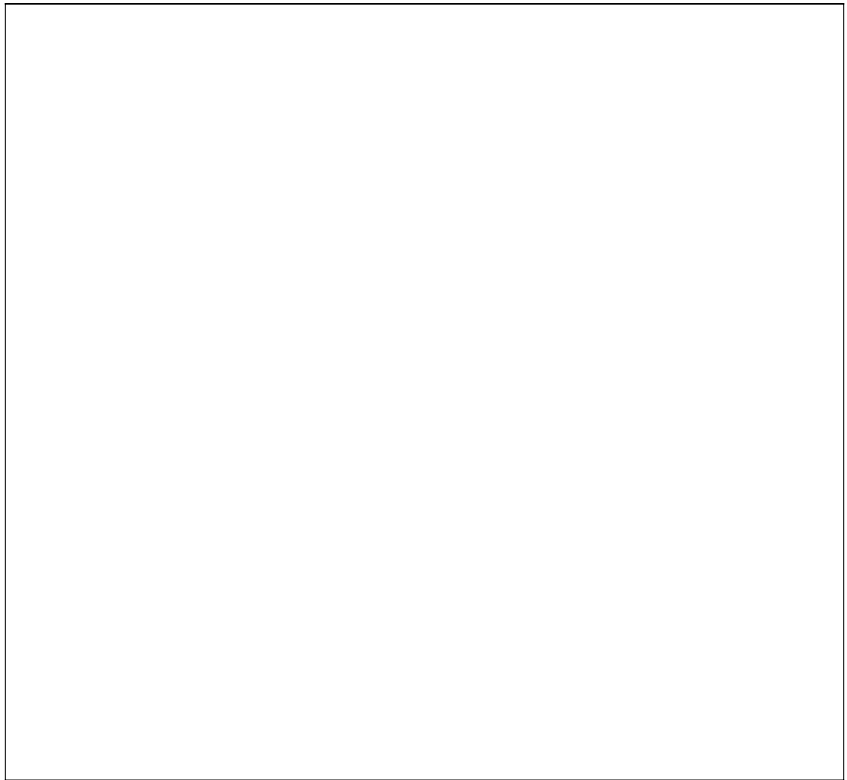
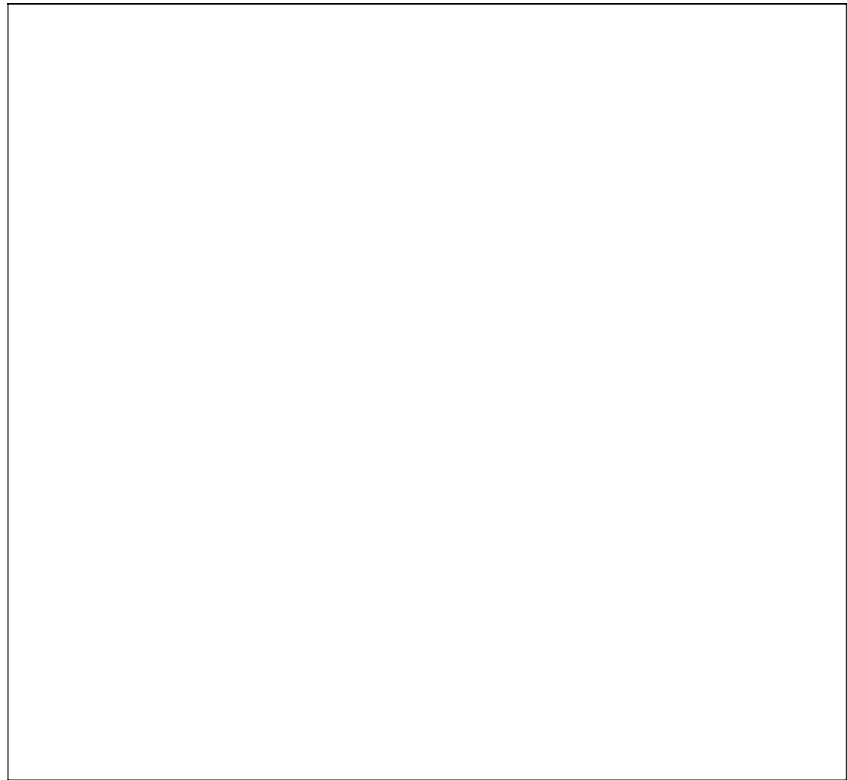
Scene	Duration	Panel	Duration
80	04:12	4 / 9	00:12



Scene	Duration	Panel	Duration
80	04:12	5 / 9	00:12



Scene	Duration	Panel	Duration
80	04:12	6 / 9	00:12

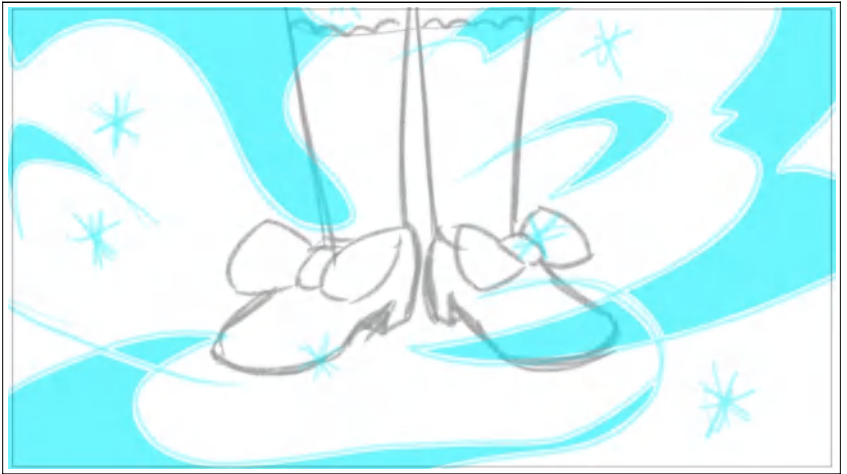




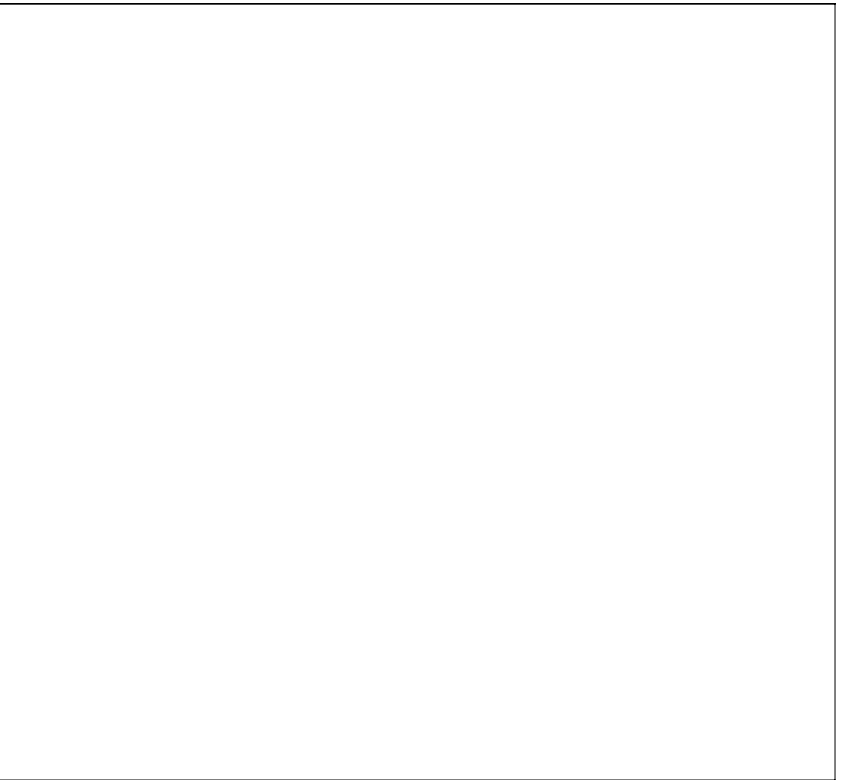
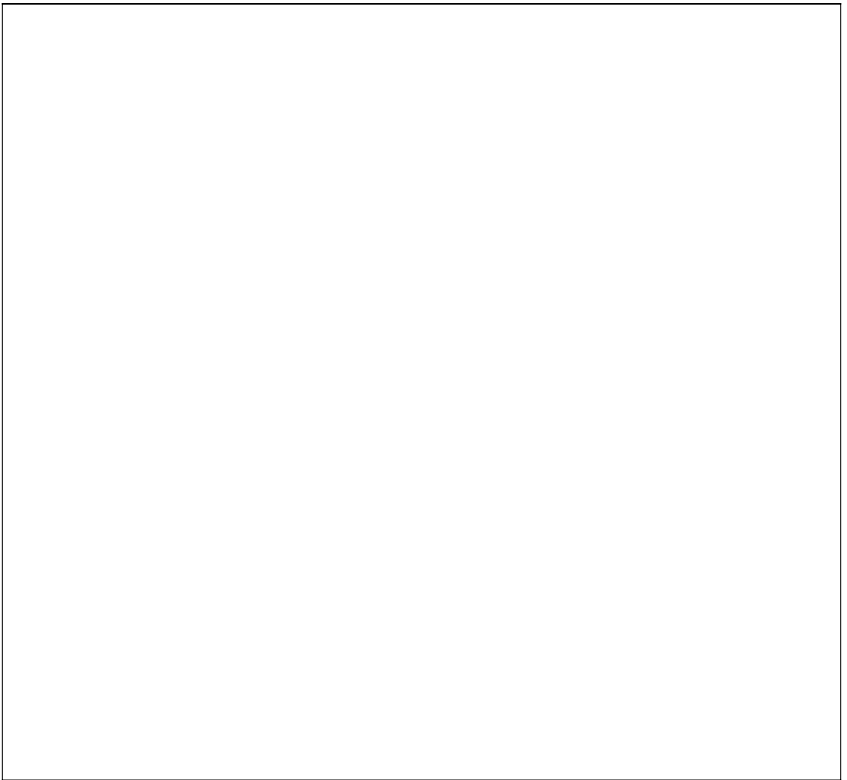
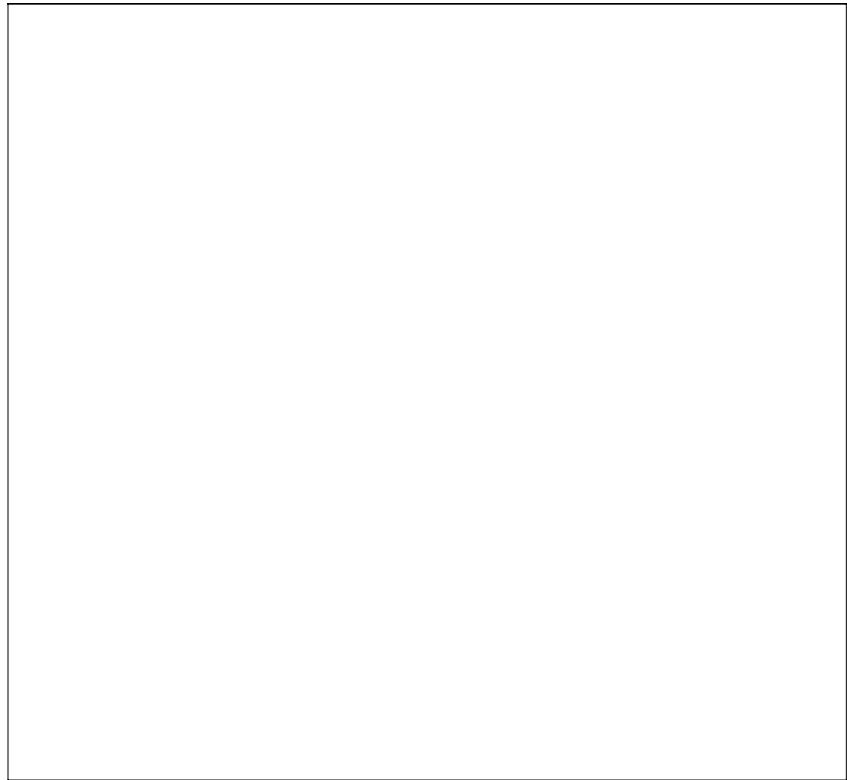
Scene	Duration	Panel	Duration
80	04:12	7 / 9	00:12



Scene	Duration	Panel	Duration
80	04:12	8 / 9	00:12



Scene	Duration	Panel	Duration
80	04:12	9 / 9	00:12



Scene	Duration	Panel	Duration
81	01:18	1 / 5	00:06



**Action Notes**  
 SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS  
 Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
81	01:18	2 / 5	00:06



**Action Notes**  
 SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS  
 Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
81	01:18	3 / 5	00:06



**Action Notes**  
 SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS  
 Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
81	01:18	4 / 5	00:12



**Action Notes**

SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS

Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
81	01:18	5 / 5	00:12



**Action Notes**

SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS

Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
82	01:18	1 / 7	00:06



**Action Notes**

SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS

Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
82	01:18	2 / 7	00:06



**Action Notes**

SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS

Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
82	01:18	3 / 7	00:06



**Action Notes**

SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS

Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
82	01:18	4 / 7	00:06



**Action Notes**

SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS

Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.



Scene	Duration	Panel	Duration
82	01:18	5 / 7	00:06



**Action Notes**

SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS

Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
82	01:18	6 / 7	00:06



**Action Notes**

SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS

Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
82	01:18	7 / 7	00:06



**Action Notes**

SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS

Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.



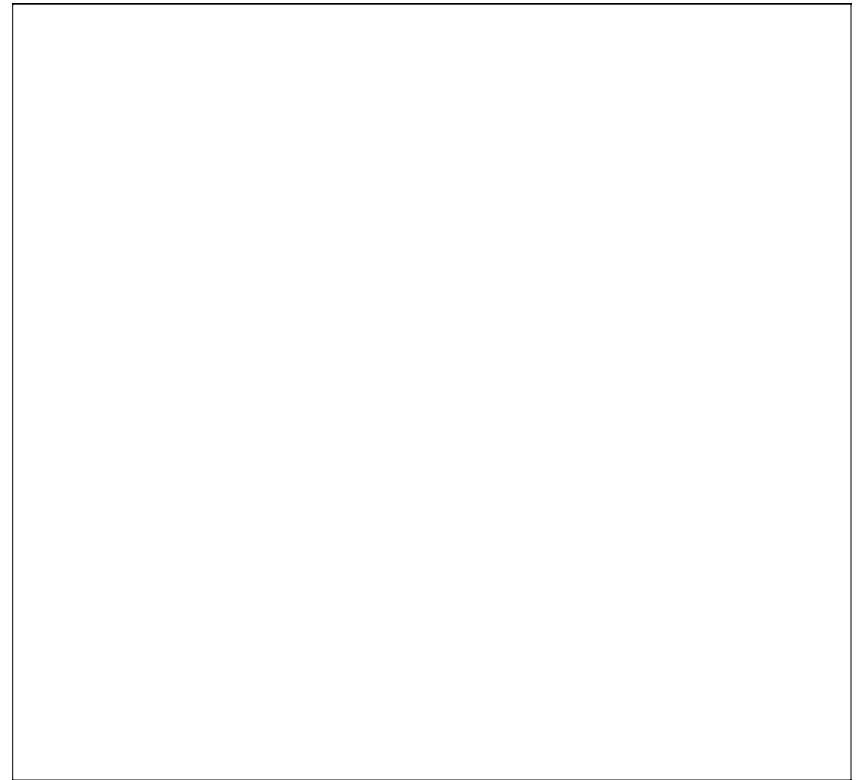
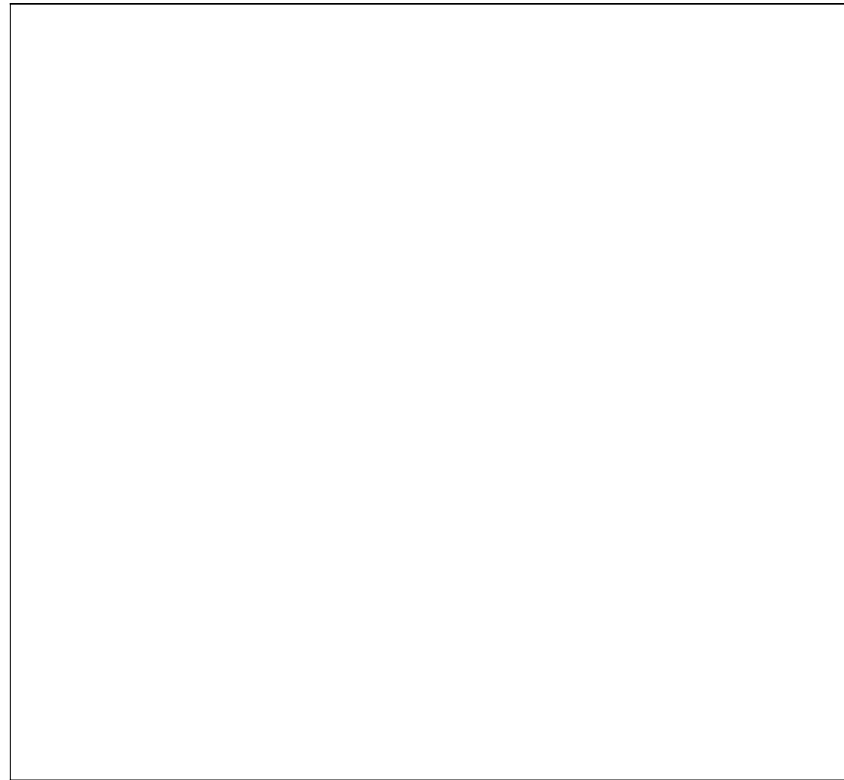
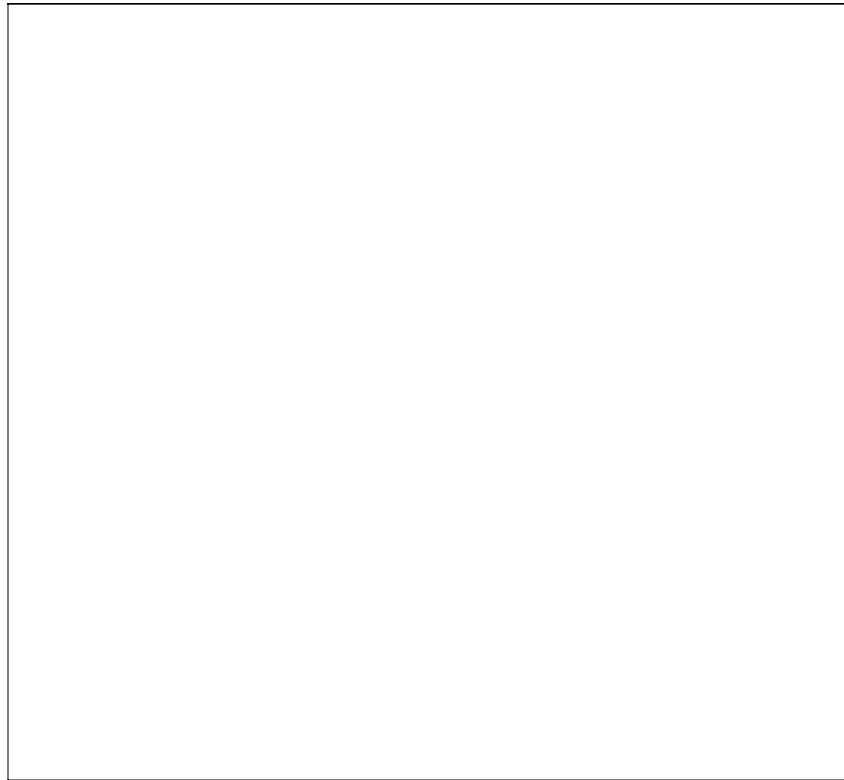
Scene	Duration	Panel	Duration
83	04:12	1 / 9	00:12



Scene	Duration	Panel	Duration
83	04:12	2 / 9	00:12



Scene	Duration	Panel	Duration
83	04:12	3 / 9	00:12



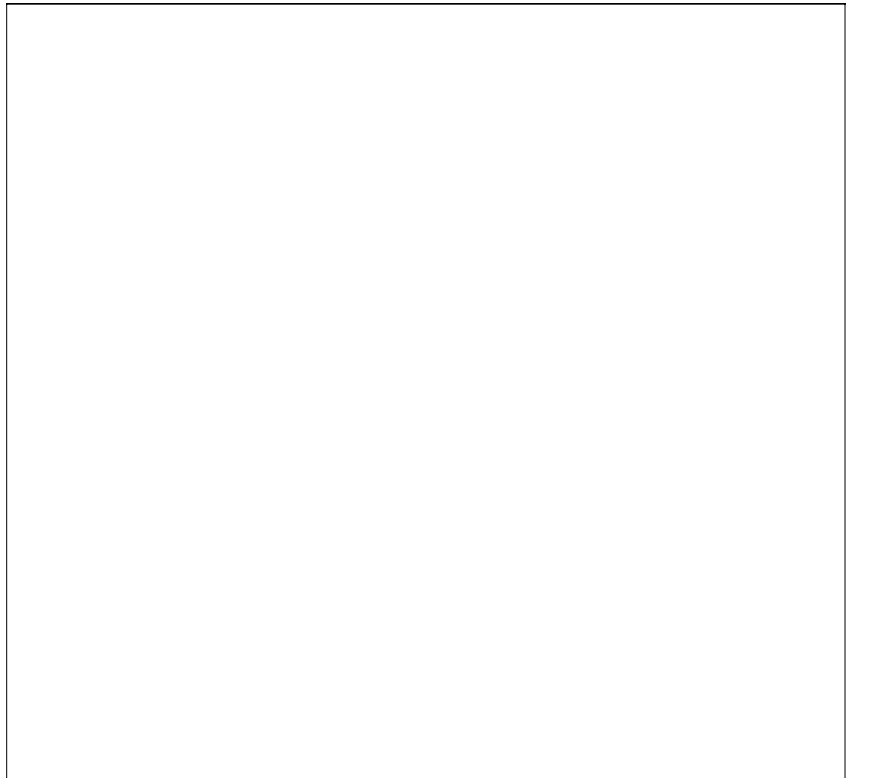
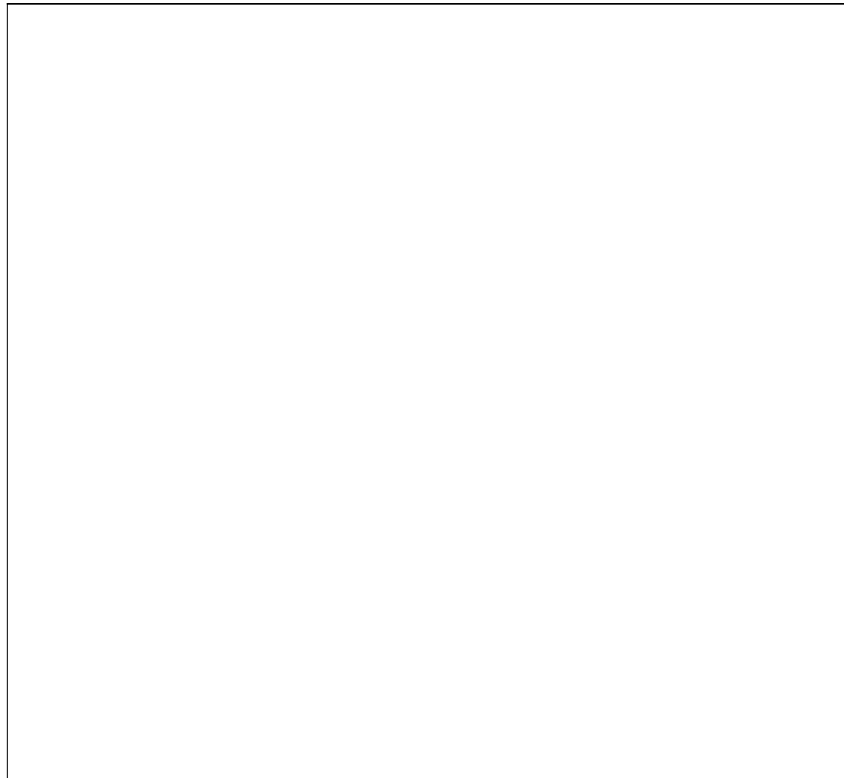
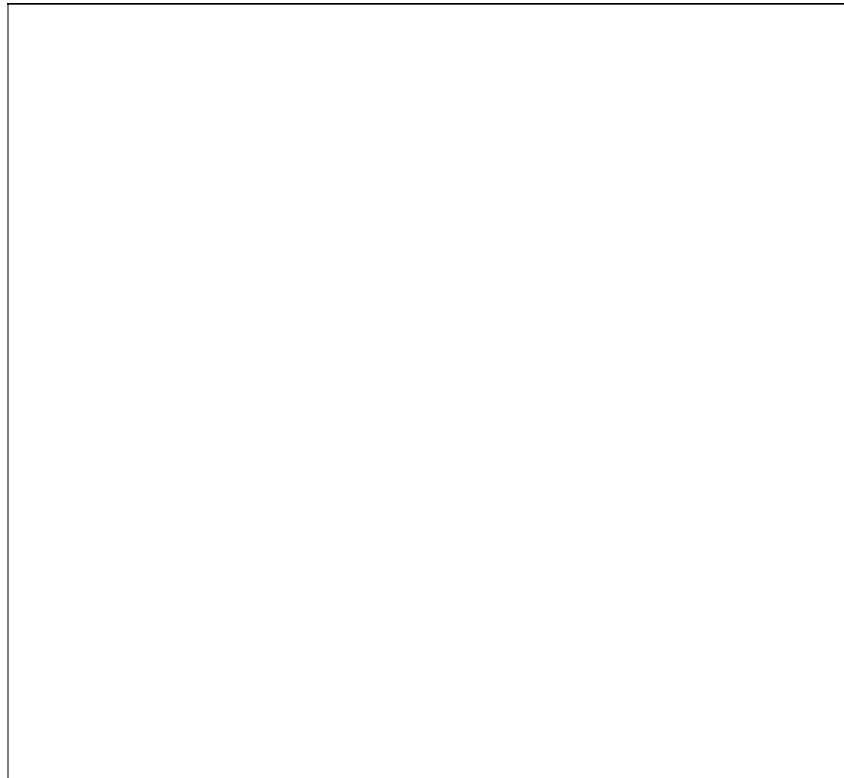
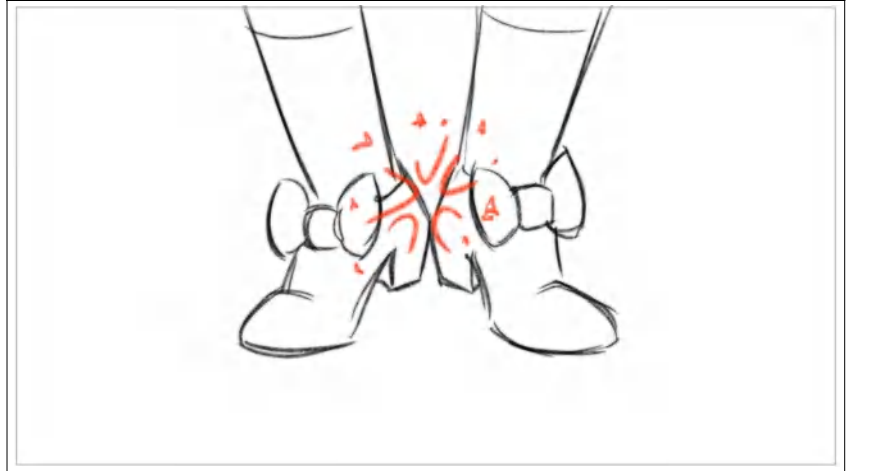
Scene	Duration	Panel	Duration
83	04:12	4 / 9	00:12



Scene	Duration	Panel	Duration
83	04:12	5 / 9	00:12



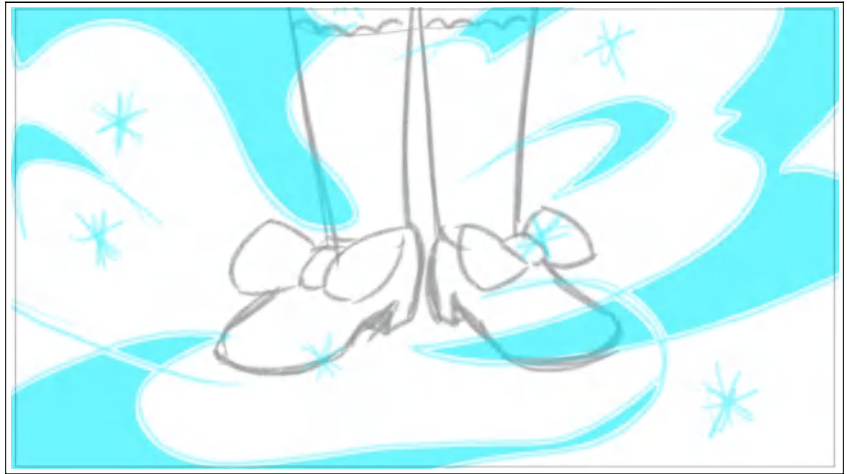
Scene	Duration	Panel	Duration
83	04:12	6 / 9	00:12



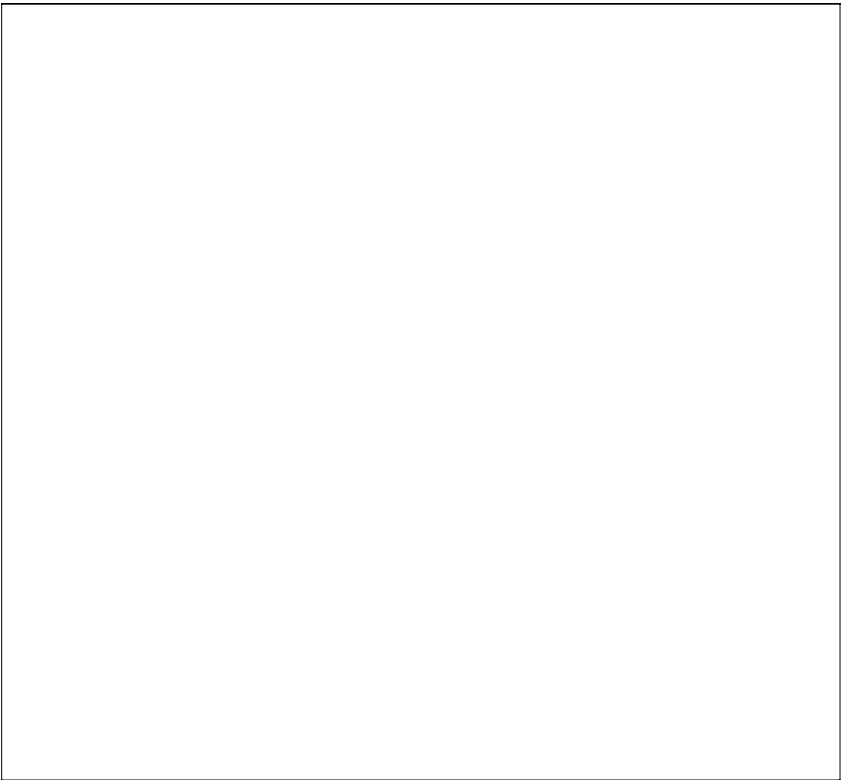
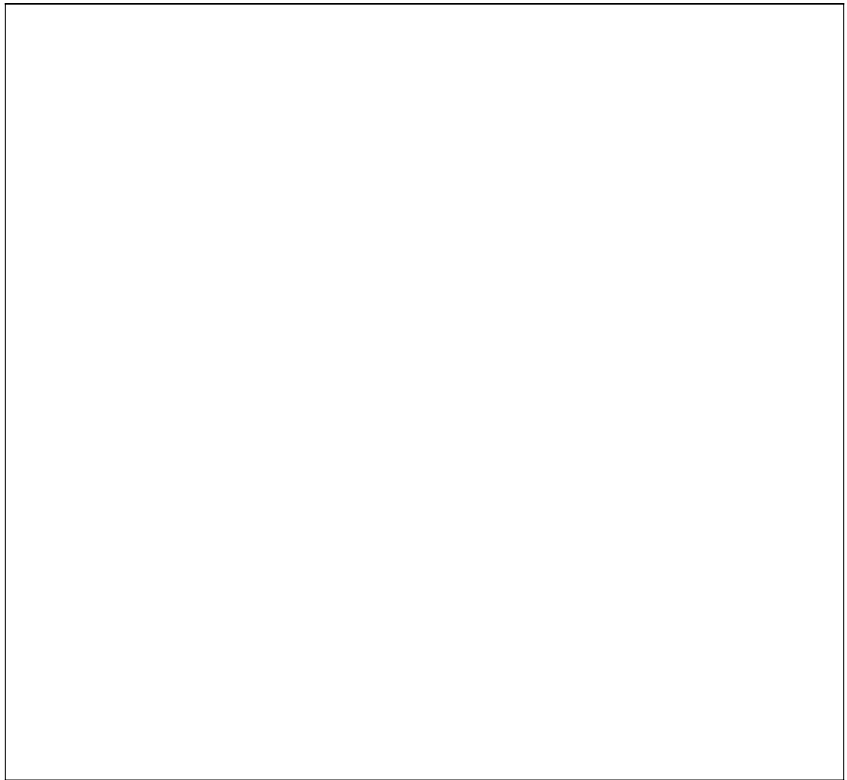
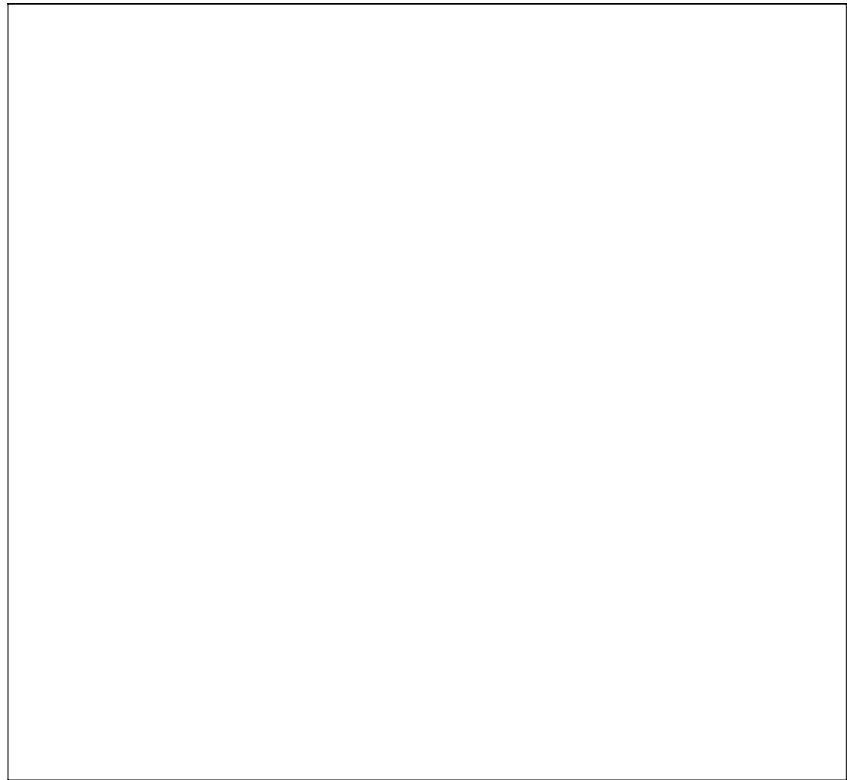
Scene	Duration	Panel	Duration
83	04:12	7 / 9	00:12



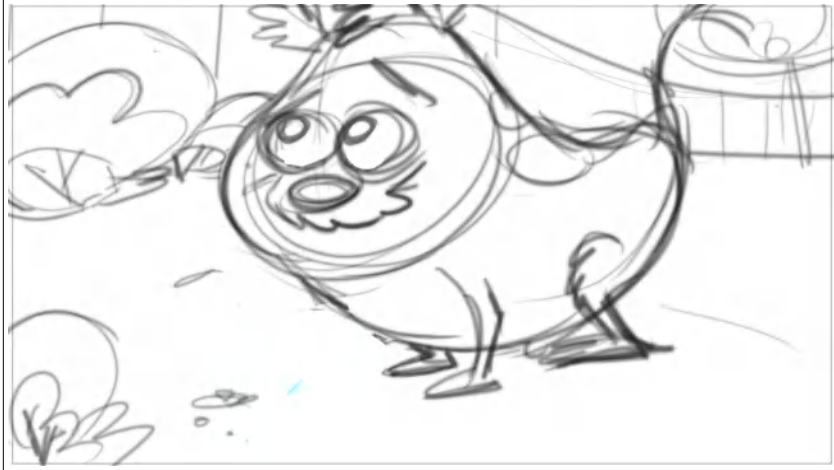
Scene	Duration	Panel	Duration
83	04:12	8 / 9	00:12



Scene	Duration	Panel	Duration
83	04:12	9 / 9	00:12

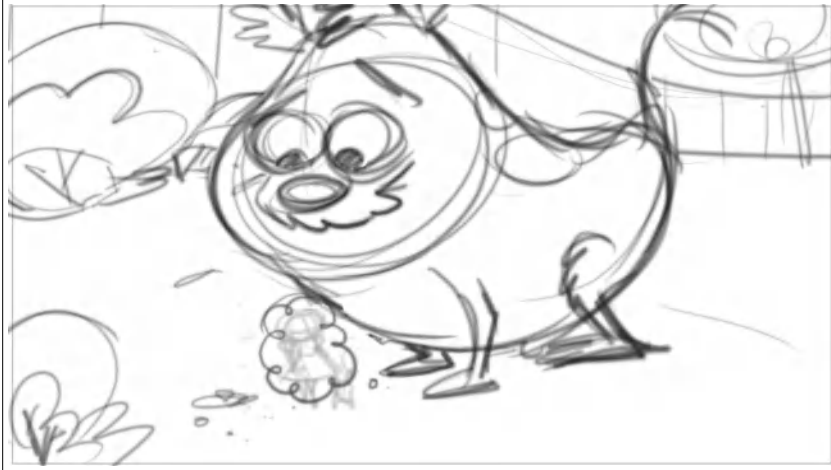


Scene	Duration	Panel	Duration
84	02:04	1 / 6	00:08



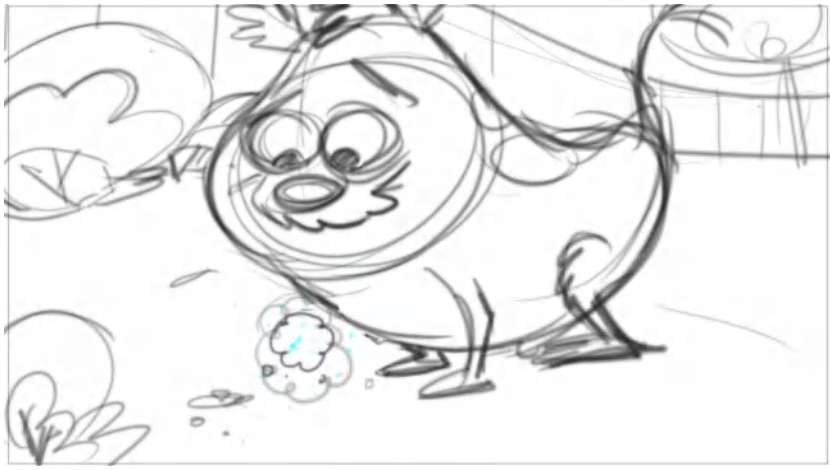
**Action Notes**  
 SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS  
 Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
84	02:04	2 / 6	00:08



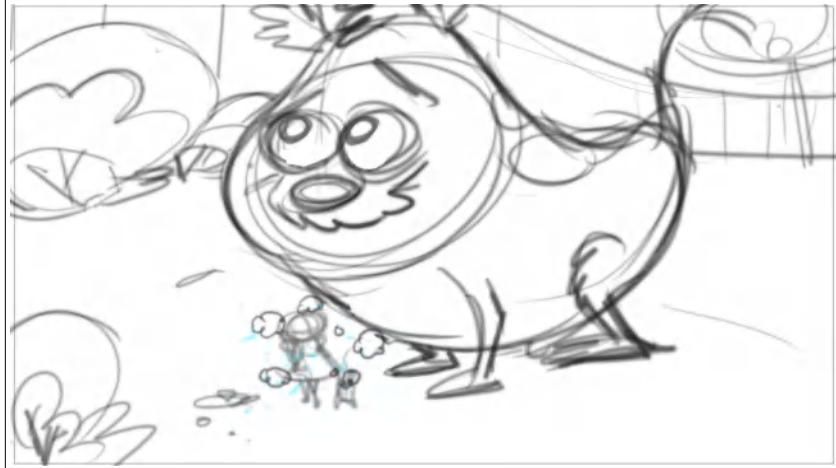
**Action Notes**  
 SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS  
 Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
84	02:04	3 / 6	00:08



**Action Notes**  
 SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS  
 Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
84	02:04	4 / 6	00:08

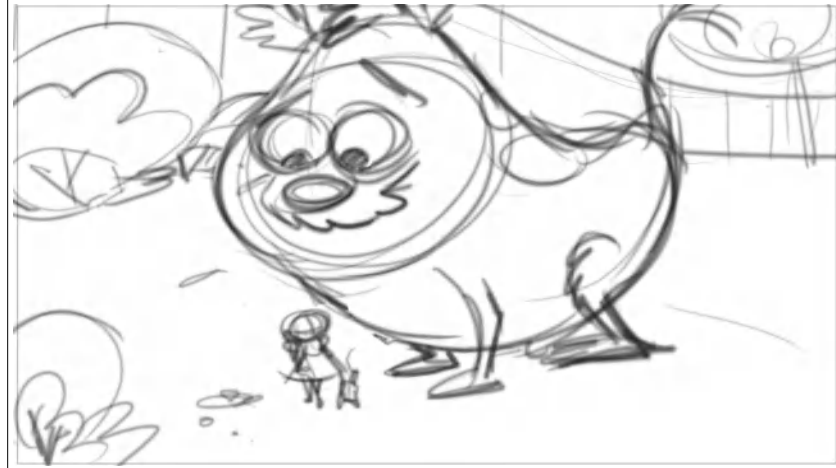


**Action Notes**

SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS

Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
84	02:04	5 / 6	00:08

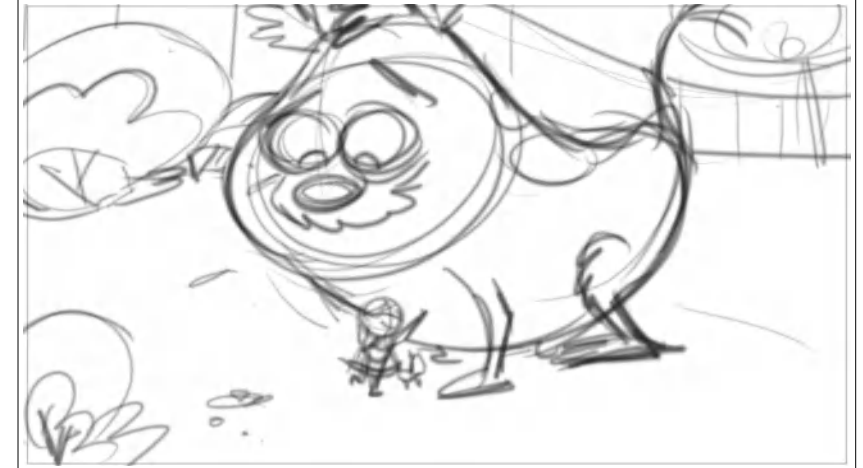


**Action Notes**

SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS

Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
84	02:04	6 / 6	00:12



**Action Notes**

SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS

Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

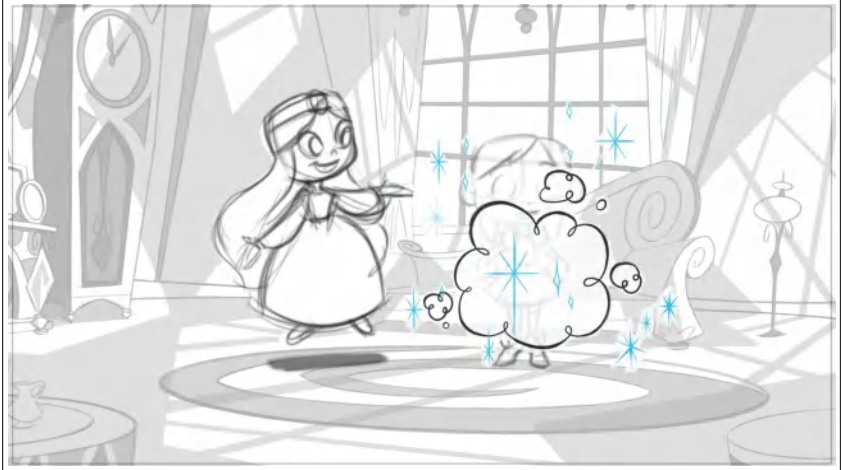


Scene	Duration	Panel	Duration
85	14:20	1 / 7	00:08



**Dialog**  
 101 DOROTHY  
 Ozma, you're the best BFFFFFFFF I could ever have. I'll never forget you.  
 102 OZMA  
 (giggle) Oh Dorothy, you're the best BFFFFFFFF I could ever have too! Toodles!

Scene	Duration	Panel	Duration
85	14:20	2 / 7	00:08



**Dialog**  
 101 DOROTHY  
 Ozma, you're the best BFFFFFFFF I could ever have. I'll never forget you.  
 102 OZMA  
 (giggle) Oh Dorothy, you're the best BFFFFFFFF I could ever have too! Toodles!

Scene	Duration	Panel	Duration
85	14:20	3 / 7	00:08



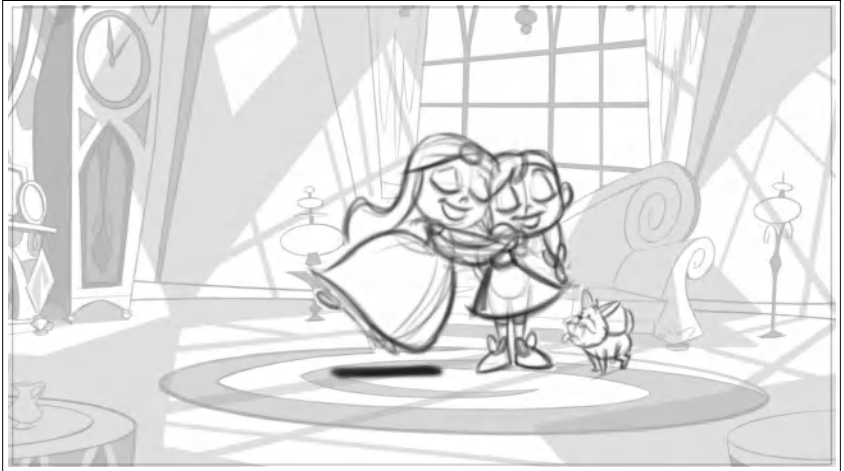
**Dialog**  
 101 DOROTHY  
 Ozma, you're the best BFFFFFFFF I could ever have. I'll never forget you.  
 102 OZMA  
 (giggle) Oh Dorothy, you're the best BFFFFFFFF I could ever have too! Toodles!

Scene	Duration	Panel	Duration
85	14:20	4 / 7	00:08



**Dialog**  
 101 DOROTHY  
 Ozma, you're the best BFFFFFFF I could ever have. I'll never forget you.  
 102 OZMA  
 (giggle) Oh Dorothy, you're the best BFFFFFFF I could ever have too! Toodles!

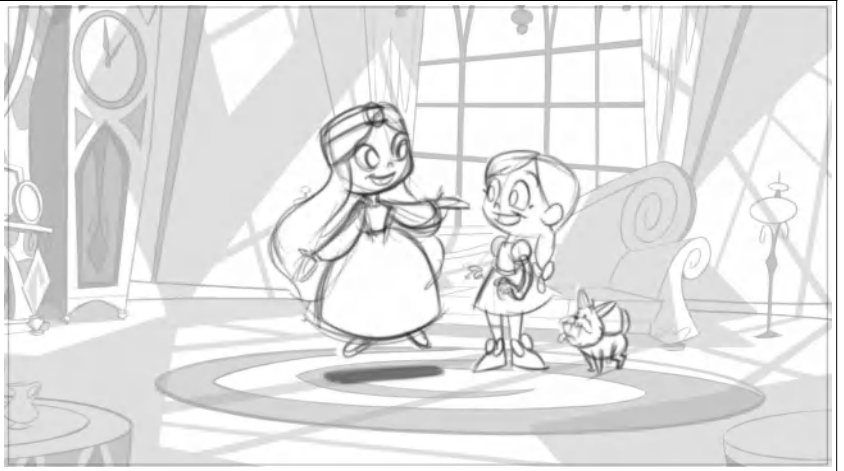
Scene	Duration	Panel	Duration
85	14:20	5 / 7	05:21



**Dialog**  
 101 DOROTHY  
 Ozma, you're the best BFFFFFFF I could ever have. I'll never forget you.  
 102 OZMA  
 (giggle) Oh Dorothy, you're the best BFFFFFFF I could ever have too! Toodles!

**Action Notes**  
 SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS  
 Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

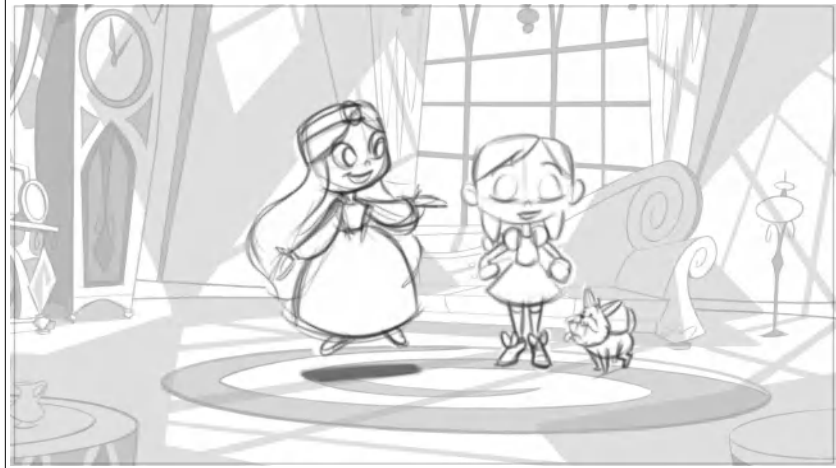
Scene	Duration	Panel	Duration
85	14:20	6 / 7	07:07



**Dialog**  
 101 DOROTHY  
 Ozma, you're the best BFFFFFFF I could ever have. I'll never forget you.  
 102 OZMA  
 (giggle) Oh Dorothy, you're the best BFFFFFFF I could ever have too! Toodles!

**Action Notes**  
 SEQ 15. MONTAGE OF DOROTHY'S GOODBYE - VARIOUS LOCATIONS  
 Teleporting all over Oz, Dorothy waves goodbye and hugs her friends. Ozma, Patchwork Girl, Woozy etc. Dorothy hugs Ozma.

Scene	Duration	Panel	Duration
85	14:20	7 / 7	00:08



**Dialog**

101 DOROTHY

Ozma, you're the best BFFFFFFFFF I could ever have.  
I'll never forget you.

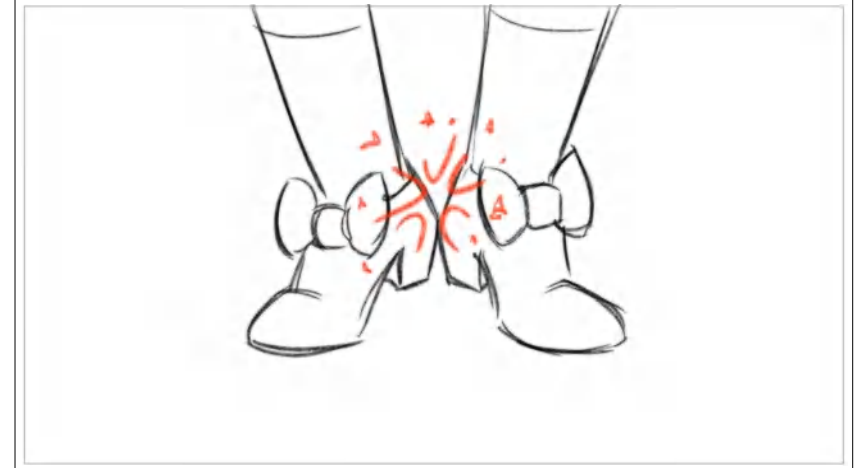
102 OZMA

(giggle) Oh Dorothy, you're the best BFFFFFFFFF I  
could ever have too! Toodles!

Scene	Duration	Panel	Duration
86	04:12	1 / 9	00:12



Scene	Duration	Panel	Duration
86	04:12	2 / 9	00:12



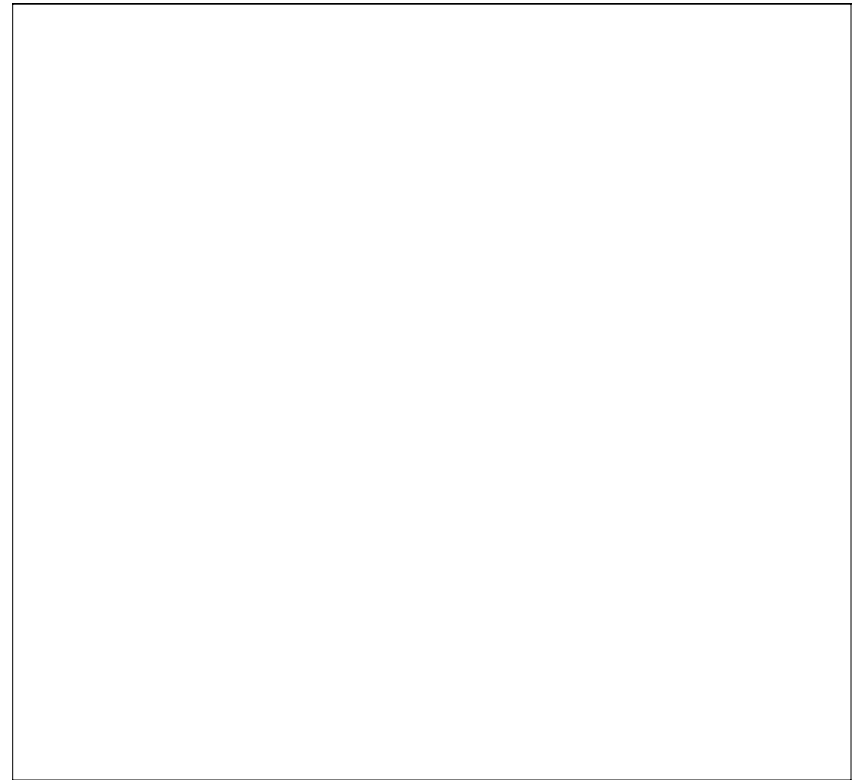
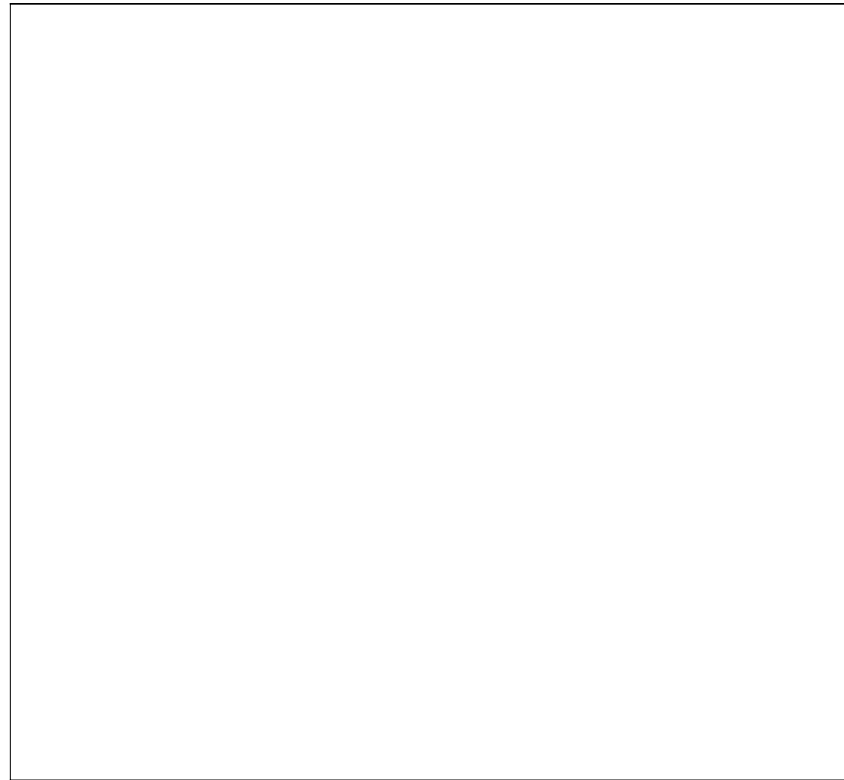
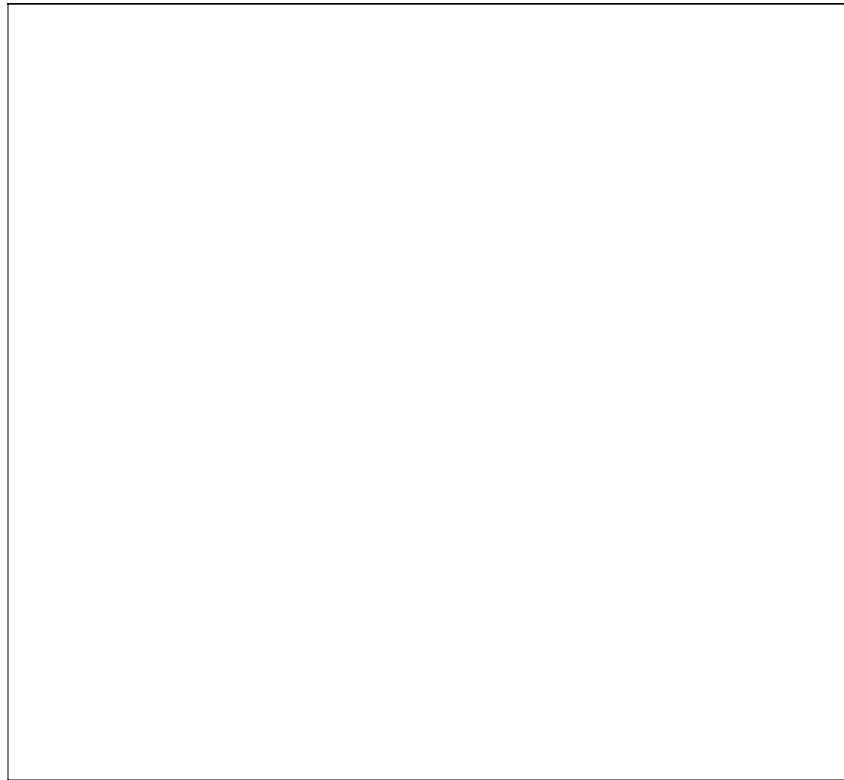
Scene	Duration	Panel	Duration
86	04:12	3 / 9	00:12



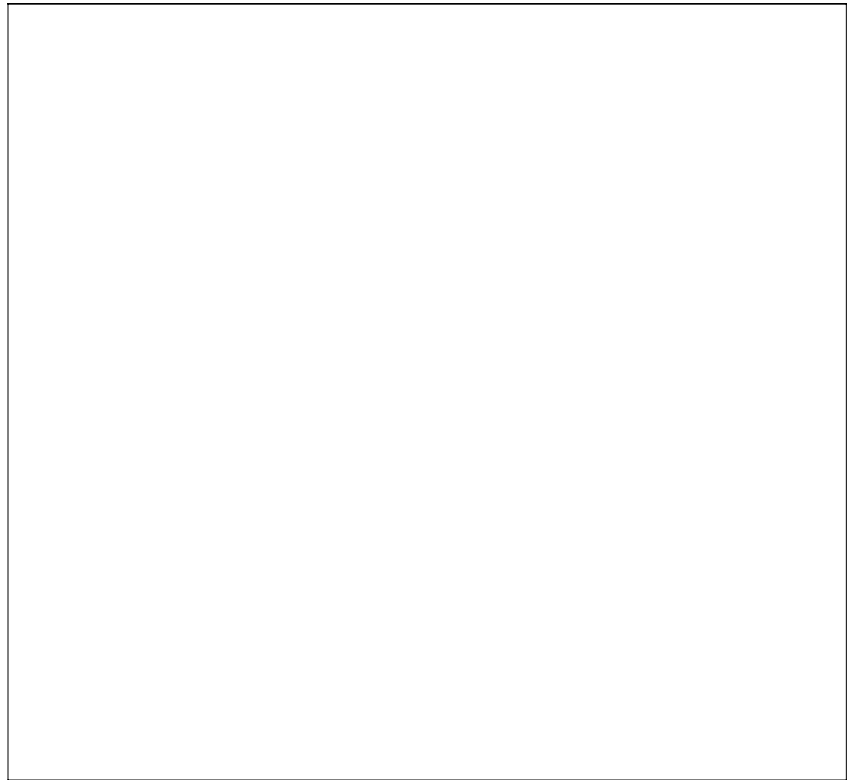
Scene	Duration	Panel	Duration
86	04:12	4 / 9	00:12



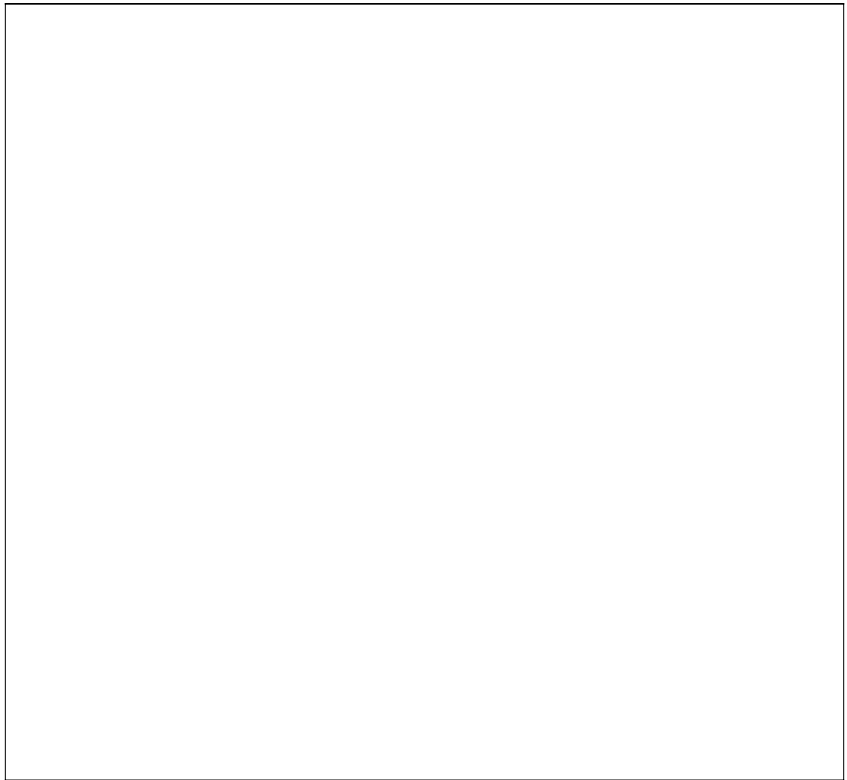
Scene	Duration	Panel	Duration
86	04:12	5 / 9	00:12



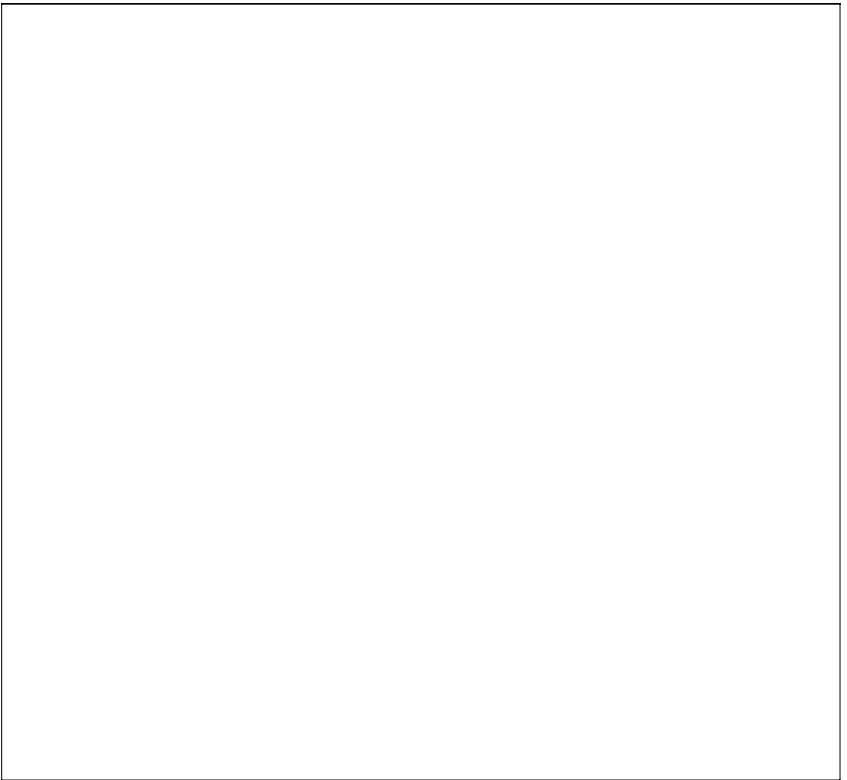
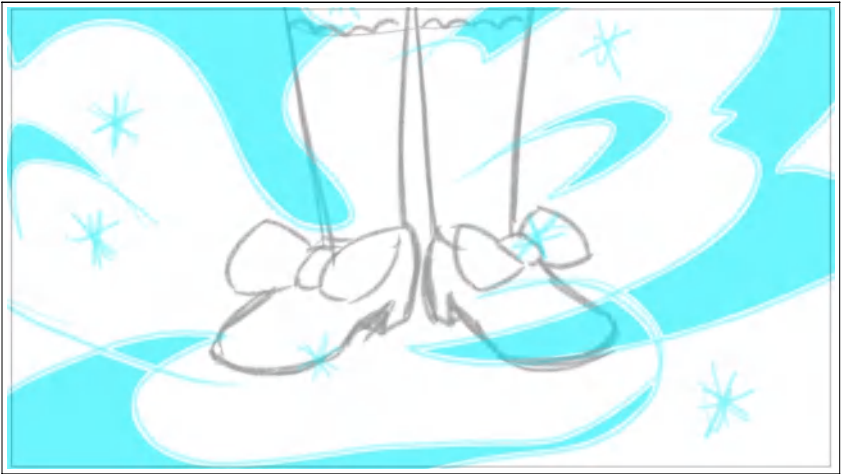
Scene	Duration	Panel	Duration
86	04:12	6 / 9	00:12



Scene	Duration	Panel	Duration
86	04:12	7 / 9	00:12

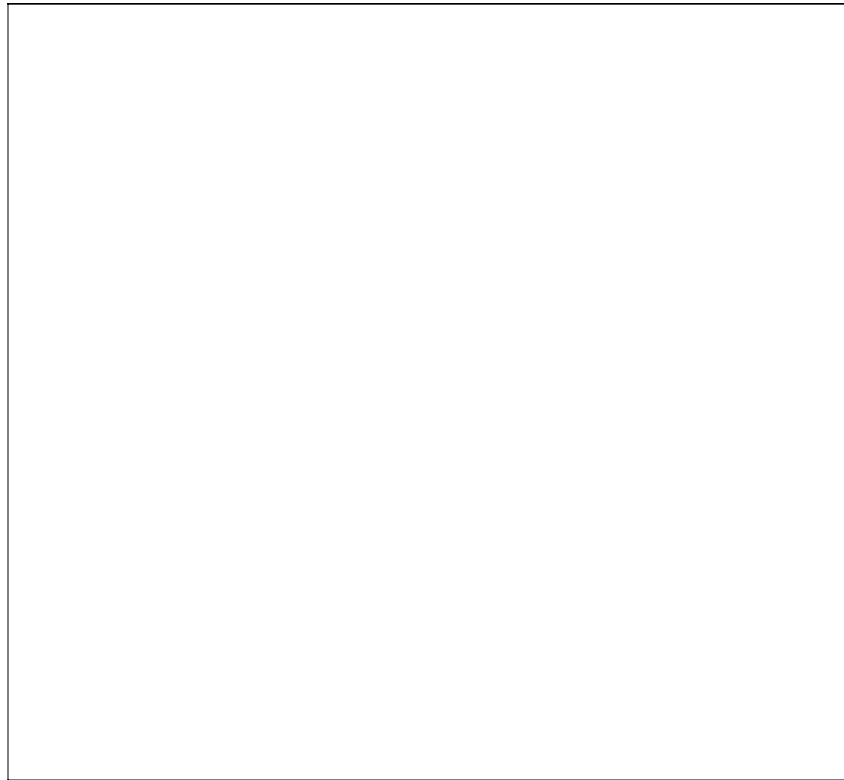


Scene	Duration	Panel	Duration
86	04:12	8 / 9	00:12

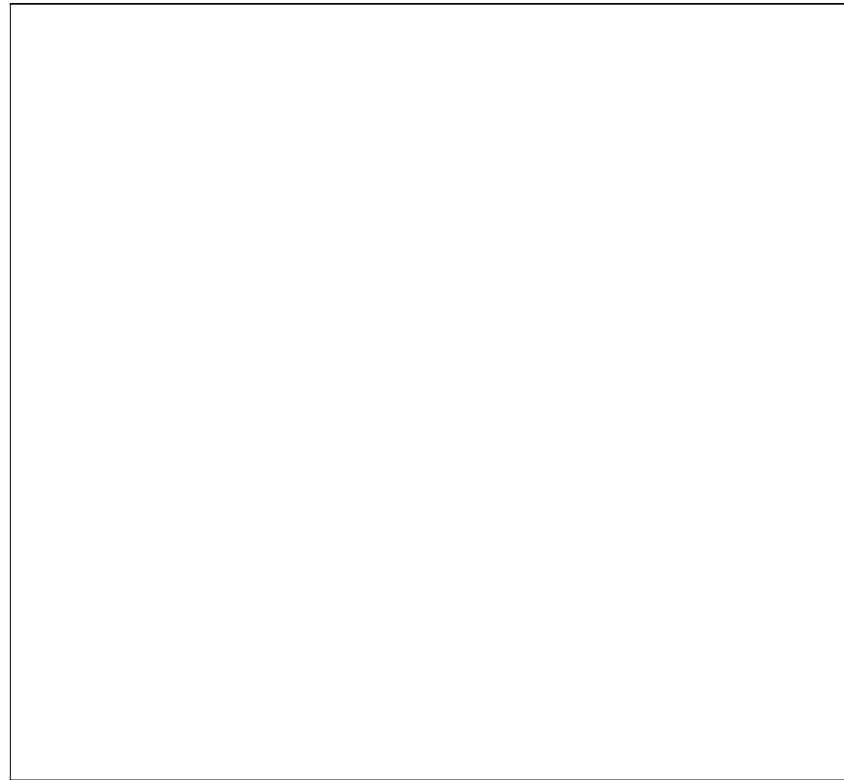




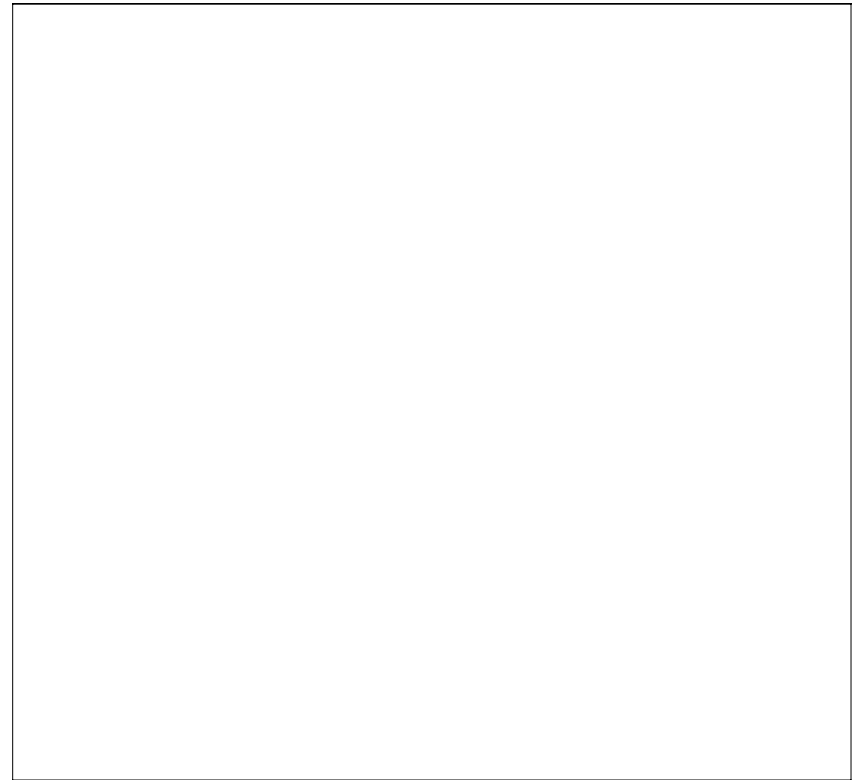
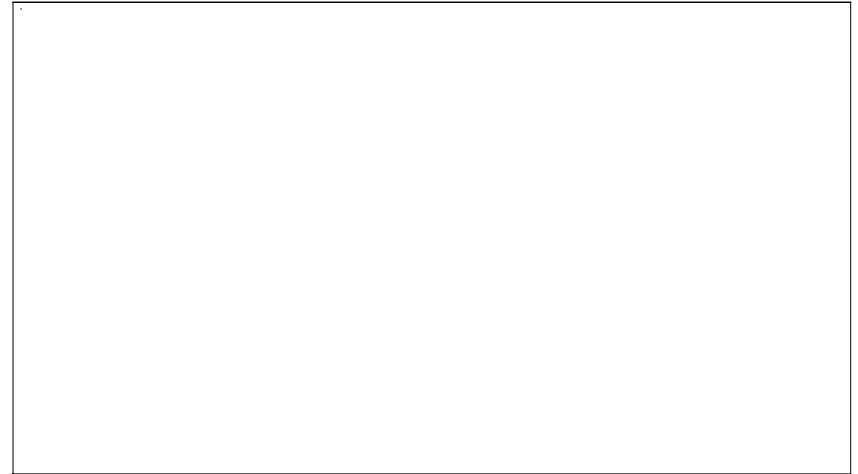
Scene	Duration	Panel	Duration
86	04:12	9 / 9	00:12



Scene	Duration	Panel	Duration
87	03:02	1 / 13	00:16



Scene	Duration	Panel	Duration
87	03:02	2 / 13	00:02



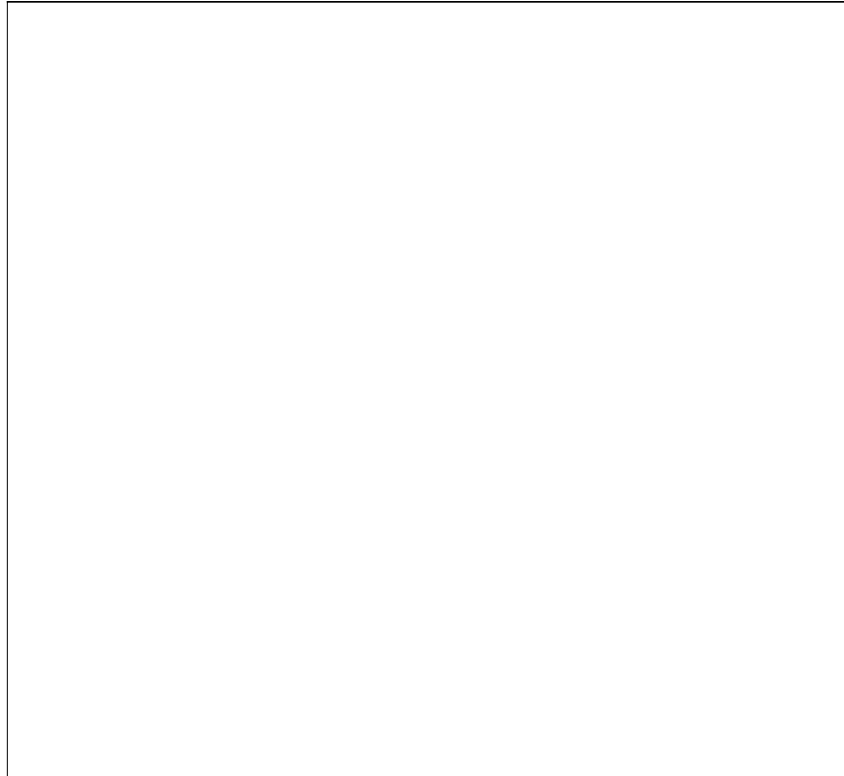
Scene	Duration	Panel	Duration
87	03:02	3 / 13	00:04



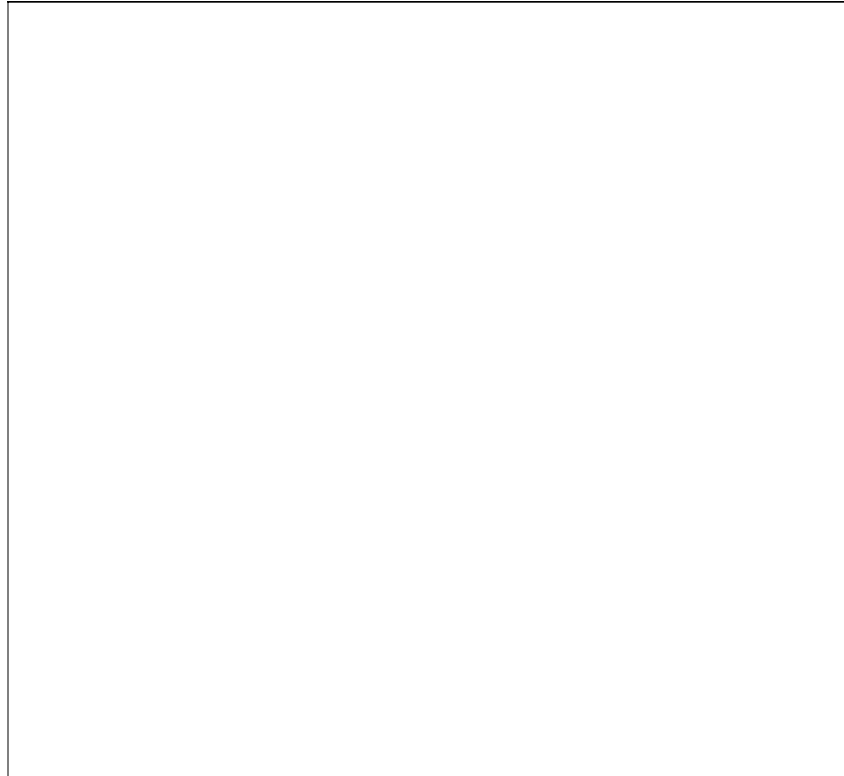
Scene	Duration	Panel	Duration
87	03:02	4 / 13	00:04



Scene	Duration	Panel	Duration
87	03:02	5 / 13	00:02



Scene	Duration	Panel	Duration
87	03:02	6 / 13	00:04



Scene	Duration	Panel	Duration
87	03:02	7 / 13	00:06



Scene	Duration	Panel	Duration
87	03:02	8 / 13	00:06



Scene	Duration	Panel	Duration
87	03:02	9 / 13	00:06



Action Notes

ff

Scene	Duration	Panel	Duration
87	03:02	10 / 13	00:06



Scene	Duration	Panel	Duration
87	03:02	11 / 13	00:06





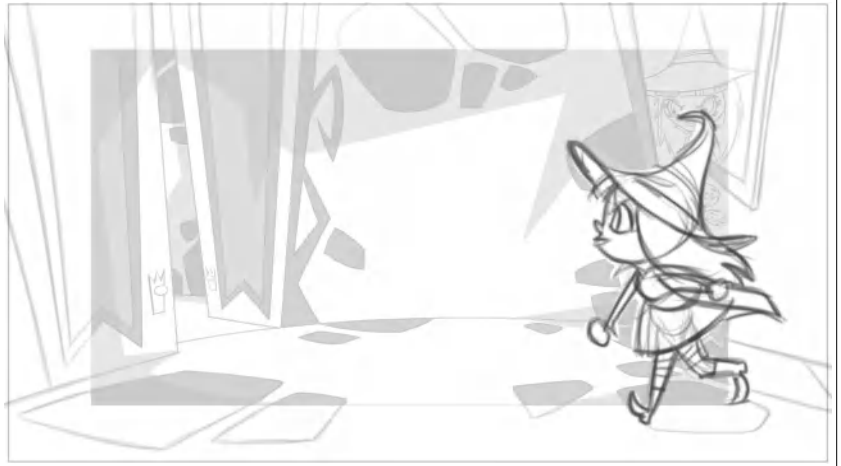
Scene	Duration	Panel	Duration
87	03:02	12 / 13	00:06



Scene	Duration	Panel	Duration
87	03:02	13 / 13	00:06



Scene	Duration	Panel	Duration
88	00:20	1 / 6	00:02



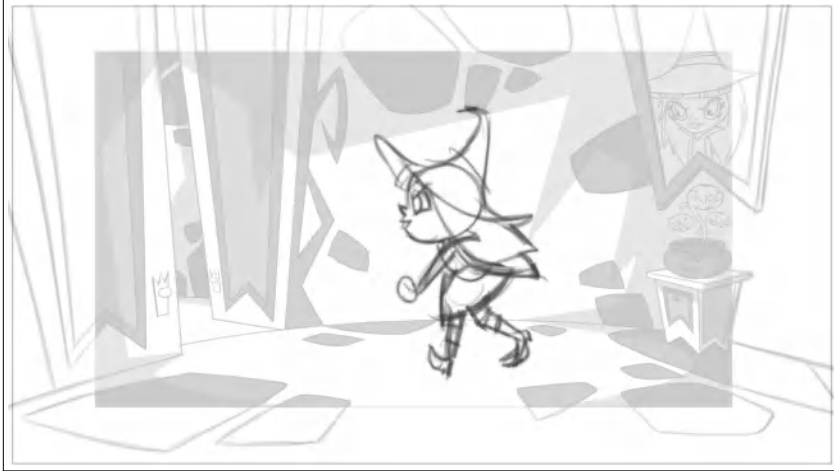
**Action Notes**

SEQ 14. INT. WILHELMINA'S CASTLE - CORRIDOR - CONTINUOUS

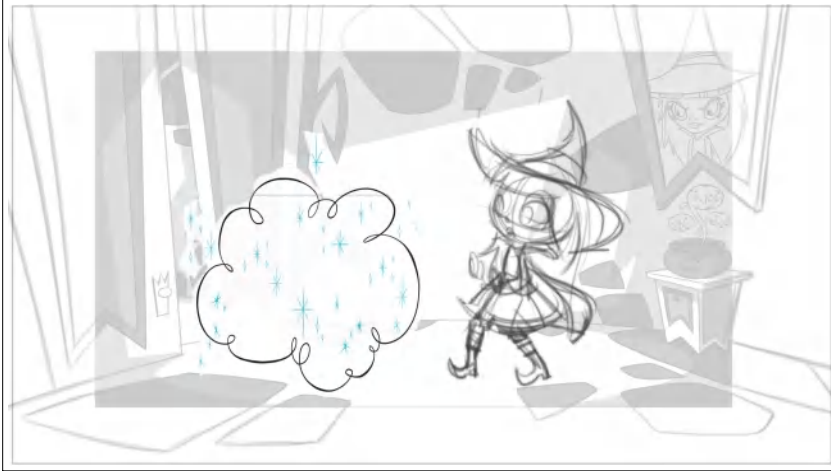
Whilelmina heads to her room. Dorothy POOFS in front of her.



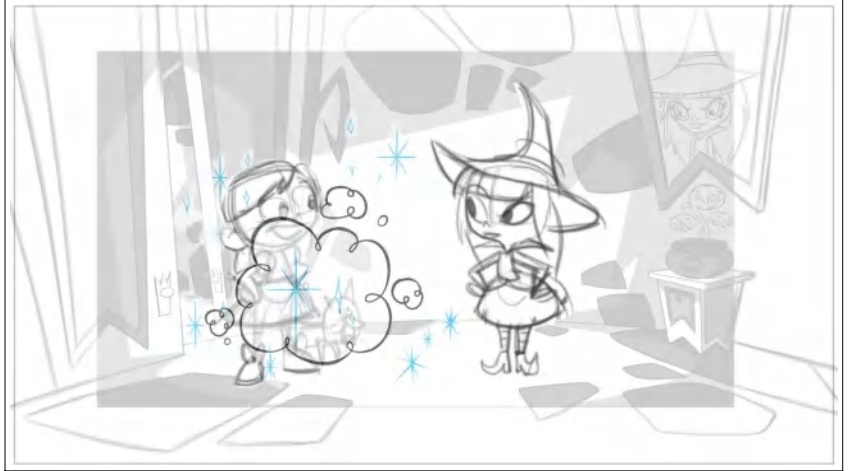
Scene	Duration	Panel	Duration
88	00:20	2 / 6	00:02



Scene	Duration	Panel	Duration
88	00:20	3 / 6	00:02

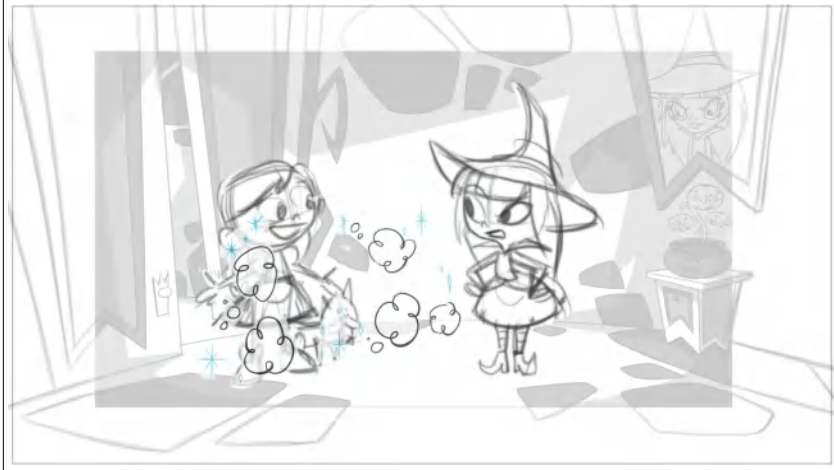


Scene	Duration	Panel	Duration
88	00:20	4 / 6	00:02



**Action Notes**  
Dorothy POOFS in front of her.

Scene	Duration	Panel	Duration
88	00:20	5 / 6	00:06

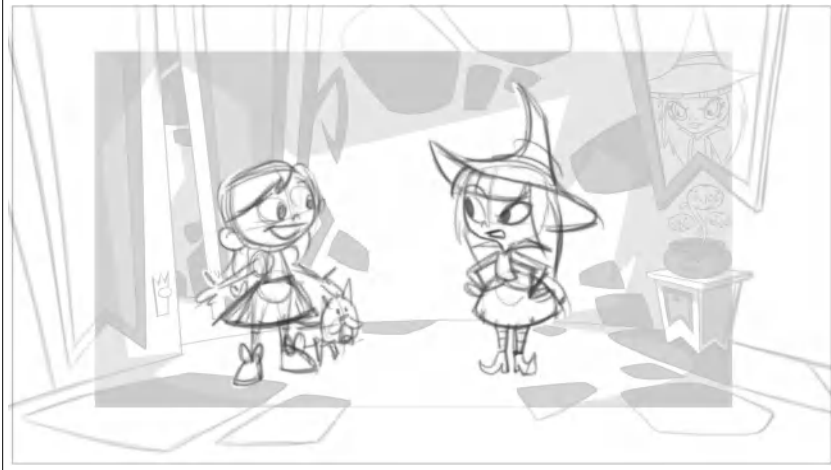


**Dialog**

84 WILHELMINA

Dorothy?

Scene	Duration	Panel	Duration
88	00:20	6 / 6	00:06



**Dialog**

84 WILHELMINA

What are you doing here?

Scene	Duration	Panel	Duration
89	02:10	1 / 2	00:21



**Dialog**

84 WILHELMINA (contd)

What are you doing here?

Scene	Duration	Panel	Duration
89	02:10	2 / 2	01:13



**Dialog**

84 WILHELMINA (contd)

What are you doing here?

Scene	Duration	Panel	Duration
90	02:08	1 / 4	00:03



Scene	Duration	Panel	Duration
90	02:08	2 / 4	02:01



**Dialog**

85 DOROTHY

I wanted to say goodbye. I know we've never been best friends,...

Scene	Duration	Panel	Duration
90	02:08	3 / 4	00:02

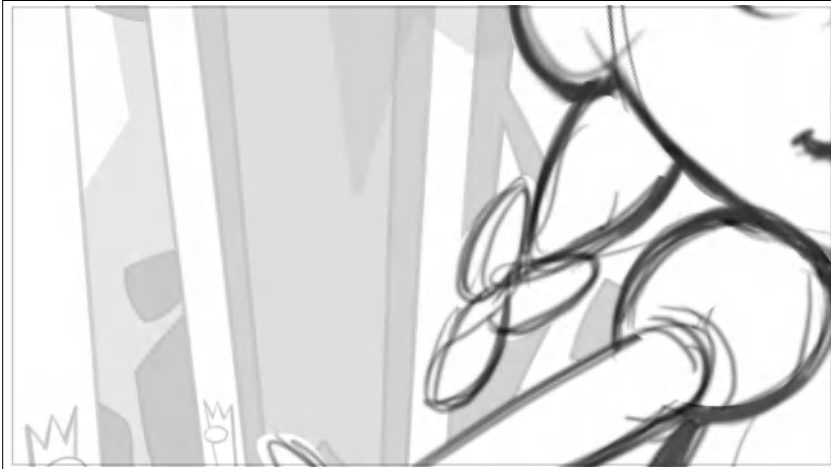


**Dialog**

85 DOROTHY

I wanted to say goodbye. I know we've never been best friends,...

Scene	Duration	Panel	Duration
90	02:08	4 / 4	00:02

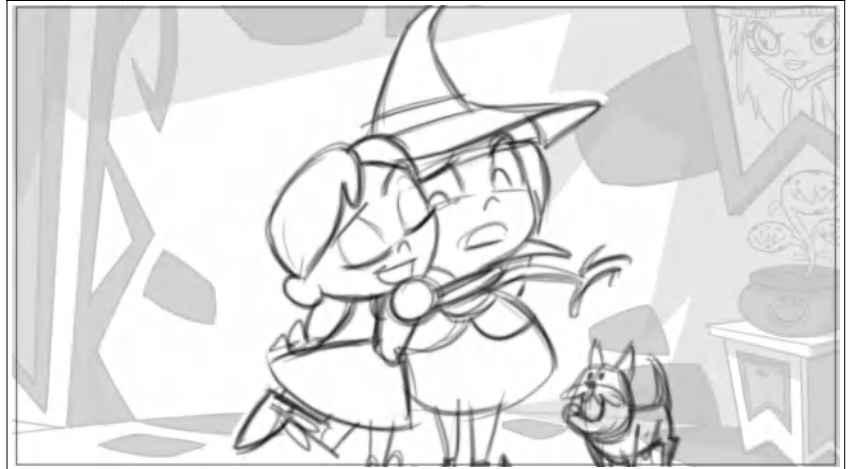


**Dialog**

85 DOROTHY

I wanted to say goodbye. I know we've never been best friends,...

Scene	Duration	Panel	Duration
91	24:10	1 / 16	04:05



**Dialog**

85 DOROTHY (contd)

.....but I am glad I know you, (sniff).

**Action Notes**

She gives Wilhelmina a big hug.

Scene	Duration	Panel	Duration
91	24:10	2 / 16	00:10



**Dialog**

85 DOROTHY (contd)

.....but I am glad I know you, (sniff).

**Action Notes**

She gives Wilhelmina a big hug.

Scene	Duration	Panel	Duration
91	24:10	3 / 16	01:01



**Dialog**

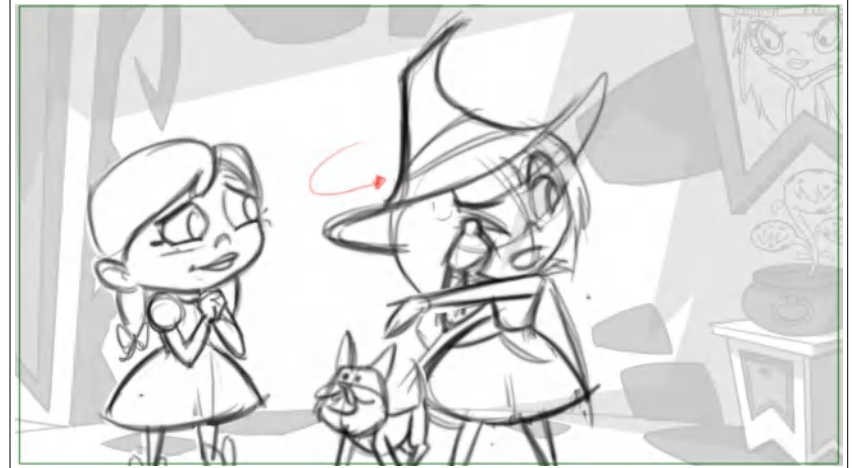
85 DOROTHY (contd)

.....but I am glad I know you, (sniff).

**Action Notes**

She gives Wilhelmina a big hug.

Scene	Duration	Panel	Duration
91	24:10	4 / 16	00:16



**Dialog**

86 WILHELMINA

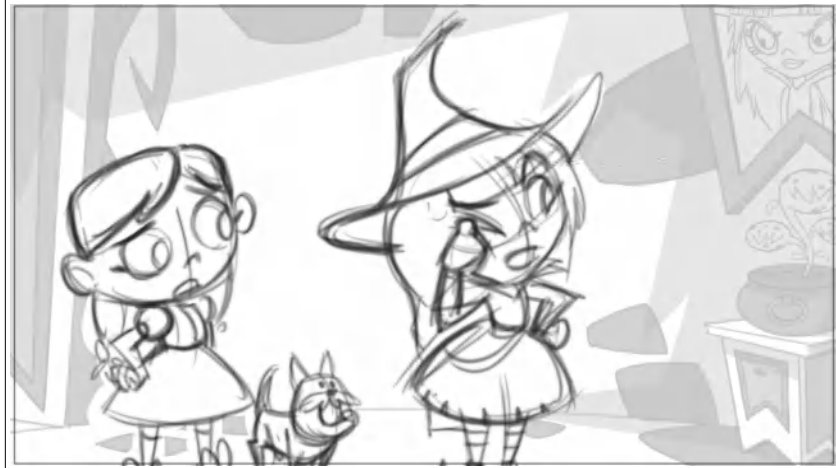
Ugh! No touching! (SNIFFLES)

**Action Notes**

bWilhelmina turns away. She sniffs and quickly wipes a tear from her eye; trying to cover up that she was starting to cry.



Scene	Duration	Panel	Duration
91	24:10	5 / 16	01:22

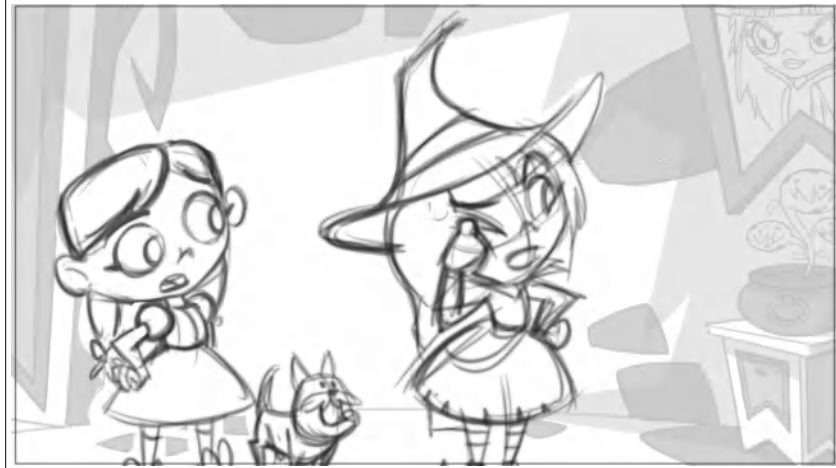


**Dialog**

87 DOROTHY

Wilhelmina, were you....

Scene	Duration	Panel	Duration
91	24:10	6 / 16	02:22



**Dialog**

87 DOROTHY

Wilhelmina, were you....

Scene	Duration	Panel	Duration
91	24:10	7 / 16	00:06



**Dialog**

87 DOROTHY

Wilhelmina, were you....

Scene	Duration	Panel	Duration
91	24:10	8 / 16	01:11



**Dialog**

88 WILHELMINA

No! It's just that...uh...Ecch! It's just that it's so dusty in here.

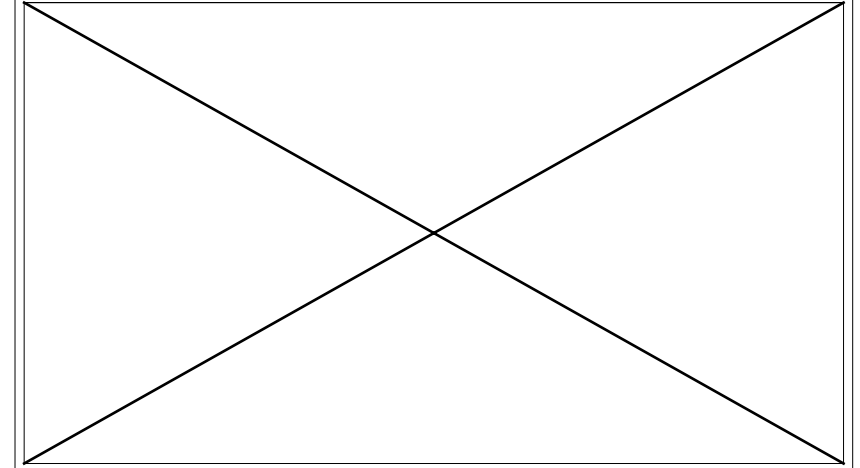
Scene	Duration	Panel	Duration
91	24:10	9 / 16	03:07



**Action Notes**

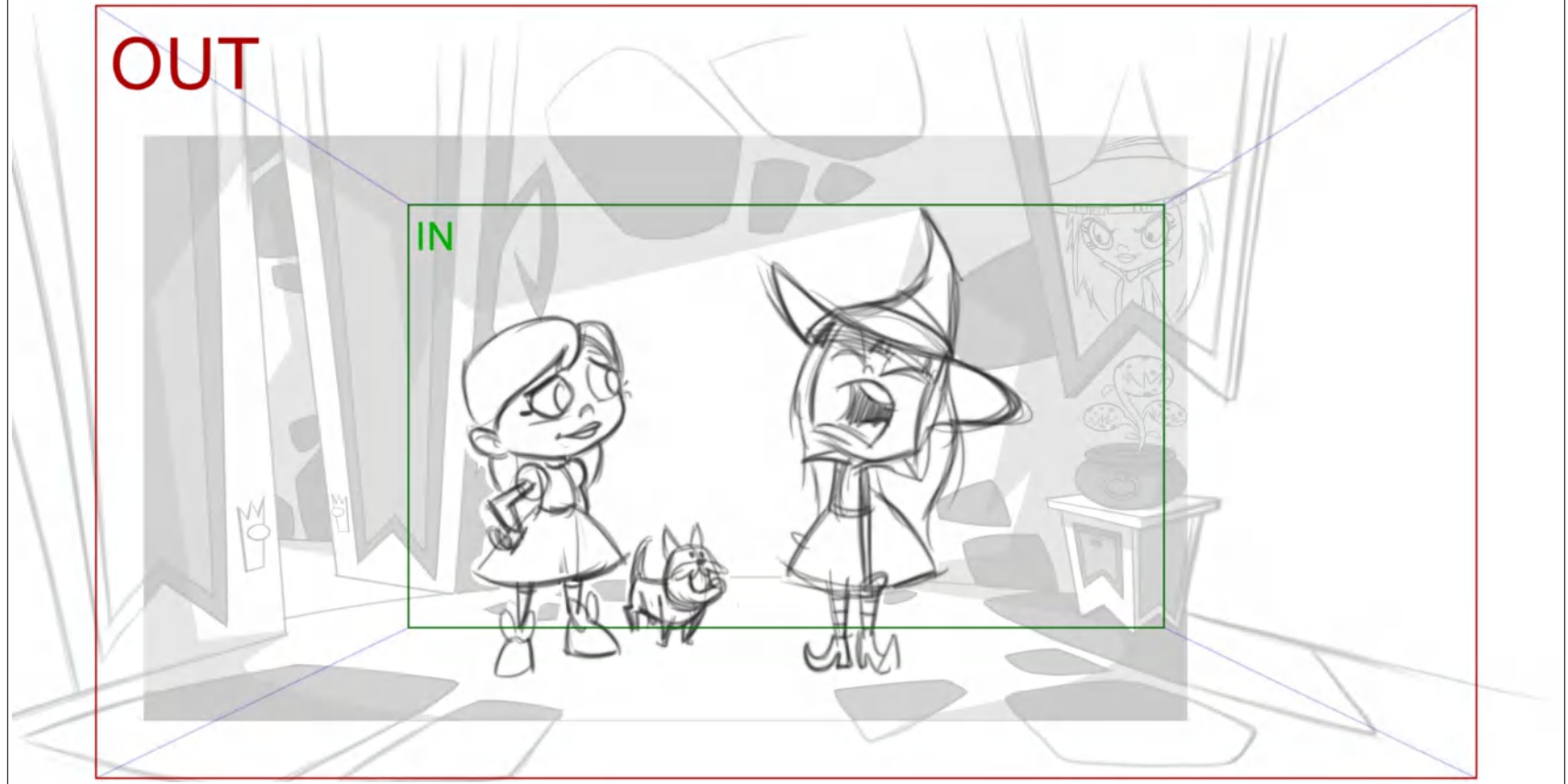
Frank and Lyman zip into the room, complete with maids aprons, holding feather dusters.

NO PANEL



Scene	Duration	Panel	Duration
91	24:10	10 / 16	01:18

Scene	Duration	Panel	Duration
91	24:10	11 / 16	00:06

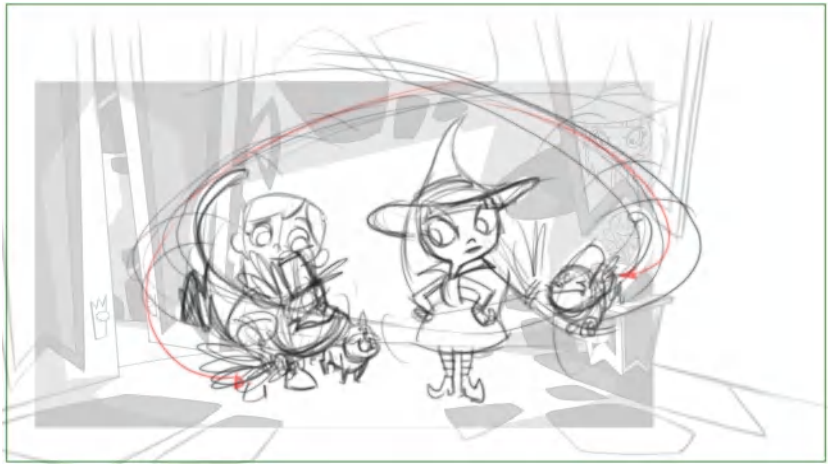


**Action Notes**  
 Frank and Lyman zip into the room, complete with maids aprons, holding feather dusters.



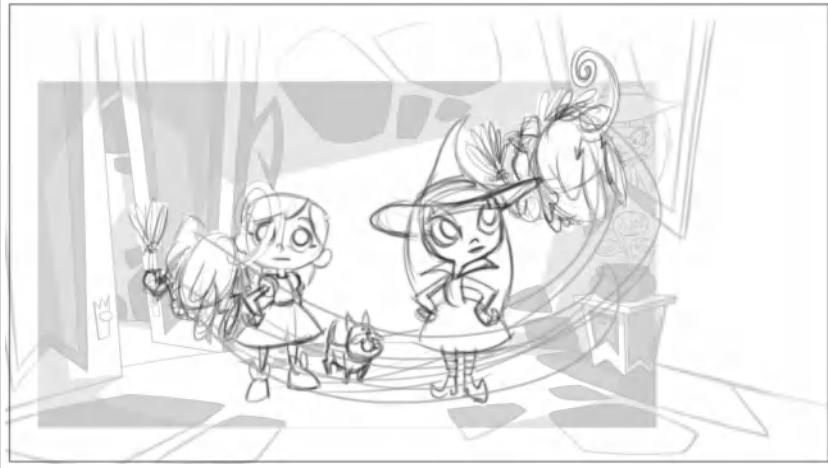
**Action Notes**  
 Frank and Lyman zip into the room, complete with maids aprons, holding feather dusters.

Scene	Duration	Panel	Duration
91	24:10	12 / 16	00:08



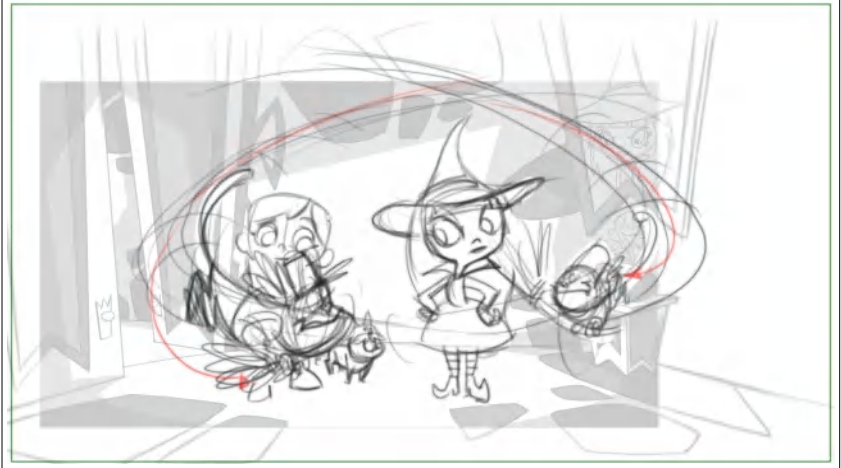
**Action Notes**  
 Frank and Lyman zip into the room, complete with maids aprons, holding feather dusters.

Scene	Duration	Panel	Duration
91	24:10	13 / 16	00:08



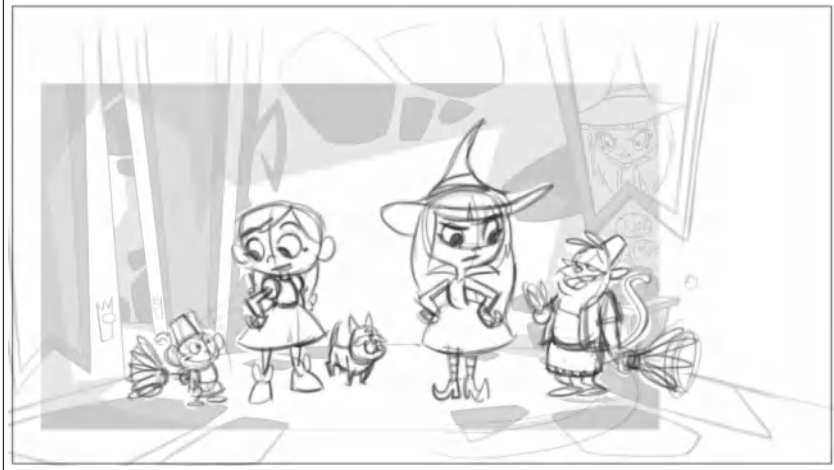
**Action Notes**  
 Frank and Lyman zip into the room, complete with maids aprons, holding feather dusters.

Scene	Duration	Panel	Duration
91	24:10	14 / 16	00:08



**Action Notes**  
 Frank and Lyman zip into the room, complete with maids aprons, holding feather dusters.

Scene	Duration	Panel	Duration
91	24:10	15 / 16	00:17

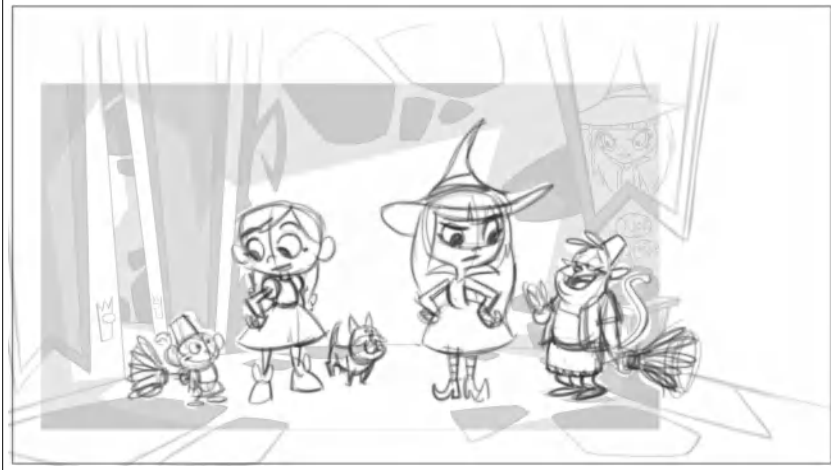


**Dialog**

89 FRANK

We clean the whole castle, top to bottom everyday, boss!b

Scene	Duration	Panel	Duration
91	24:10	16 / 16	04:13



**Dialog**

89 FRANK

We clean the whole castle, top to bottom everyday, boss!b

Scene	Duration	Panel	Duration
92	05:22	1 / 4	02:14



**Dialog**

90 LYMAN

Yeah! We clean everything soooo good! It's as clean as a monkey's bottom!



Scene	Duration	Panel	Duration
92	05:22	2 / 4	00:10



**Dialog**

90 LYMAN

Yeah! We clean everything soooo good! It's as clean as a monkey's bottom!

Scene	Duration	Panel	Duration
92	05:22	3 / 4	00:13



**Dialog**

90 LYMAN

Yeah! We clean everything soooo good! It's as clean as a monkey's bottom!

Scene	Duration	Panel	Duration
92	05:22	4 / 4	02:09



**Dialog**

90 LYMAN

Yeah! We clean everything soooo good! It's as clean as a monkey's bottom!

Scene	Duration	Panel	Duration
93	01:10	1 / 5	00:10



**Dialog**

93 DOROTHY

I'm here to say goodbye....forever.

Scene	Duration	Panel	Duration
93	01:10	2 / 5	00:04



Scene	Duration	Panel	Duration
93	01:10	3 / 5	00:06



Scene	Duration	Panel	Duration
93	01:10	4 / 5	00:06



**Action Notes**  
Dorothy hugs Frank and Lyman.

Scene	Duration	Panel	Duration
93	01:10	5 / 5	00:08



**Dialog**  
94 DOROTHY (CONT'D)  
Bye Frank. Bye Lyman.

Scene	Duration	Panel	Duration
94	04:11	1 / 4	01:08



**Dialog**

94 DOROTHY (CONT'D)

Bye Frank. Bye Lyman.

Scene	Duration	Panel	Duration
94	04:11	2 / 4	00:11



**Dialog**

94 DOROTHY (CONT'D)

Bye Frank. Bye Lyman.

Scene	Duration	Panel	Duration
94	04:11	3 / 4	00:20

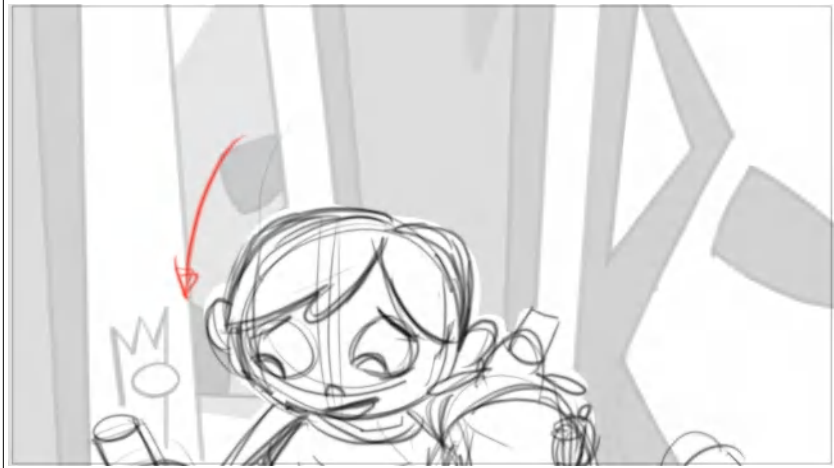


**Dialog**

94 DOROTHY (CONT'D)

Bye Frank. Bye Lyman.

Scene	Duration	Panel	Duration
94	04:11	4 / 4	01:20



**Action Notes**

Dorothy puts the monkeys down.

Scene	Duration	Panel	Duration
95	09:04	1 / 4	00:06



**Dialog**

95 FRANK

Bye Dorothy. (Sniffs emotionally) You were always nice to me.

**Action Notes**

OTS Dorothy, on the Frank and Lyman.

Scene	Duration	Panel	Duration
95	09:04	2 / 4	00:06



**Dialog**

95 FRANK

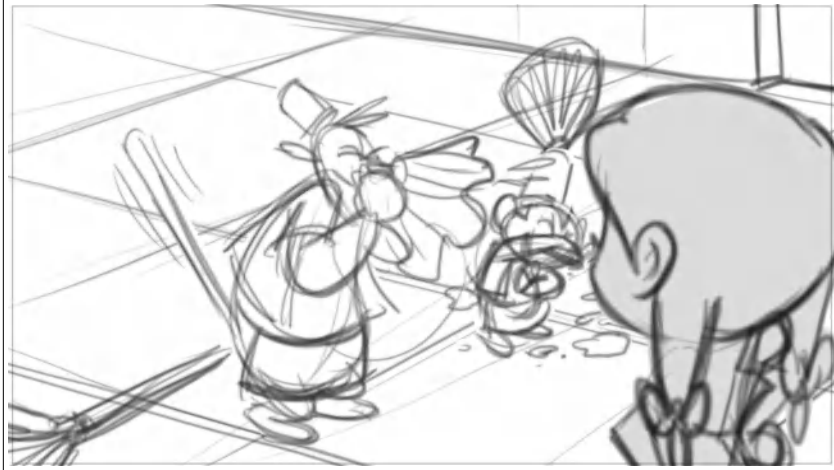
Bye Dorothy. (Sniffs emotionally) You were always nice to me.

**Action Notes**

OTS Dorothy, on the Frank and Lyman.



Scene	Duration	Panel	Duration
95	09:04	3 / 4	01:06

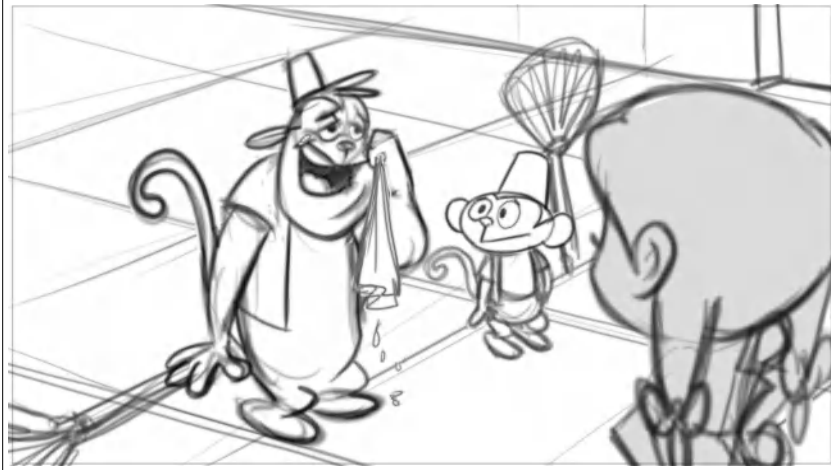


**Dialog**

95A FRANK (CONT'D)

(NOSE BLOW)

Scene	Duration	Panel	Duration
95	09:04	4 / 4	07:10



**Dialog**

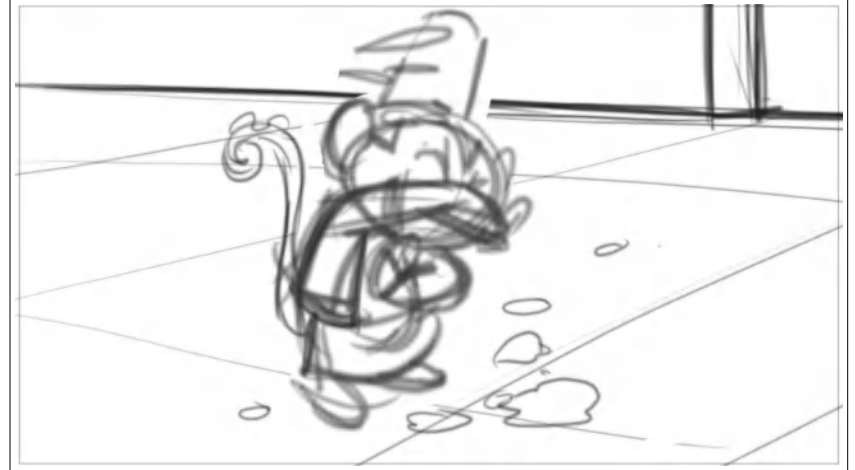
95 FRANK

Bye Dorothy. (Sniffs emotionally) You were always nice to me.

**Action Notes**

OTS Dorothy, on the Frank and Lyman.

Scene	Duration	Panel	Duration
96	03:08	1 / 3	00:06



**Dialog**

96 LYMAN

(Wipes tear) Can I have one last cookie?

Scene	Duration	Panel	Duration
96	03:08	2 / 3	00:07



**Dialog**

96 LYMAN

(Wipes tear) Can I have one last cookie?

Scene	Duration	Panel	Duration
96	03:08	3 / 3	02:19



**Dialog**

96 LYMAN

(Wipes tear) Can I have one last cookie?

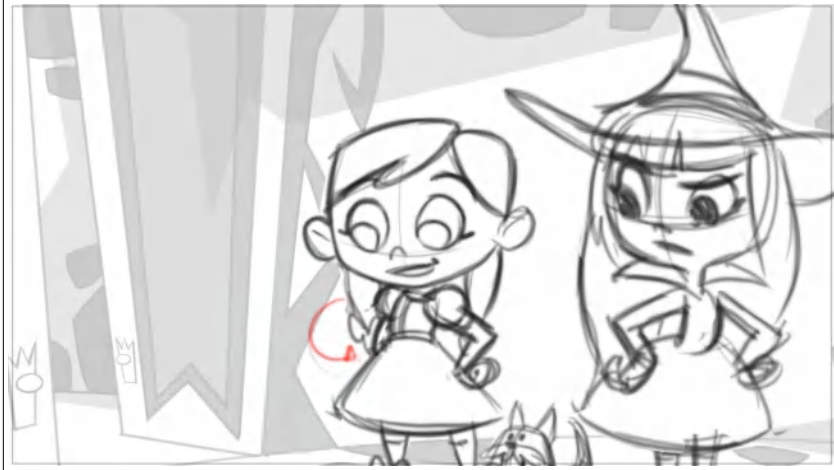
Scene	Duration	Panel	Duration
97	01:03	1 / 4	00:09



**Action Notes**

Dorothy actually has one! She gives it to Lyman.

Scene	Duration	Panel	Duration
97	01:03	2 / 4	00:04



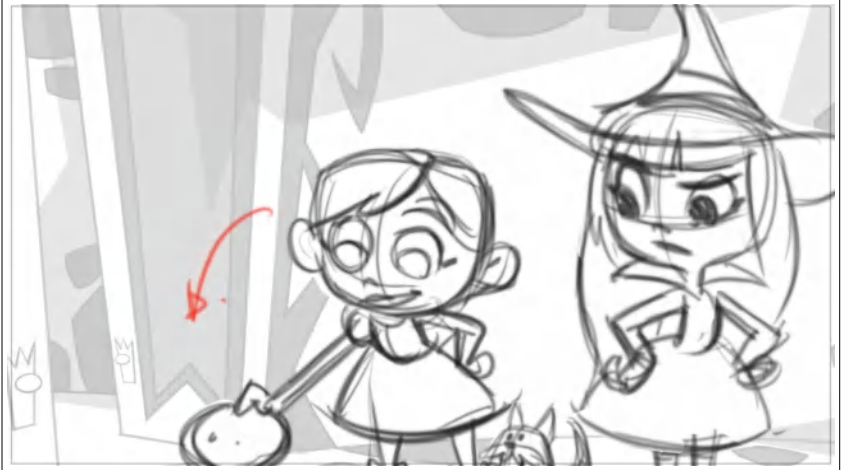
**Action Notes**  
 Dorothy actually has one! She gives it to Lyman.

Scene	Duration	Panel	Duration
97	01:03	3 / 4	00:08



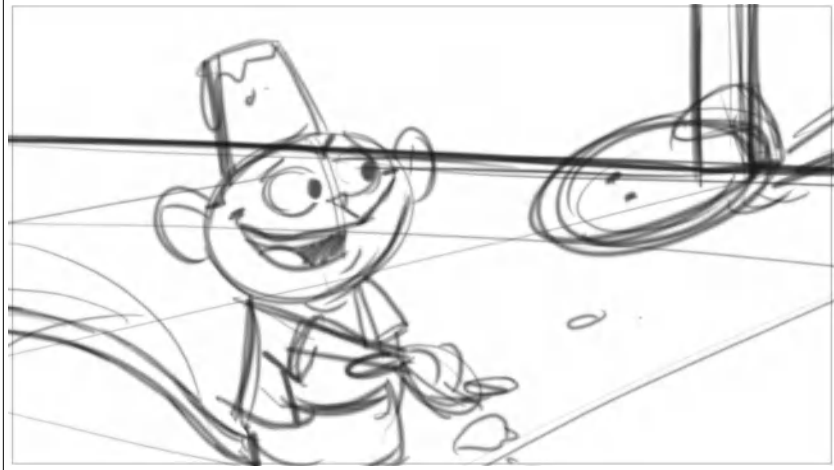
**Action Notes**  
 Dorothy actually has one! She gives it to Lyman.

Scene	Duration	Panel	Duration
97	01:03	4 / 4	00:06

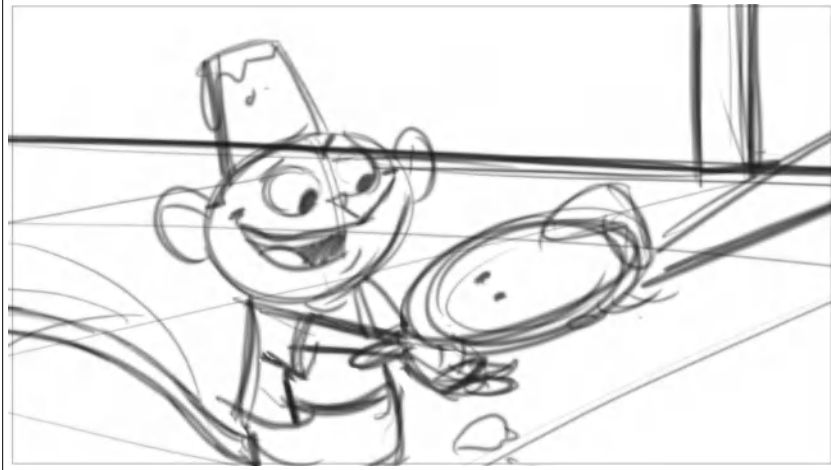


**Action Notes**  
 Dorothy actually has one! She gives it to Lyman.

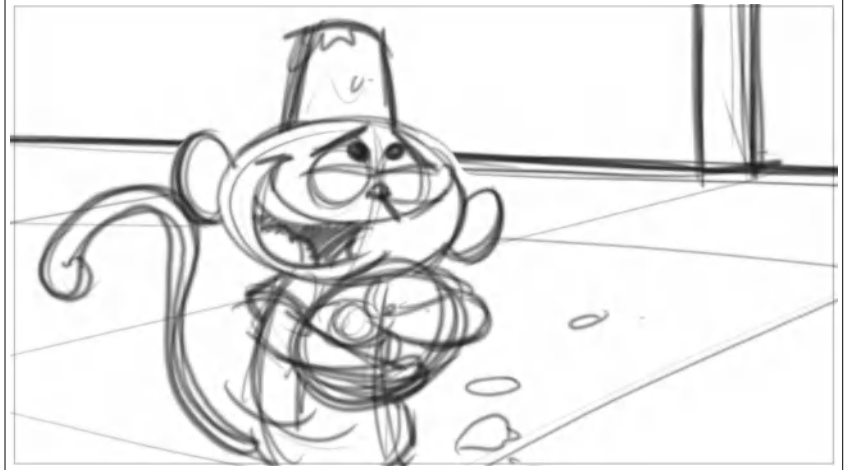
Scene	Duration	Panel	Duration
98	04:17	1 / 5	00:04



Scene	Duration	Panel	Duration
98	04:17	2 / 5	00:04



Scene	Duration	Panel	Duration
98	04:17	3 / 5	02:18

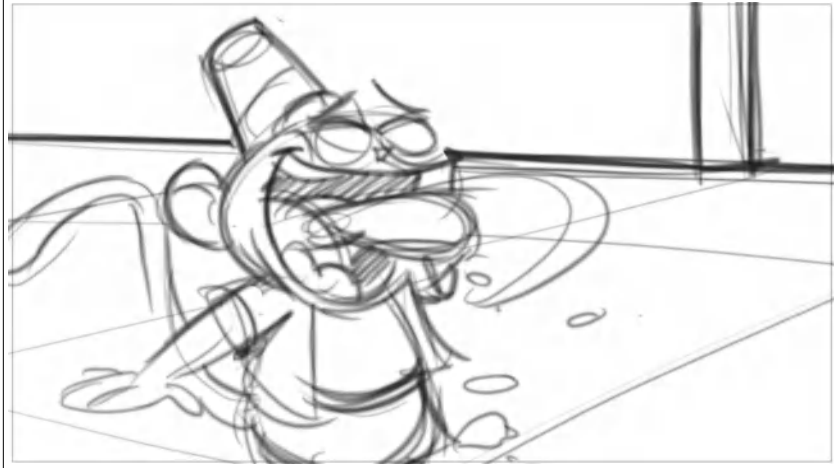


**Dialog**

97 LYMAN (CONT'D)

(Holds cookie) I'll treasure this forever! (Eats it)

Scene	Duration	Panel	Duration
98	04:17	4 / 5	00:07



**Dialog**

97 LYMAN (CONT'D)

(Eats it)

Scene	Duration	Panel	Duration
98	04:17	5 / 5	01:08



Scene	Duration	Panel	Duration
99	00:22	1 / 3	00:08



**Action Notes**

Dorothy waves, then clicks her heels and POOFS away.



Scene	Duration	Panel	Duration
99	00:22	2 / 3	00:08



**Action Notes**  
 Dorothy waves, then clicks her heels and POOFS away.

Scene	Duration	Panel	Duration
99	00:22	3 / 3	00:06



**Action Notes**  
 Dorothy waves, then clicks her heels and POOFS away.

Scene	Duration	Panel	Duration
100	03:00	1 / 6	00:12



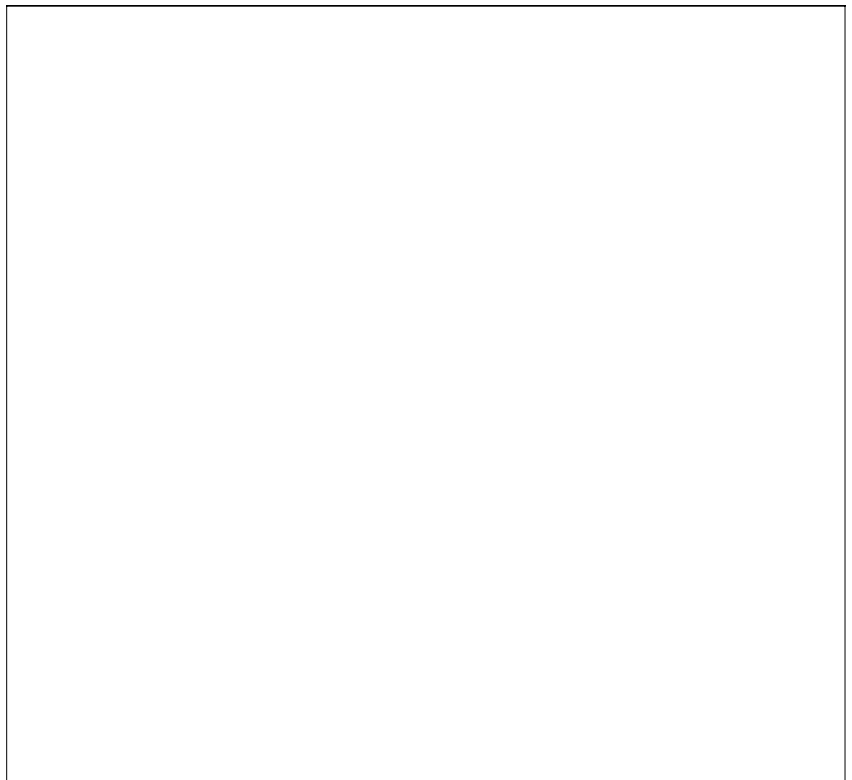
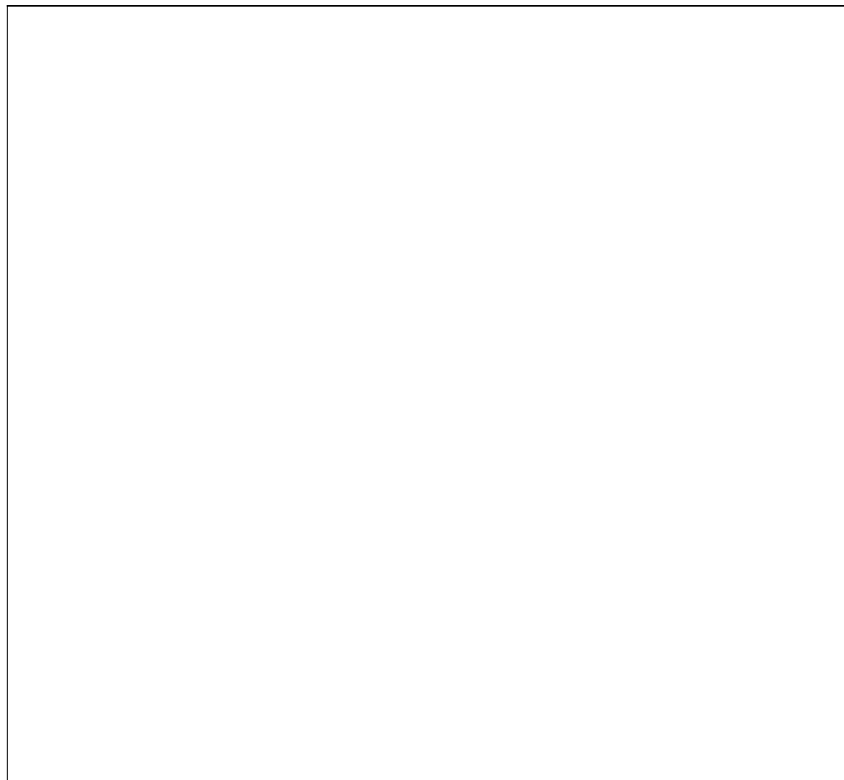
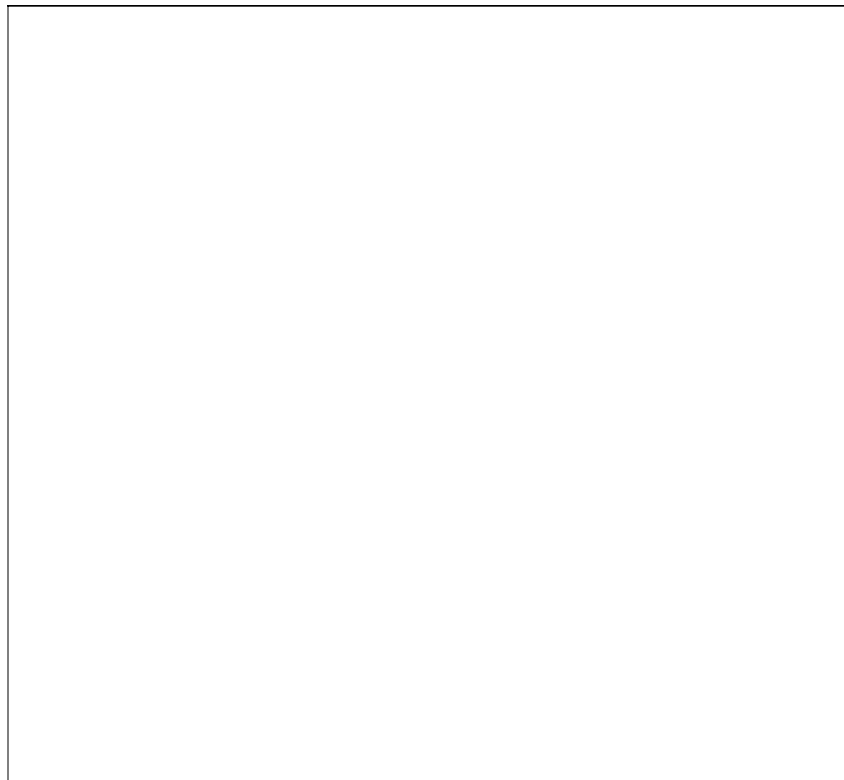
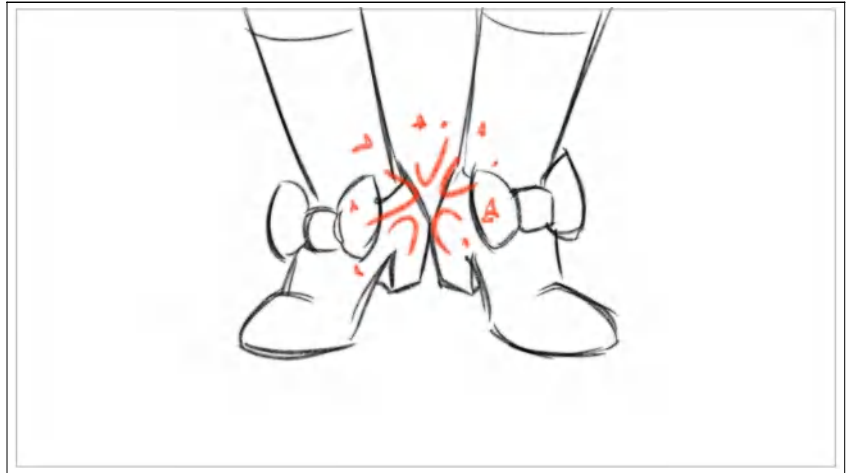
Scene	Duration	Panel	Duration
100	03:00	2 / 6	00:12



Scene	Duration	Panel	Duration
100	03:00	3 / 6	00:12



Scene	Duration	Panel	Duration
100	03:00	4 / 6	00:12



Scene	Duration	Panel	Duration
100	03:00	5 / 6	00:12



Scene	Duration	Panel	Duration
100	03:00	6 / 6	00:12



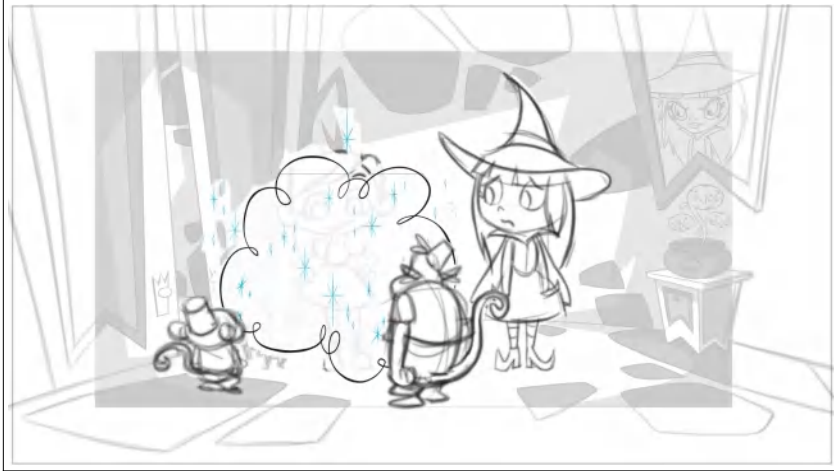
Scene	Duration	Panel	Duration
101	02:00	1 / 6	00:08



**Action Notes**

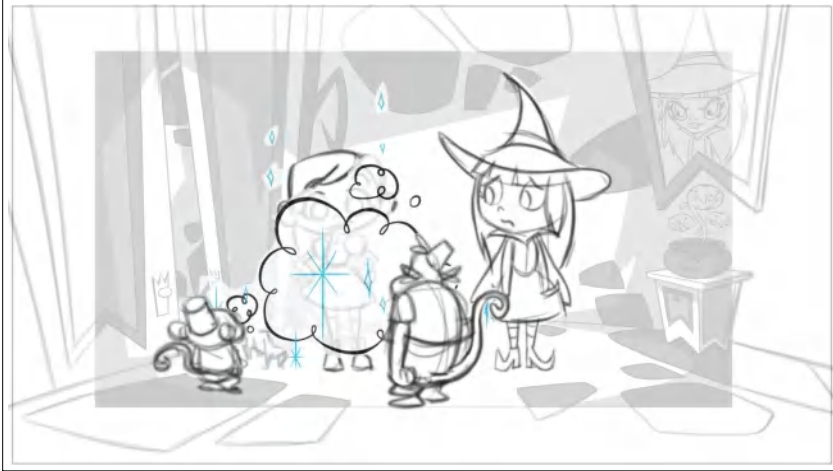
Dorothy waves, then clicks her heels and POOFS away.

Scene	Duration	Panel	Duration
101	02:00	2 / 6	00:08



**Action Notes**  
 Dorothy waves, then clicks her heels and POOFS away.

Scene	Duration	Panel	Duration
101	02:00	3 / 6	00:08



**Action Notes**  
 Dorothy waves, then clicks her heels and POOFS away.

Scene	Duration	Panel	Duration
101	02:00	4 / 6	00:08



**Action Notes**  
 Dorothy waves, then clicks her heels and POOFS away.

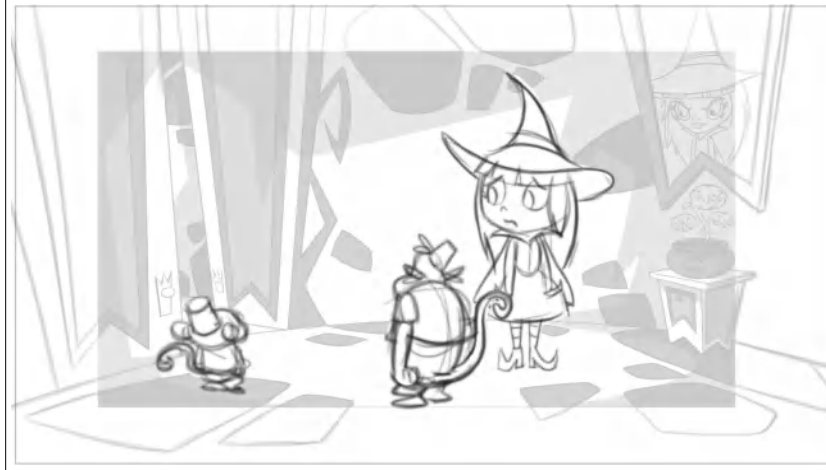
Scene	Duration	Panel	Duration
101	02:00	5 / 6	00:08



**Action Notes**

Dorothy waves, then clicks her heels and POOFS away.

Scene	Duration	Panel	Duration
101	02:00	6 / 6	00:08



**Action Notes**

Dorothy waves, then clicks her heels and POOFS away.

Scene	Duration	Panel	Duration
102	12:05	1 / 4	05:14



**Dialog**

103 TIN MAN

I don't like this emotion.

**Action Notes**

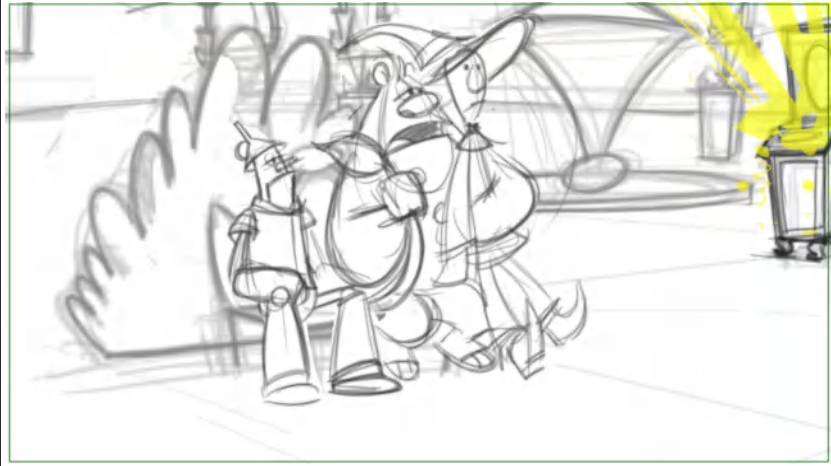
SEQ 16. EXT. EMERALD CASTLE GARDEN - DAY

Lion and Tin Man are blubbering.

Lion holds the lifeless scarecrow.



Scene	Duration	Panel	Duration
102	12:05	2 / 4	03:23

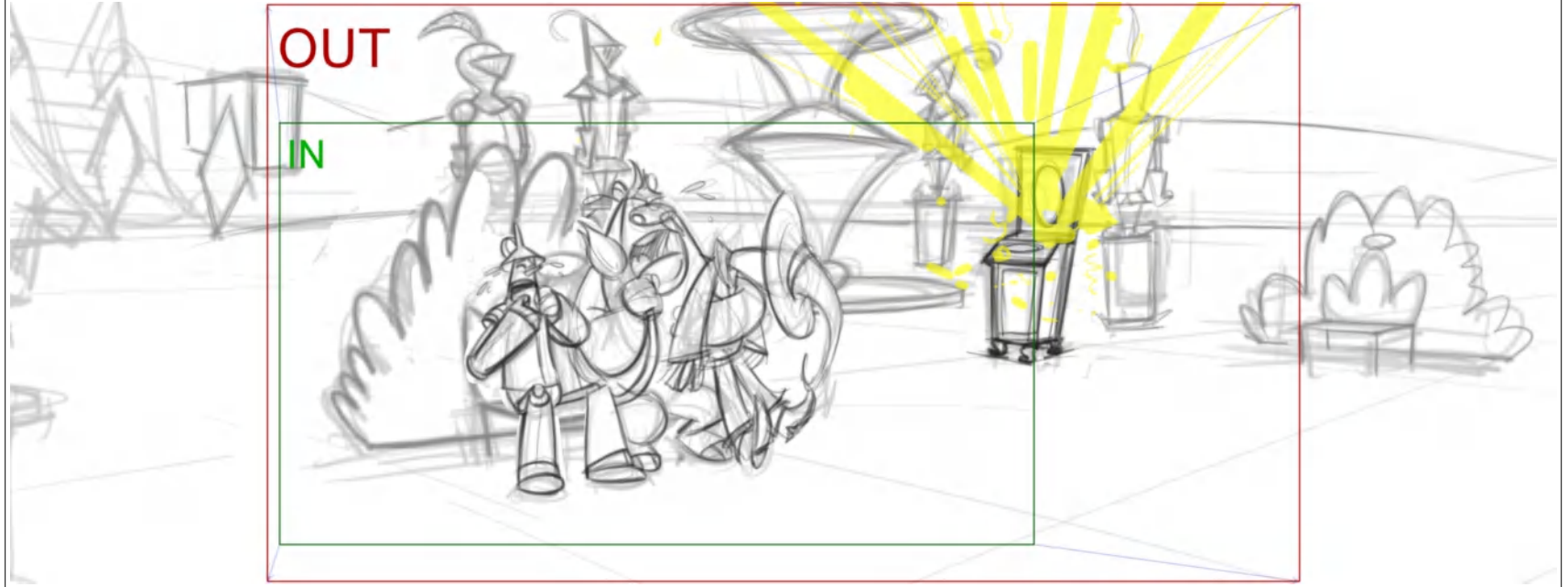


**Dialog**

104 LION

If Scarecrow was here, he'd be crying too.

Scene	Duration	Panel	Duration
102	12:05	3 / 4	01:16



**Dialog**

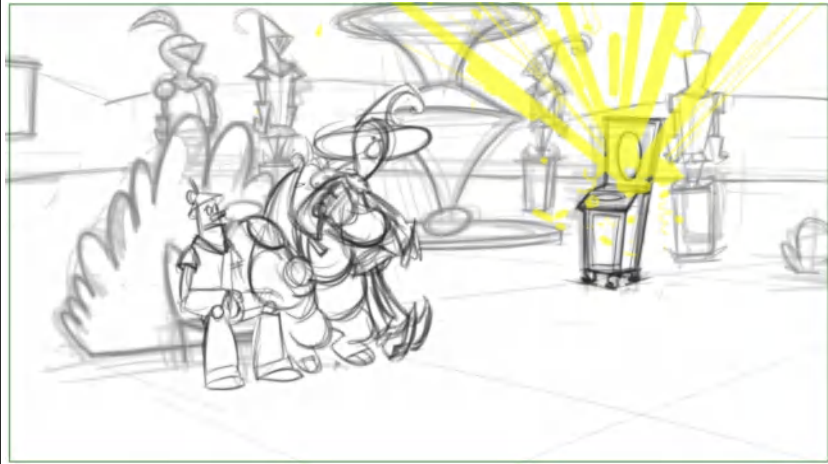
105 TIN MAN

I don't know how things could get worse.

**Action Notes**

Fast truck out to show the kinoscopecontinues to spew out magic beams.

Scene	Duration	Panel	Duration
102	12:05	4 / 4	01:00



**Dialog**

104 LION

If Scarecrow was here, he'd be crying too.

**Action Notes**

Lion blows his nose on Scarecrow's sleeve.

Scene	Duration	Panel	Duration
103	01:08	1 / 7	00:04



**Action Notes**

SEQ 17. EXT. SKY - CONTINUOUS

A magic blast hits a fluffy cloud and it transforms into a raging tornado from Kansas. It heads toward them.

Scene	Duration	Panel	Duration
103	01:08	2 / 7	00:04

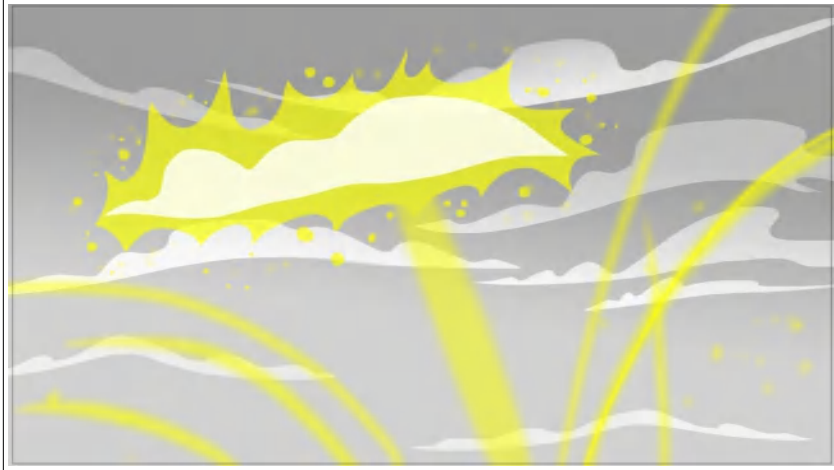


**Action Notes**

SEQ 17. EXT. SKY - CONTINUOUS

A magic blast hits a fluffy cloud and it transforms into a raging tornado from Kansas. It heads toward them.

Scene	Duration	Panel	Duration
103	01:08	3 / 7	00:04

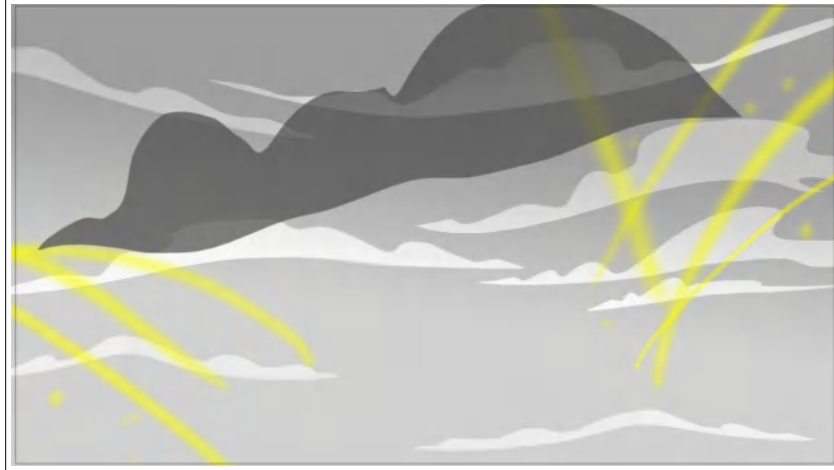


**Action Notes**

SEQ 17. EXT. SKY - CONTINUOUS

A magic blast hits a fluffy cloud and it transforms into a raging tornado from Kansas. It heads toward them.

Scene	Duration	Panel	Duration
103	01:08	4 / 7	00:04

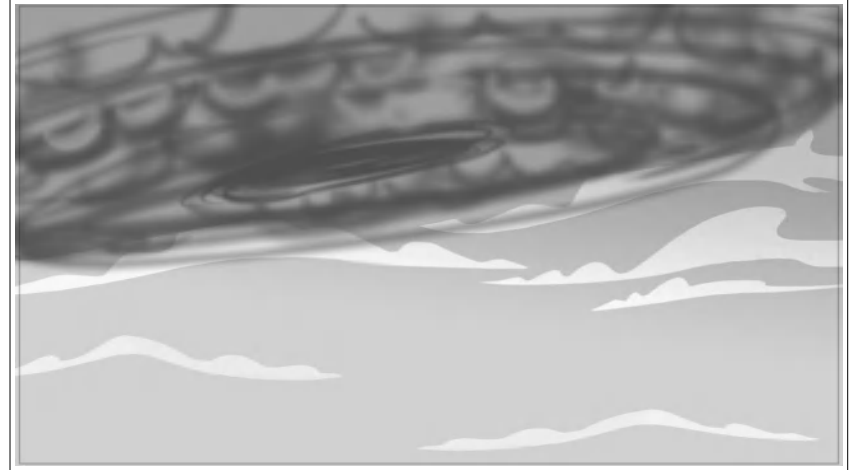


**Action Notes**

SEQ 17. EXT. SKY - CONTINUOUS

A magic blast hits a fluffy cloud and it transforms into a raging tornado from Kansas. It heads toward them.

Scene	Duration	Panel	Duration
103	01:08	5 / 7	00:04

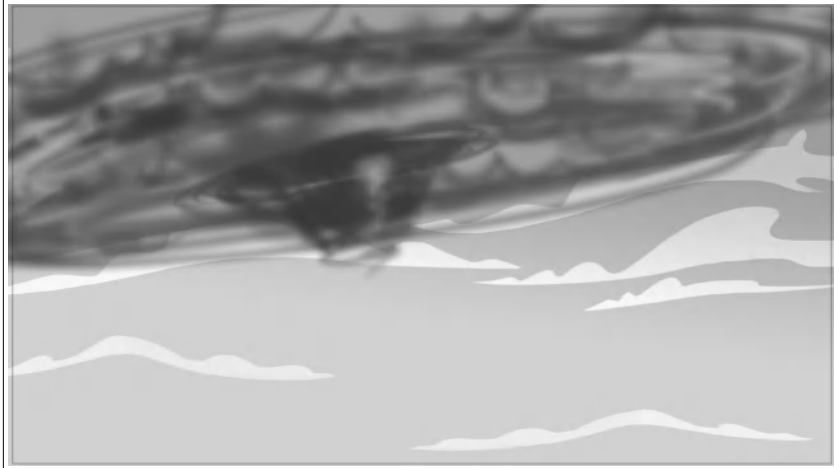


**Action Notes**

SEQ 17. EXT. SKY - CONTINUOUS

A magic blast hits a fluffy cloud and it transforms into a raging tornado from Kansas. It heads toward them.

Scene	Duration	Panel	Duration
103	01:08	6 / 7	00:04

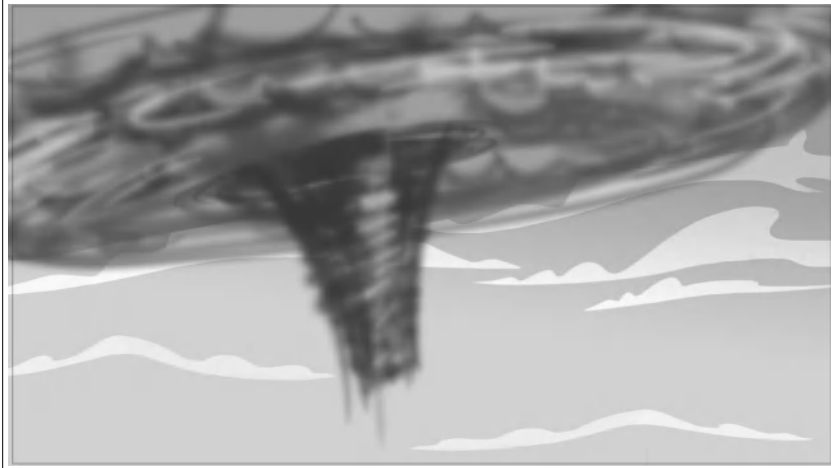


**Action Notes**

SEQ 17. EXT. SKY - CONTINUOUS

A magic blast hits a fluffy cloud and it transforms into a raging tornado from Kansas. It heads toward them.

Scene	Duration	Panel	Duration
103	01:08	7 / 7	00:08



**Action Notes**

SEQ 17. EXT. SKY - CONTINUOUS

A magic blast hits a fluffy cloud and it transforms into a raging tornado from Kansas. It heads toward them.

Scene	Duration	Panel	Duration
104	01:09	1 / 7	00:04

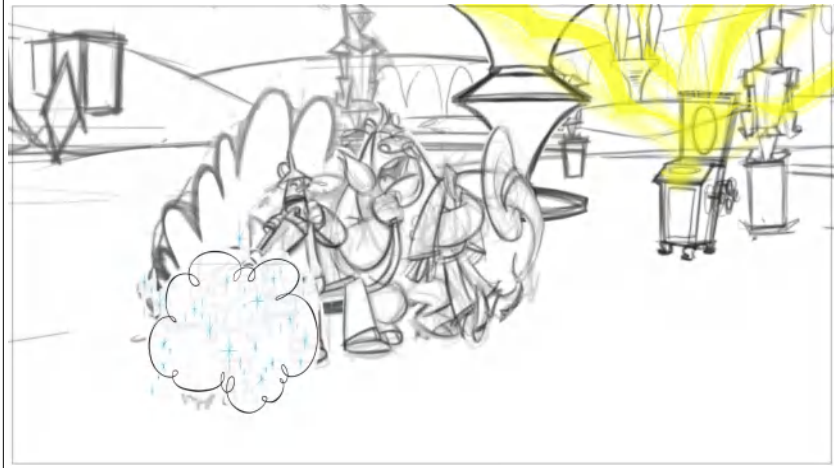


**Action Notes**

SEQ 18. EXT. EMERALD CASTLE GARDEN - CONTINUOUS

Dorothy POOFS back to her friends.

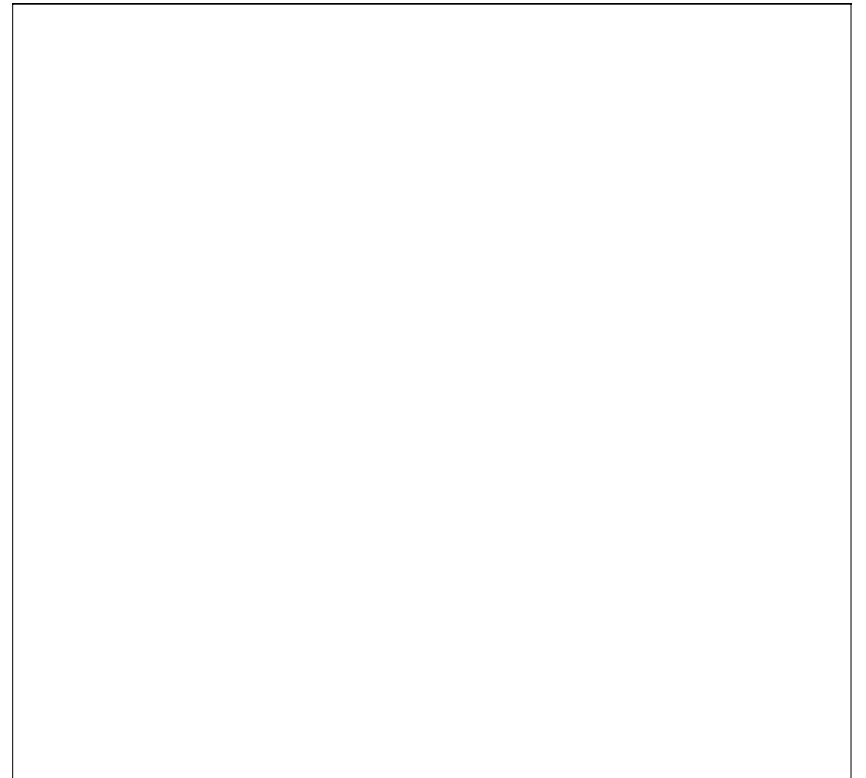
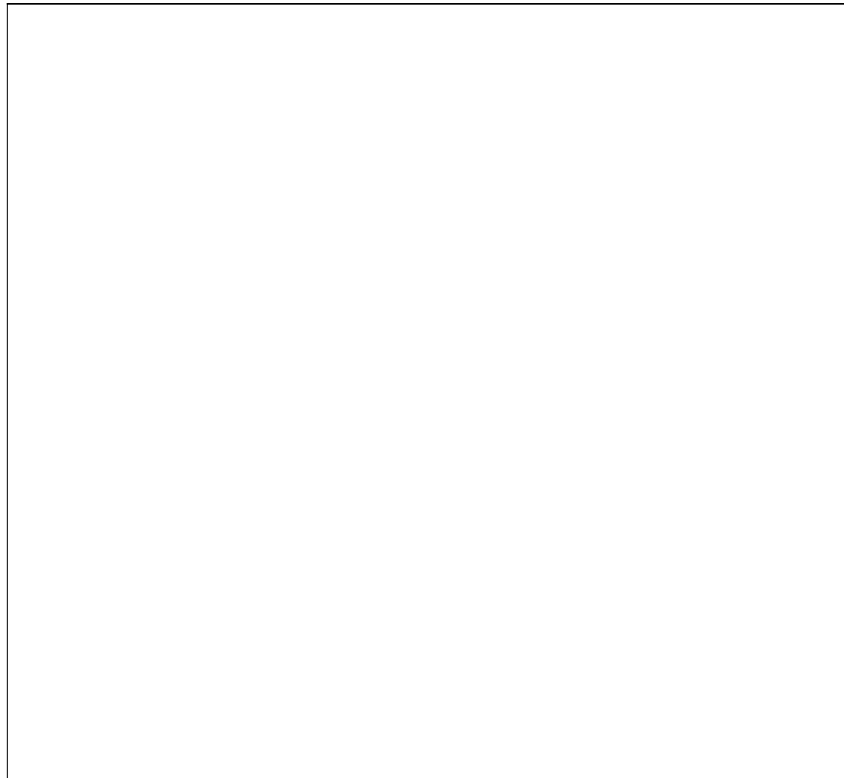
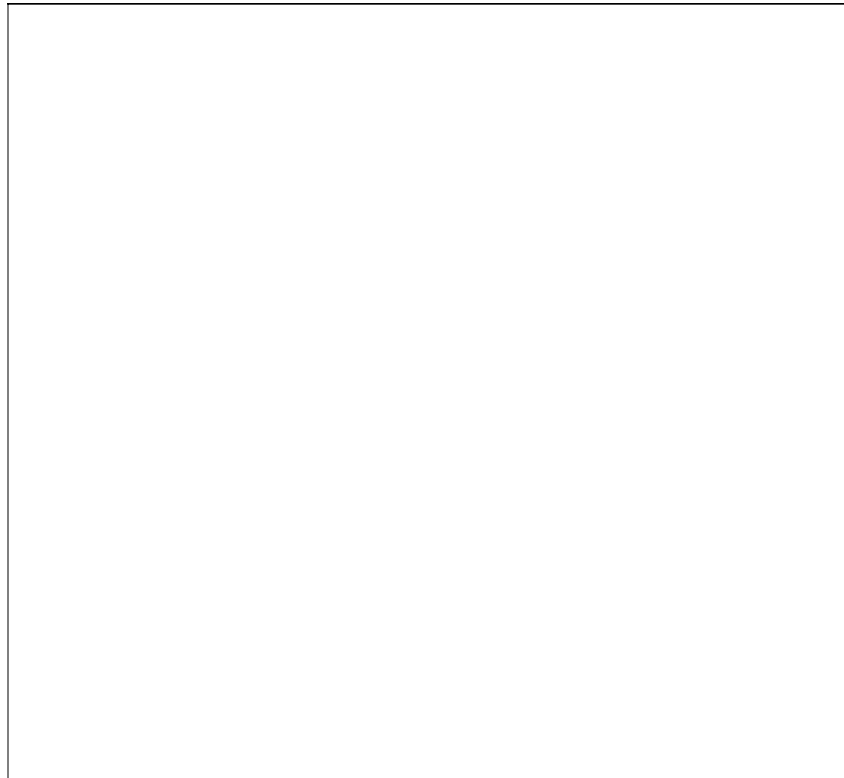
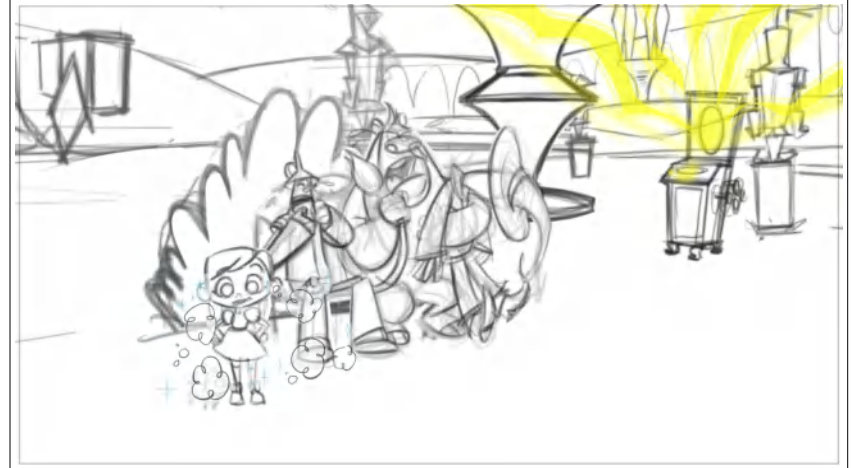
Scene	Duration	Panel	Duration
104	01:09	2 / 7	00:04



Scene	Duration	Panel	Duration
104	01:09	3 / 7	00:04



Scene	Duration	Panel	Duration
104	01:09	4 / 7	00:04





Scene	Duration	Panel	Duration
104	01:09	5 / 7	00:04



Scene	Duration	Panel	Duration
104	01:09	6 / 7	00:06



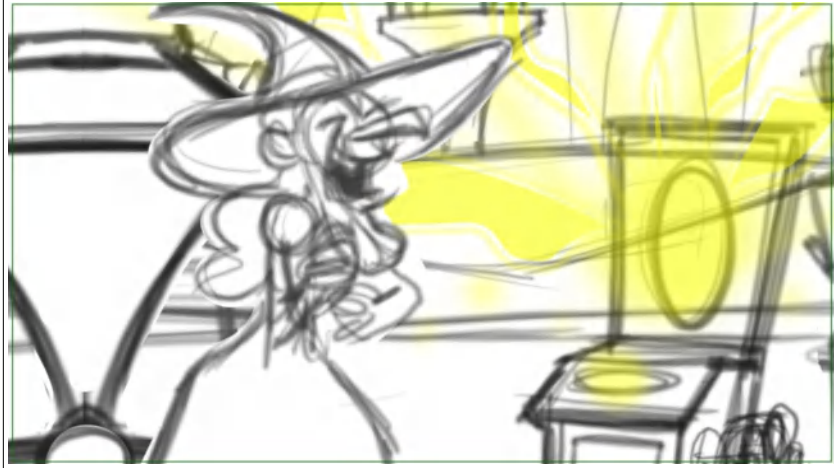
Scene	Duration	Panel	Duration
104	01:09	7 / 7	00:07



**Action Notes**

The Wicked Witch <ACKLES> and holds up an hourglass.

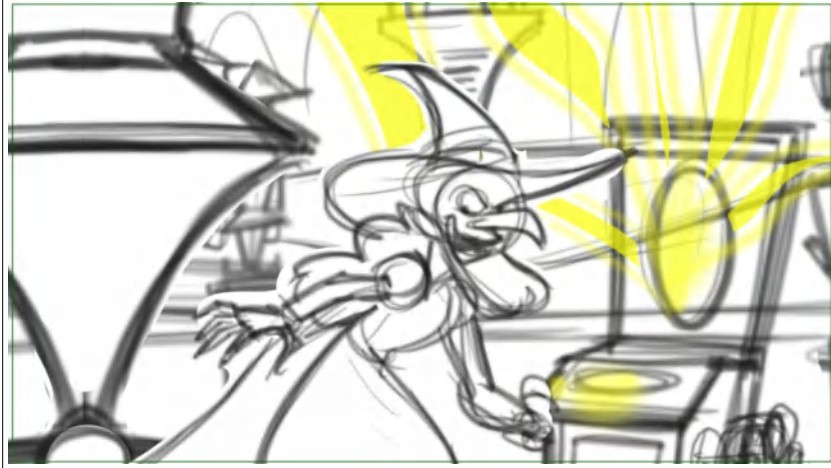
Scene	Duration	Panel	Duration
105	05:20	1 / 7	00:10



**Action Notes**

Closer on the WICKED WITCH.

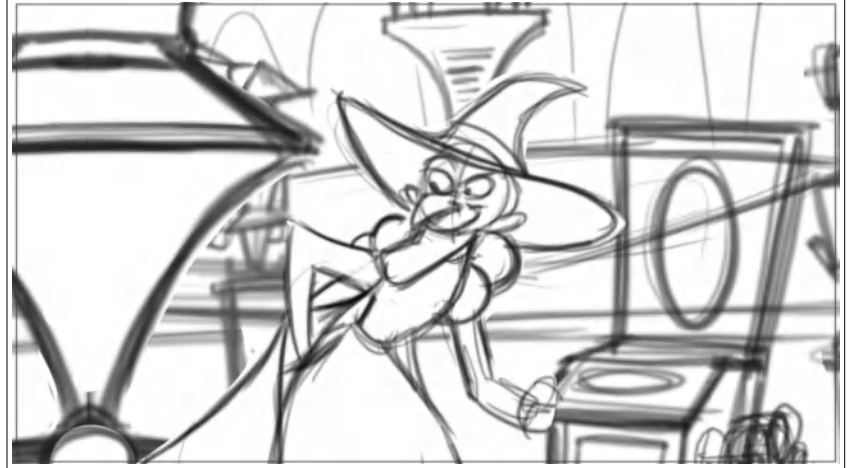
Scene	Duration	Panel	Duration
105	05:20	2 / 7	00:10



**Action Notes**

Closer on the WICKED WITCH.

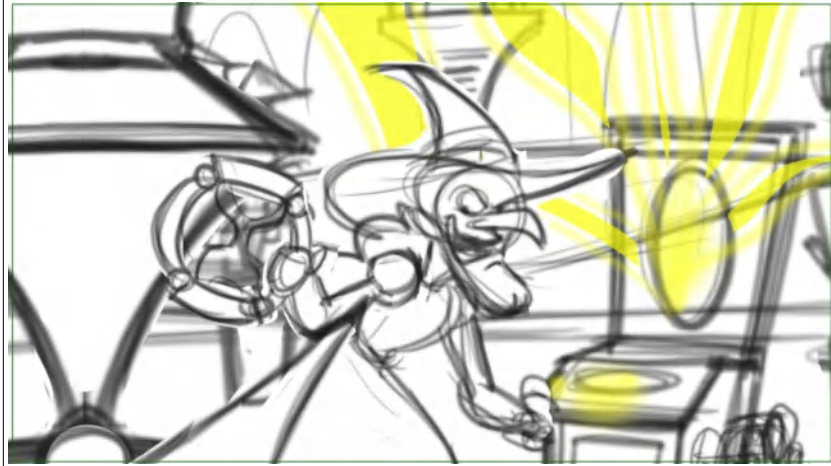
Scene	Duration	Panel	Duration
105	05:20	3 / 7	00:15



**Action Notes**

An HOURGLASS poofs into the WICKED WITCH'S hand.

Scene	Duration	Panel	Duration
105	05:20	4 / 7	00:22



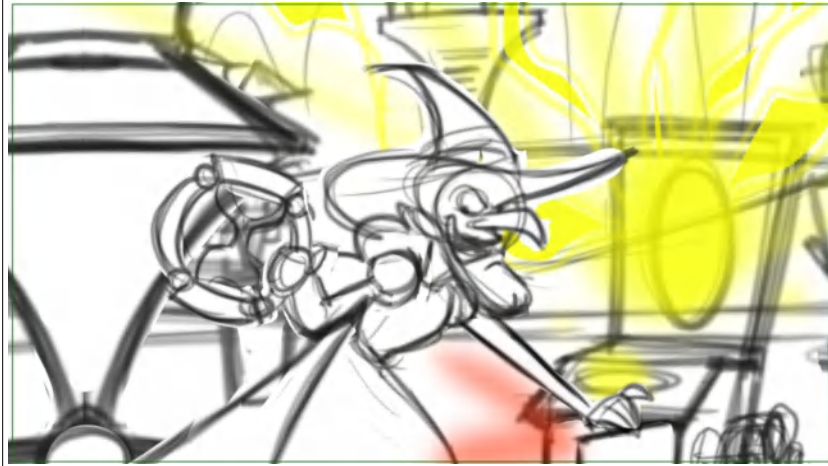
**Dialog**

106 WICKED WITCH  
Tick-Tock, we don't have all day.

**Action Notes**

An HOURGLASS poofs into the WICKED WITCH'S hand.

Scene	Duration	Panel	Duration
105	05:20	5 / 7	00:14



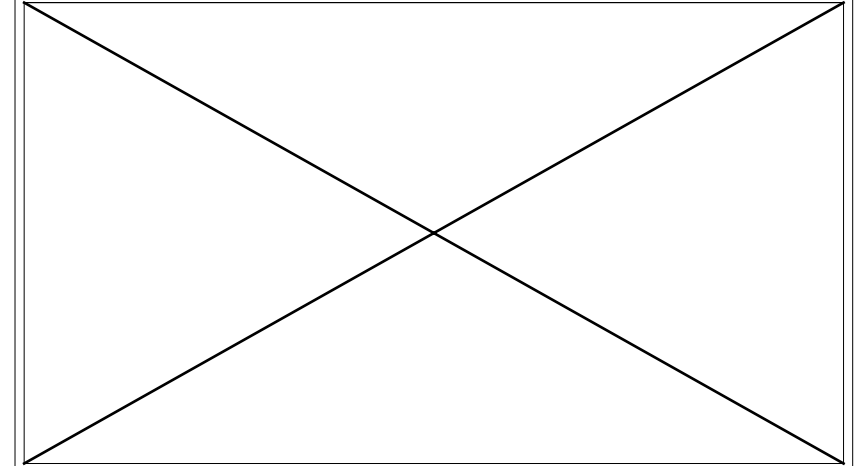
**Dialog**

106 WICKED WITCH  
Tick-Tock, we don't have all day.

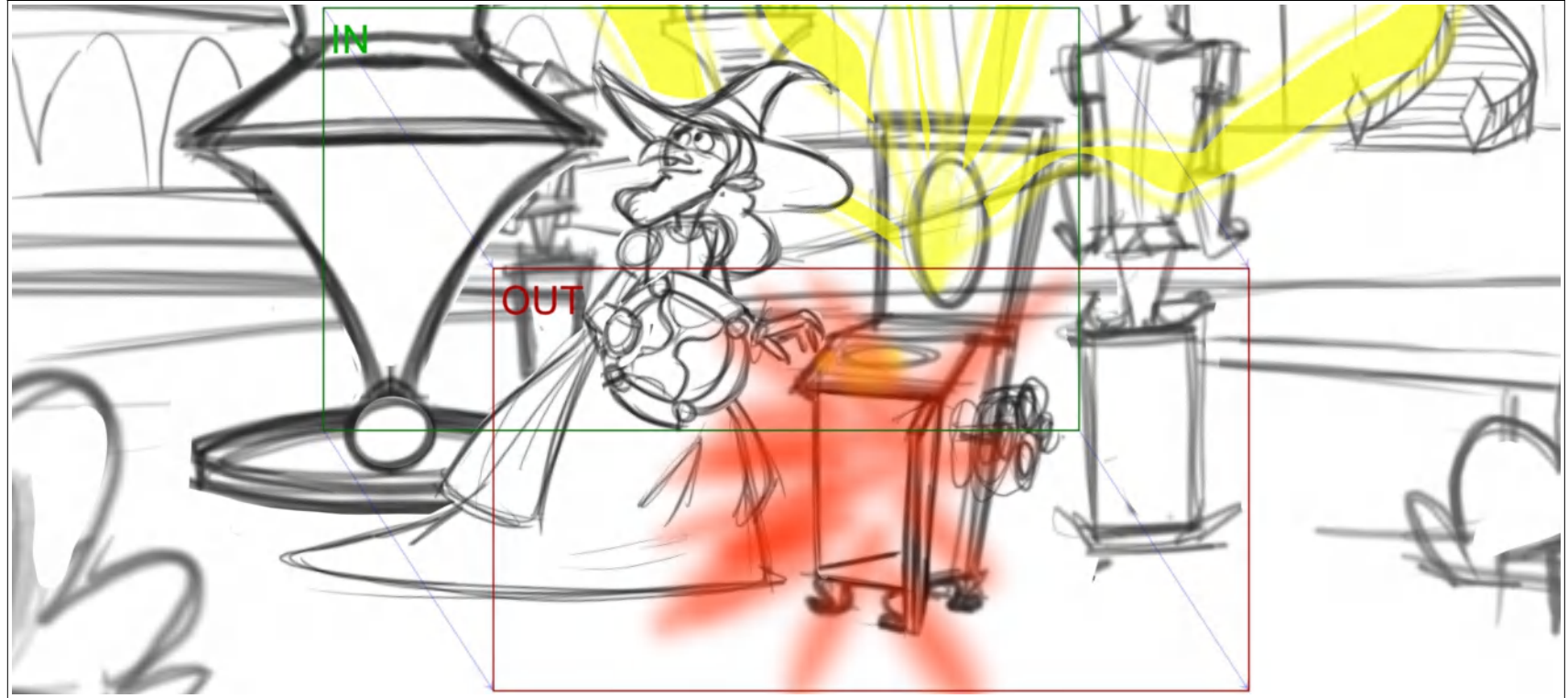
**Action Notes**

Closer on the WICKED WITCH.

NO PANEL



Scene	Duration	Panel	Duration
105	05:20	6 / 7	01:21



**Action Notes**  
 The kinetoscope now has a door, which the WICKED WITCH opens.  
 Then she looks upwards.

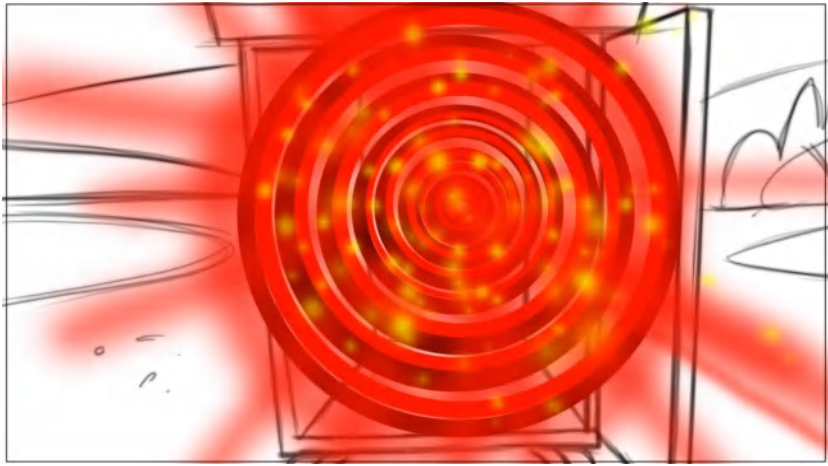
Scene	Duration	Panel	Duration
105	05:20	7 / 7	01:00



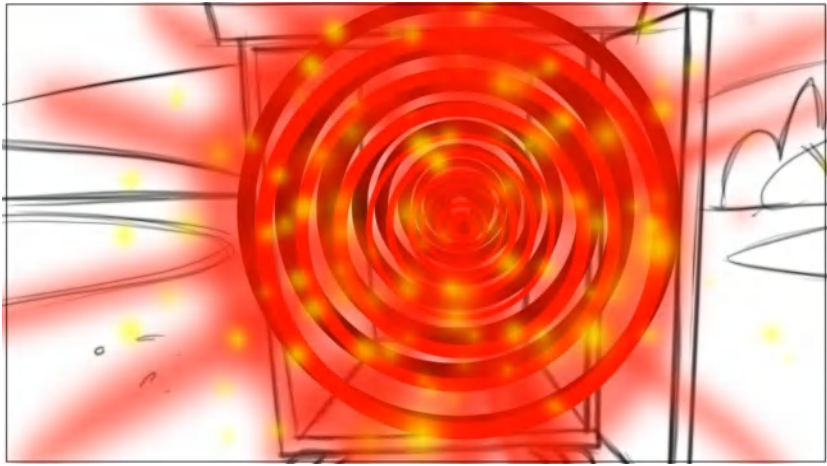
**Action Notes**  
 The kinetoscope now has a door, which the WICKED WITCH opens.  
 Then she looks upwards.



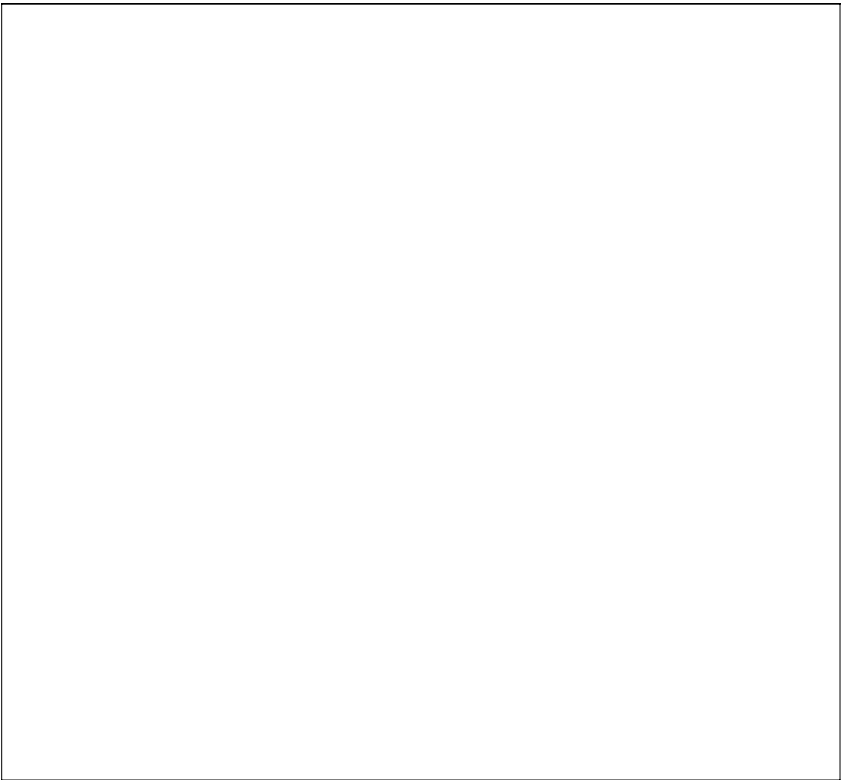
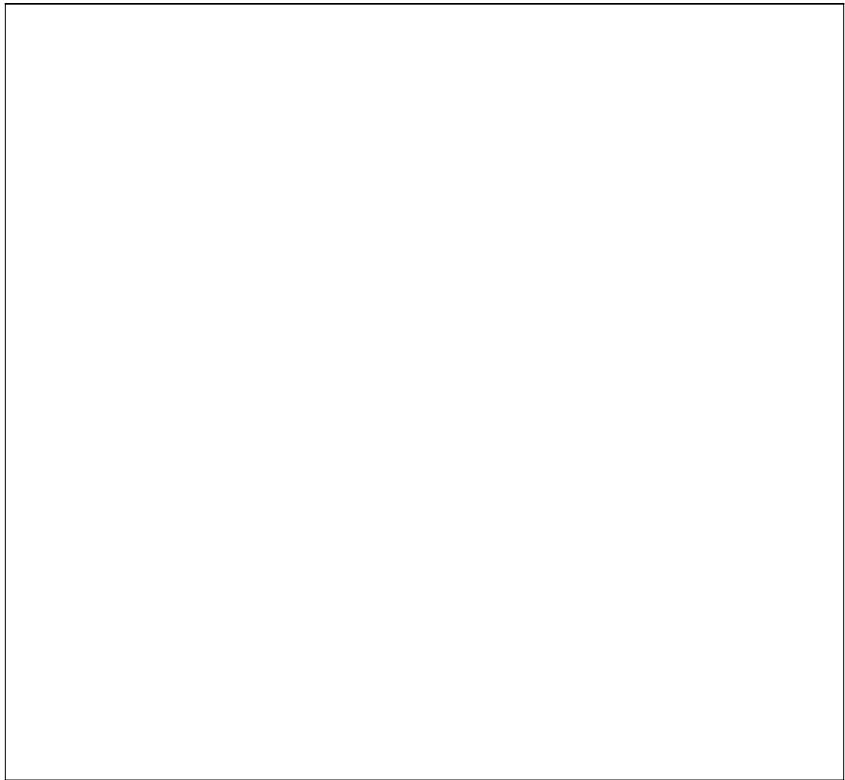
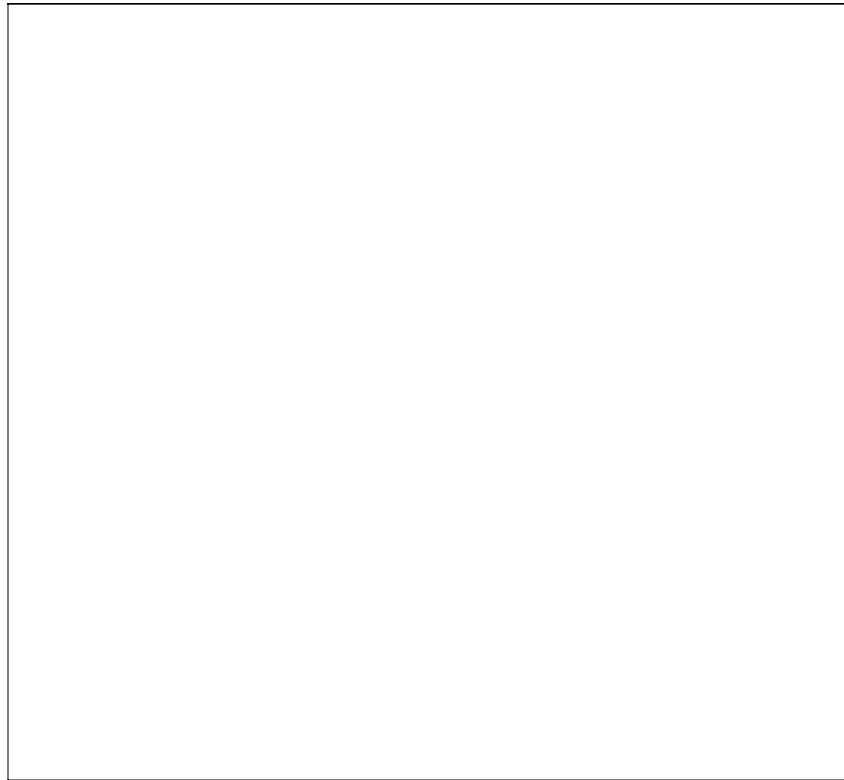
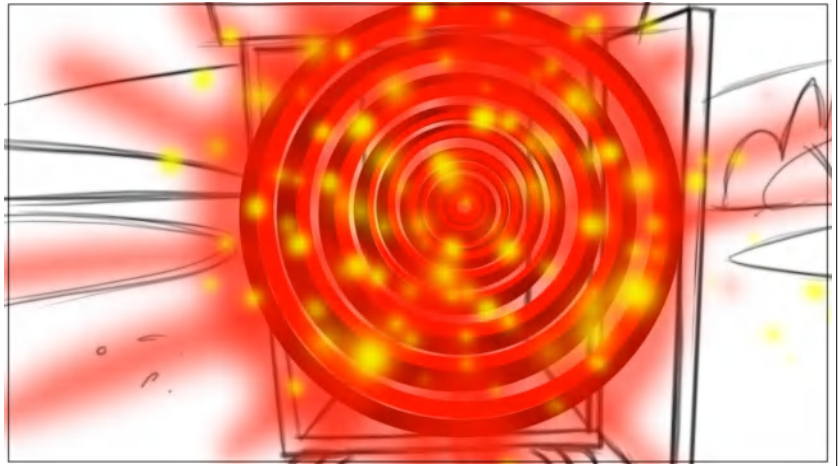
Scene	Duration	Panel	Duration
106	03:00	1 / 6	00:12



Scene	Duration	Panel	Duration
106	03:00	2 / 6	00:12



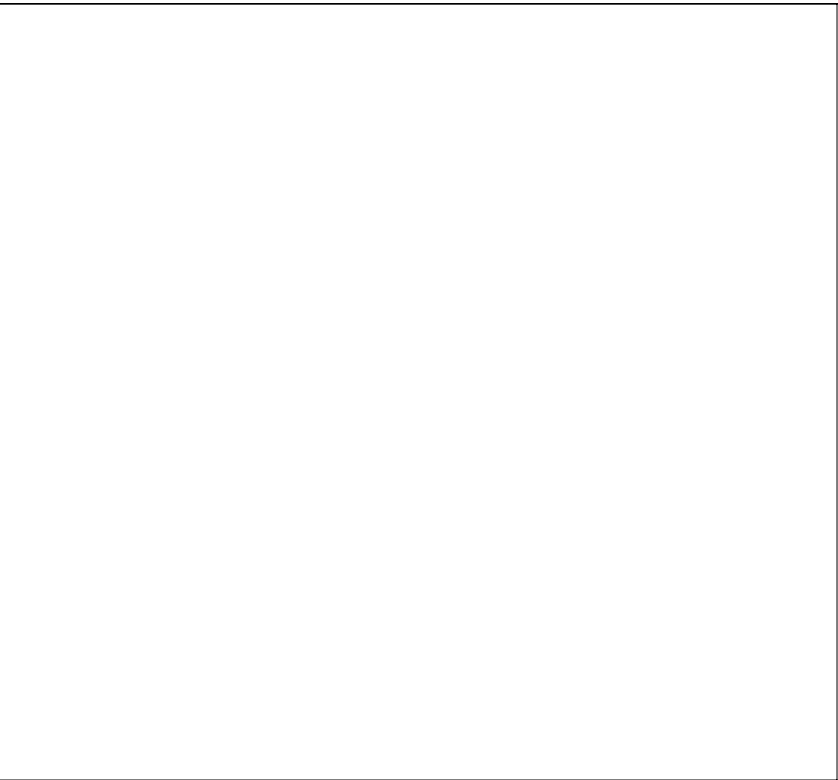
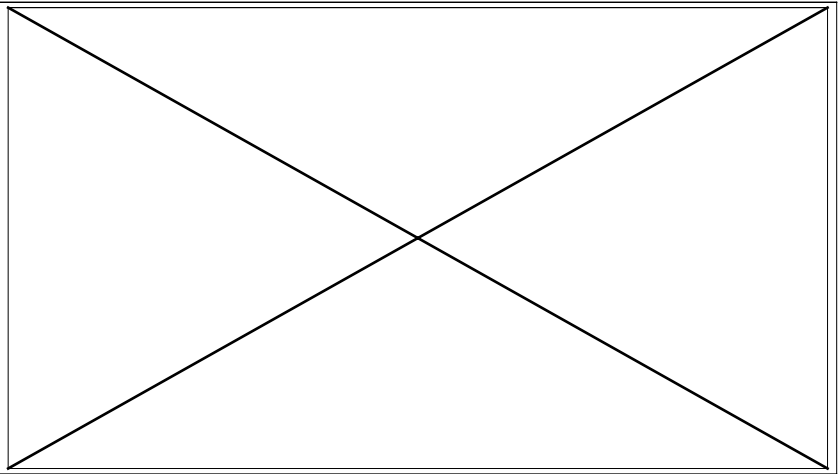
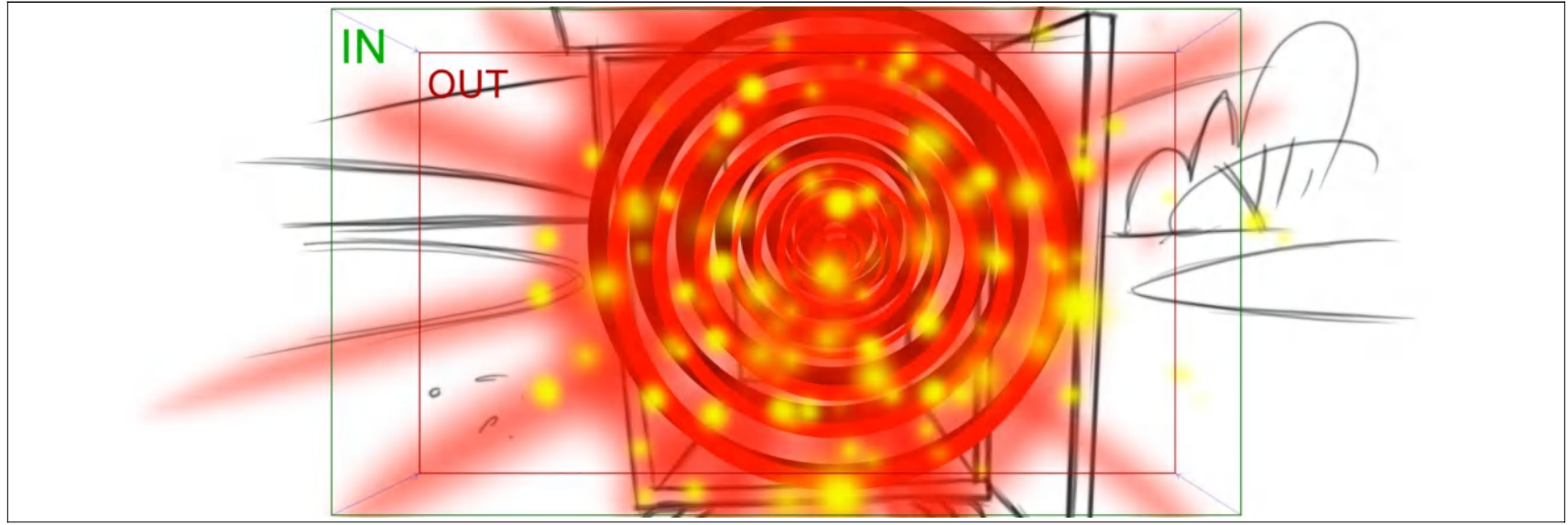
Scene	Duration	Panel	Duration
106	03:00	3 / 6	00:12





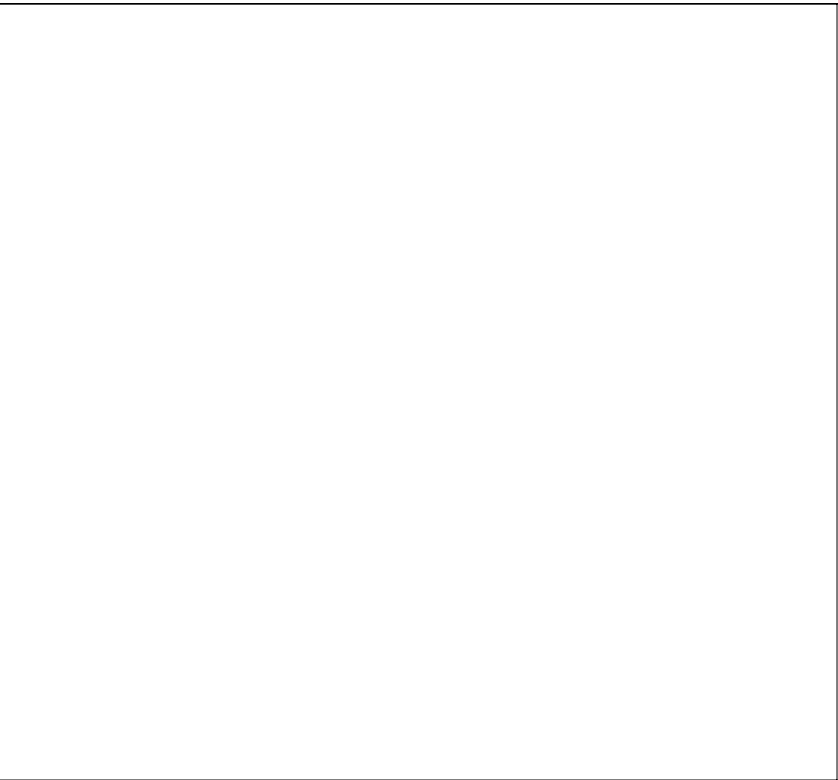
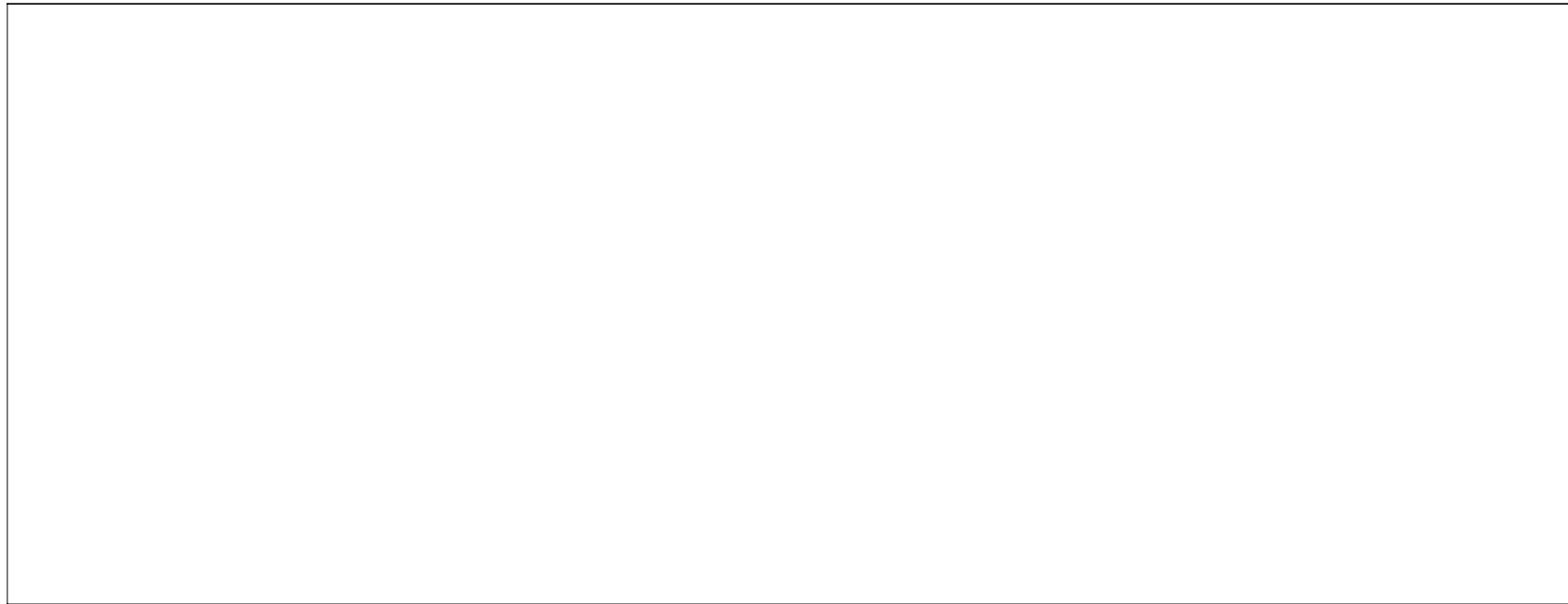
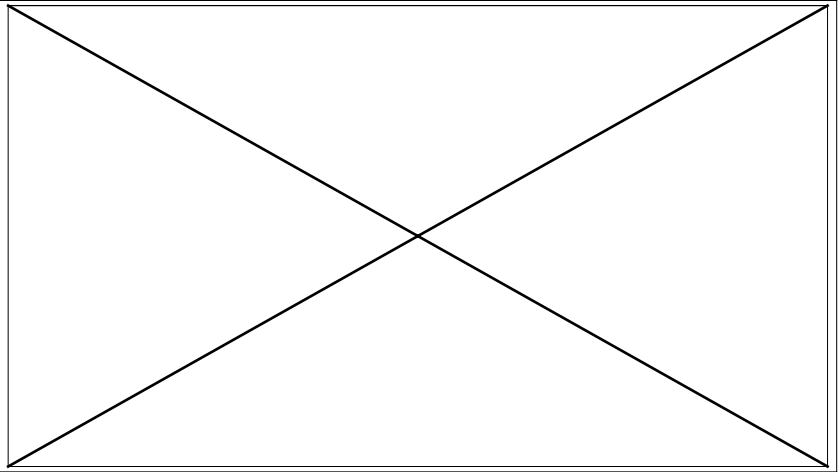
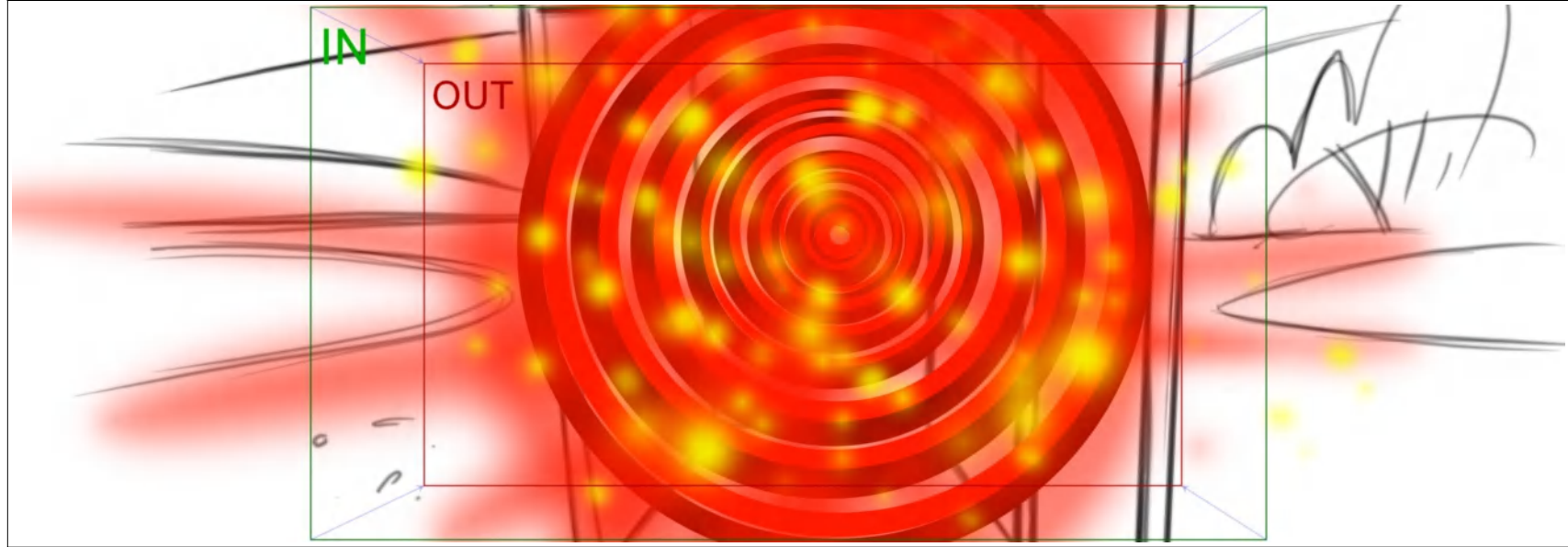
Scene	Duration	Panel	Duration
106	03:00	4 / 6	00:12

NO PANEL



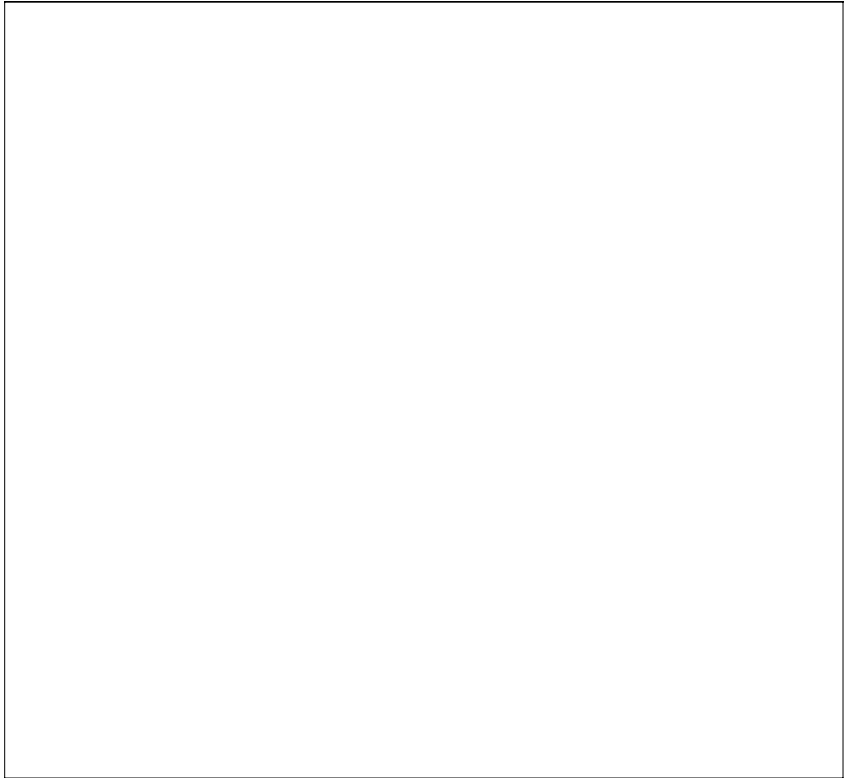
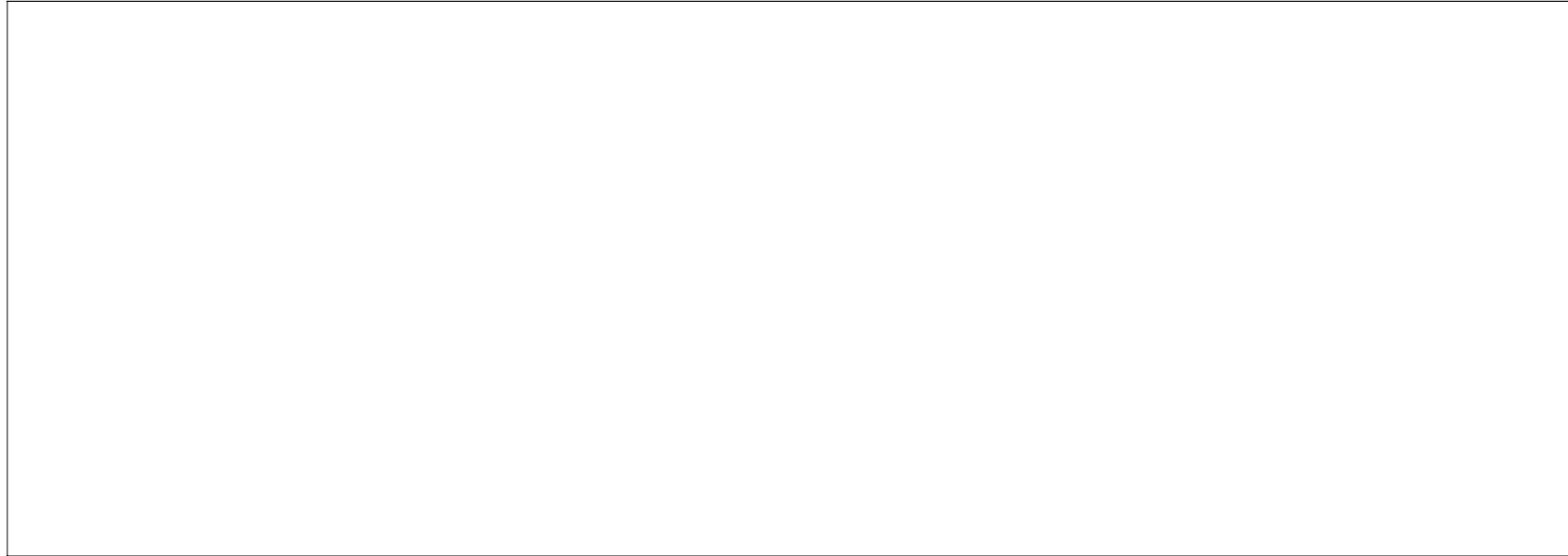
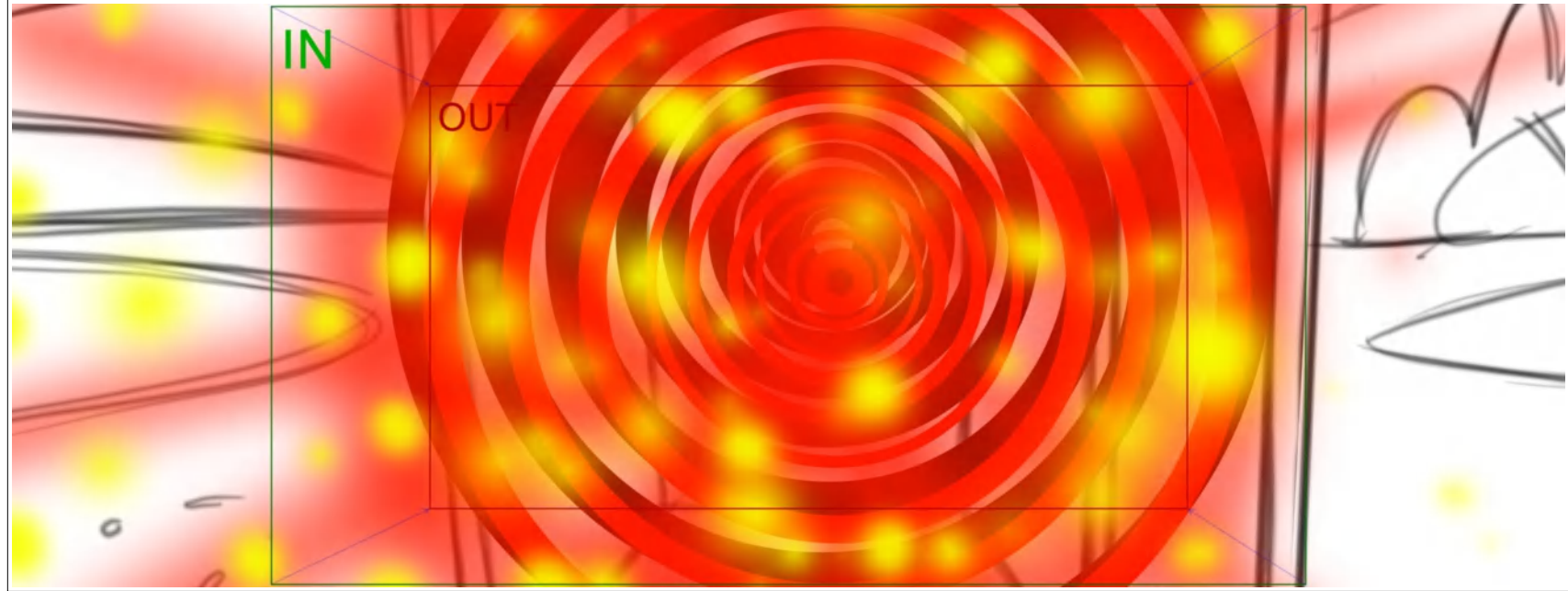
Scene	Duration	Panel	Duration
106	03:00	5 / 6	00:12

NO PANEL

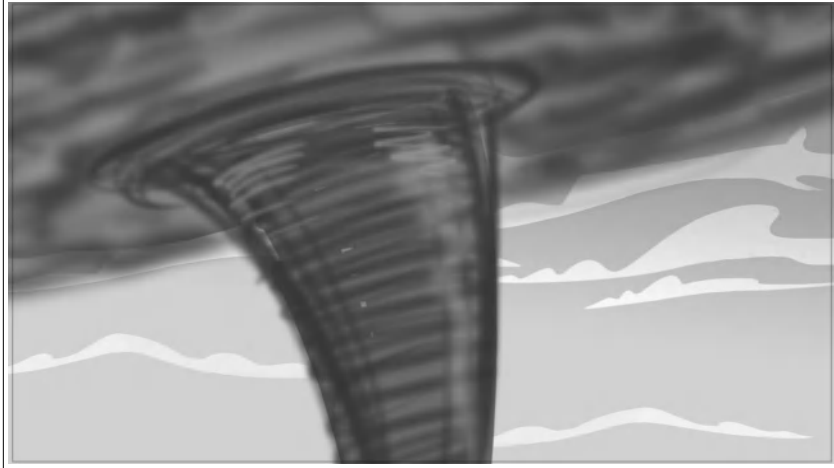


Scene	Duration	Panel	Duration
106	03:00	6 / 6	00:12

Dissolve	Duration
	00:05



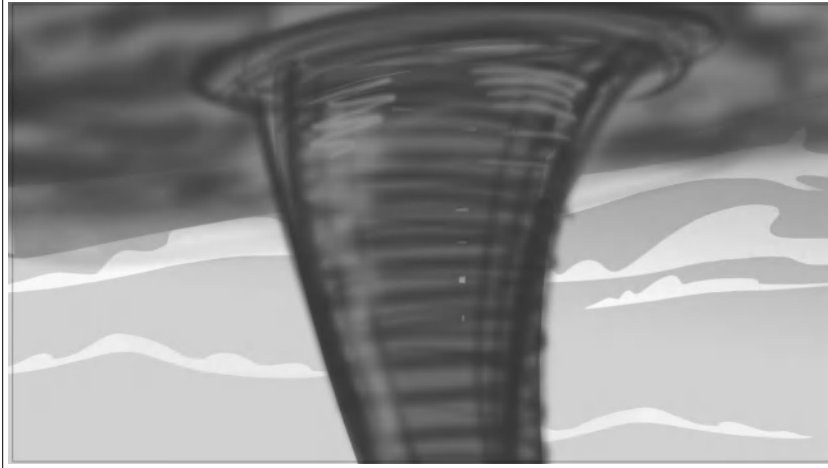
Scene	Duration	Panel	Duration
107	01:12	1 / 6	00:06



**Action Notes**

Angle on the raging tornado from Kansas.

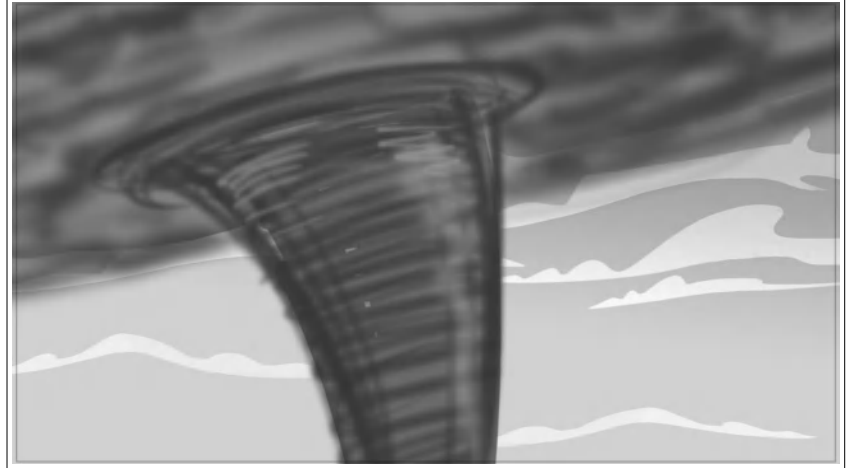
Scene	Duration	Panel	Duration
107	01:12	2 / 6	00:06



**Action Notes**

Angle on the raging tornado from Kansas.

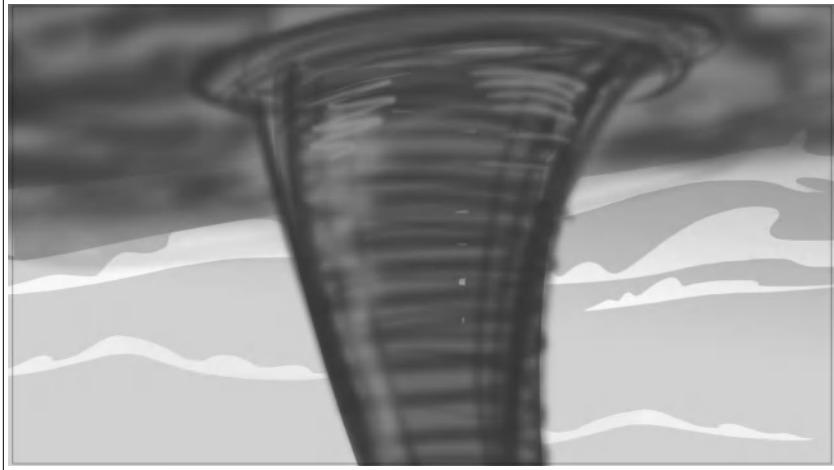
Scene	Duration	Panel	Duration
107	01:12	3 / 6	00:06



**Action Notes**

Angle on the raging tornado from Kansas.

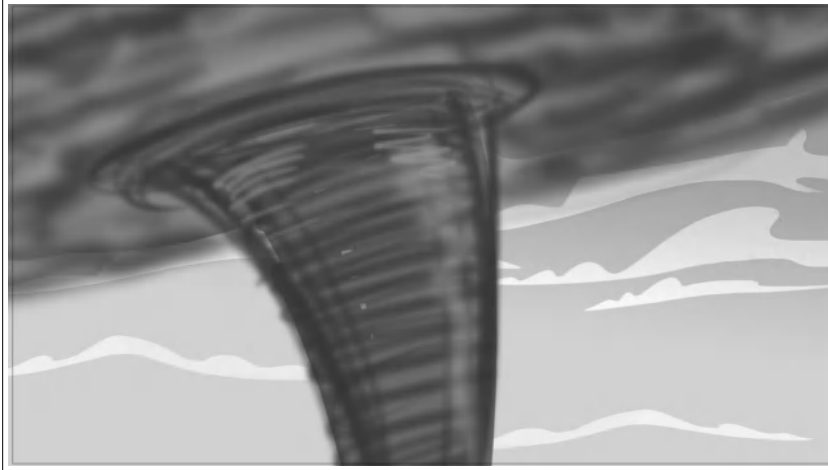
Scene	Duration	Panel	Duration
107	01:12	4 / 6	00:06



**Action Notes**

Angle on the raging tornado from Kansas.

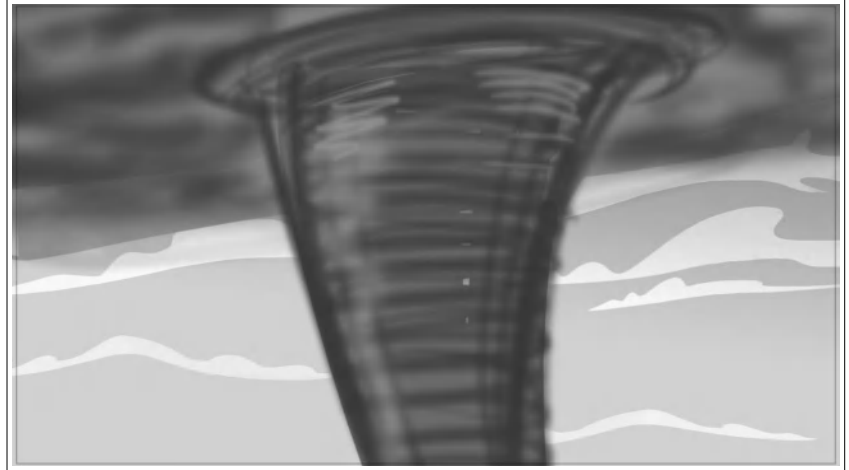
Scene	Duration	Panel	Duration
107	01:12	5 / 6	00:06



**Action Notes**

Angle on the raging tornado from Kansas.

Scene	Duration	Panel	Duration
107	01:12	6 / 6	00:06

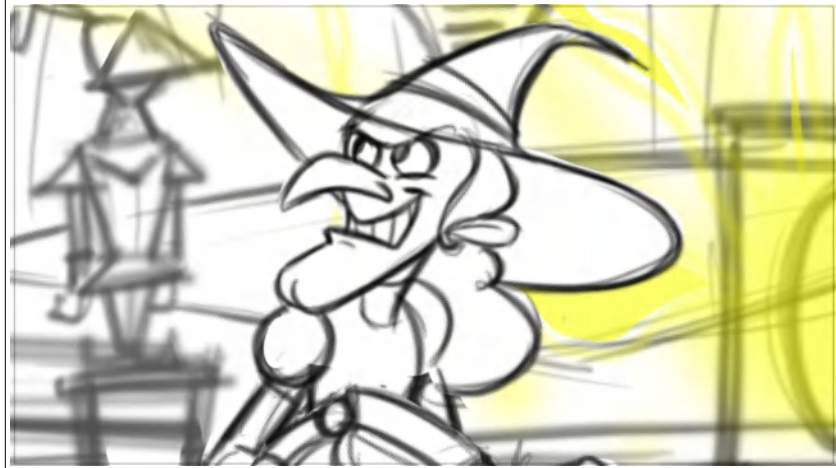


**Action Notes**

Angle on the raging tornado from Kansas.



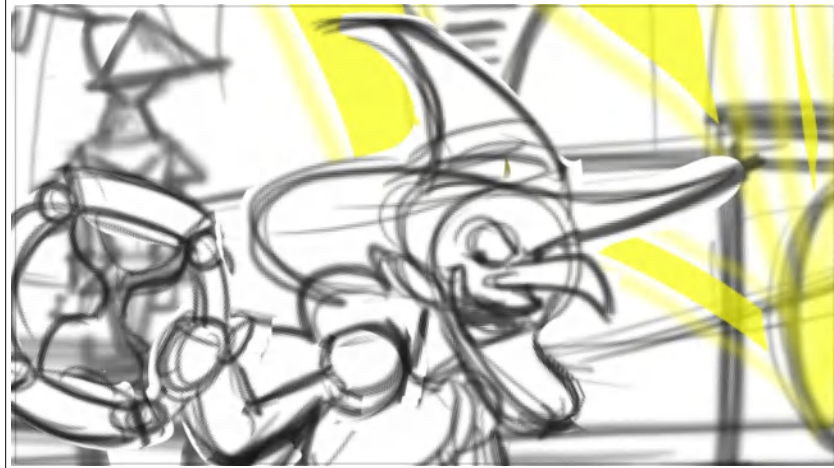
Scene	Duration	Panel	Duration
108	02:07	1 / 2	00:14



**Action Notes**

Back on the WICKED WITCH.

Scene	Duration	Panel	Duration
108	02:07	2 / 2	01:17



**Dialog**

WITCH : CACKLES...

Scene	Duration	Panel	Duration
109	02:01	1 / 1	02:01



**Dialog**

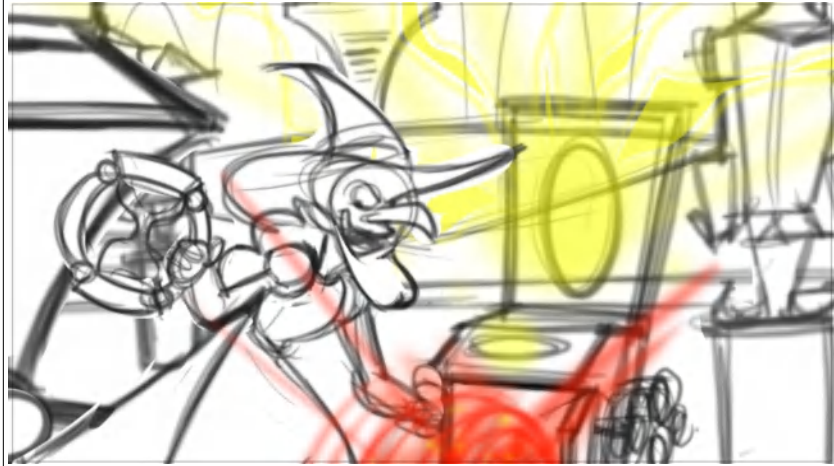
107 TIN MAN

Hourglasses don't go "tick-tock."

**Action Notes**

Angle on LION and TINMAN.

Scene	Duration	Panel	Duration
110	01:02	1 / 2	00:17



**Dialog**

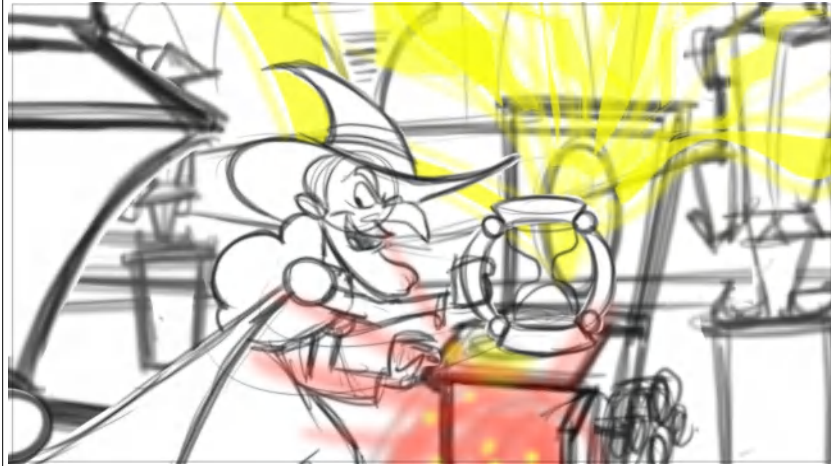
108 WICKED WITCH

This one does.

**Action Notes**

She turns the hourglass over. There's an inexplicable LOUD TICK-TOCKING.

Scene	Duration	Panel	Duration
110	01:02	2 / 2	00:09



**Dialog**

108 WICKED WITCH

This one does.

**Action Notes**

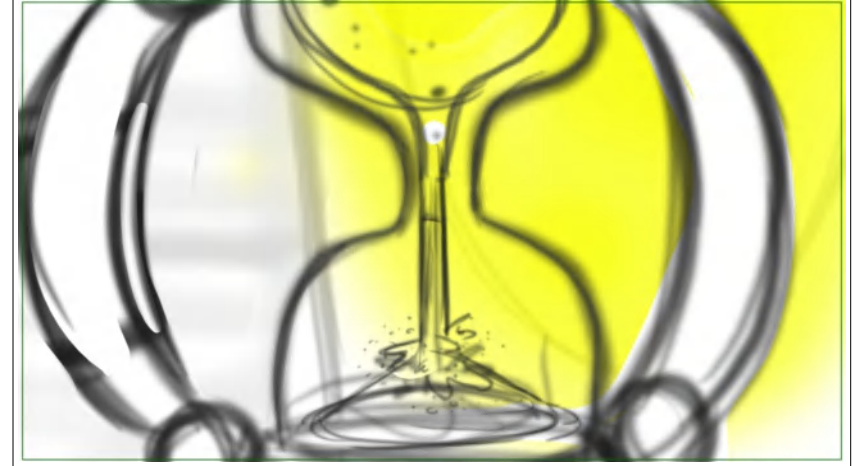
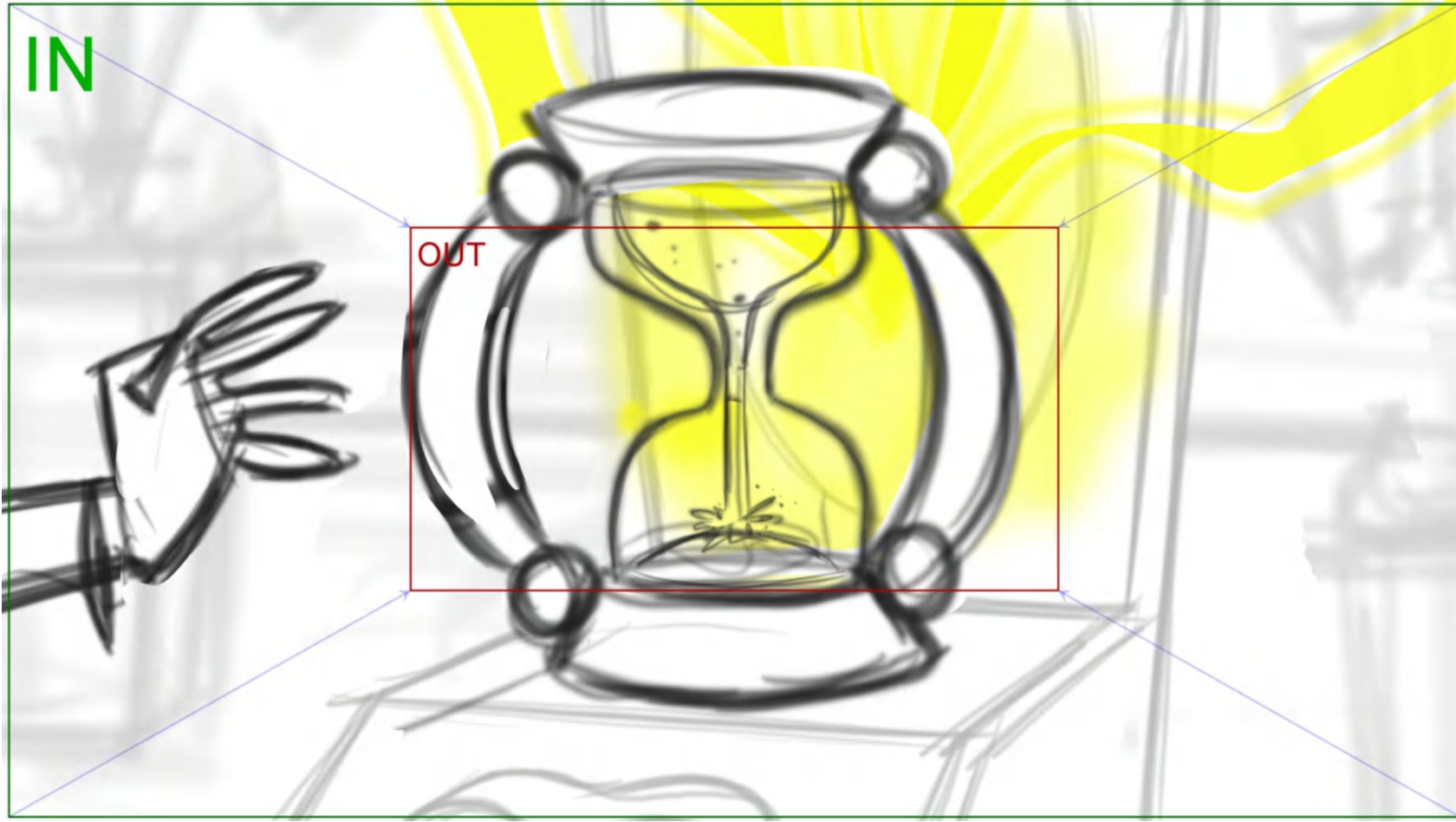
She turns the hourglass over. There's an inexplicable LOUD TICK-TOCKING.

Scene	Duration	Panel	Duration
111	00:18	1 / 3	00:06



Scene	Duration	Panel	Duration
111	00:18	2 / 3	00:06

Scene	Duration	Panel	Duration
111	00:18	3 / 3	00:06

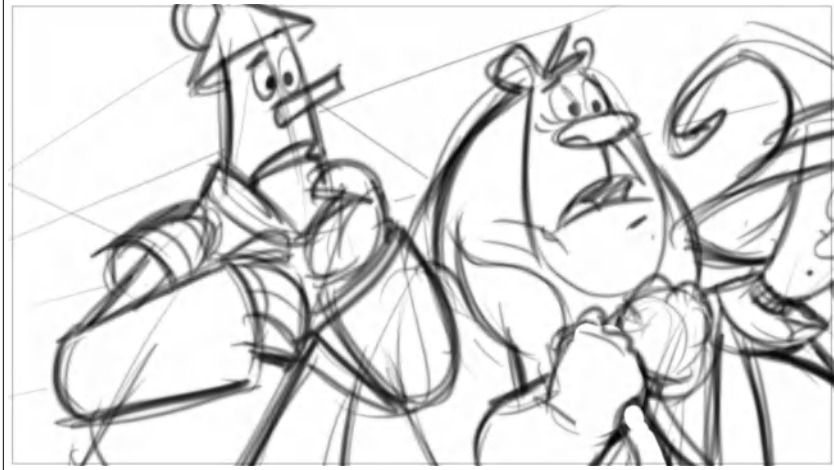


**Action Notes**

TRUCK IN ON THE HOURGLASS.



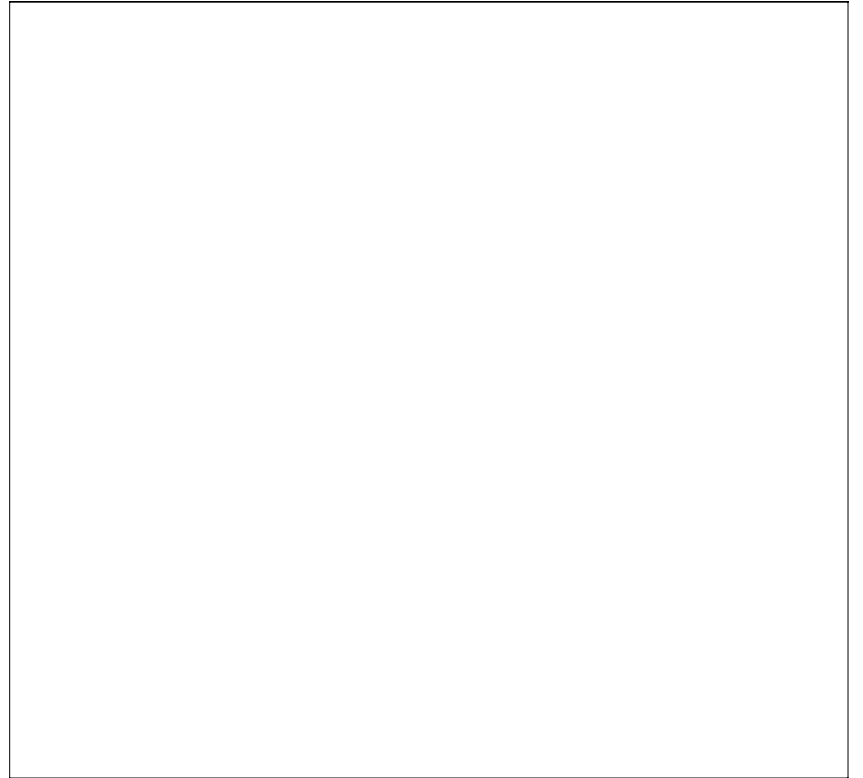
Scene	Duration	Panel	Duration
112	00:18	1 / 3	00:06



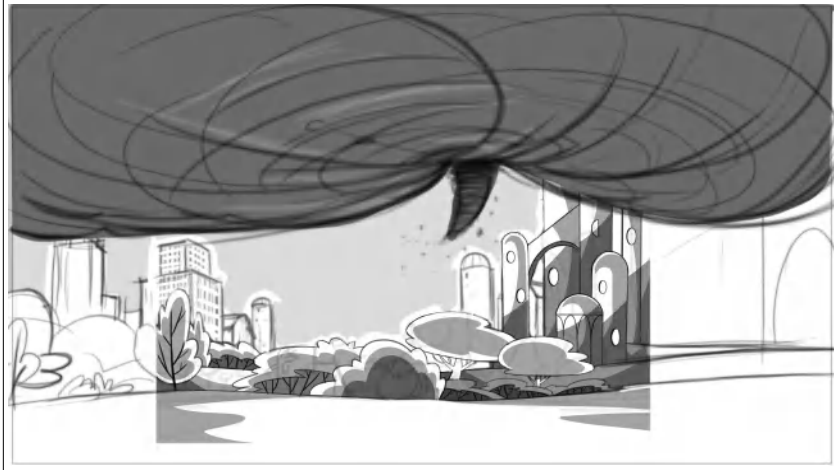
Scene	Duration	Panel	Duration
112	00:18	2 / 3	00:06



Scene	Duration	Panel	Duration
112	00:18	3 / 3	00:06



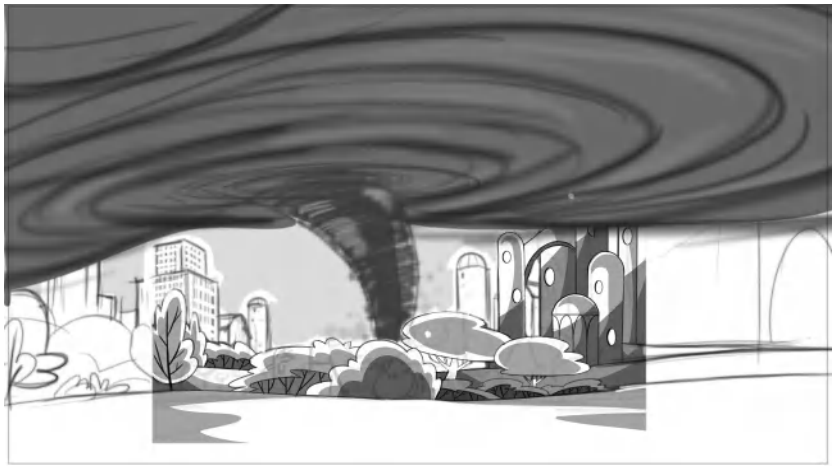
Scene	Duration	Panel	Duration
113	02:00	1 / 6	00:08



Scene	Duration	Panel	Duration
113	02:00	2 / 6	00:08

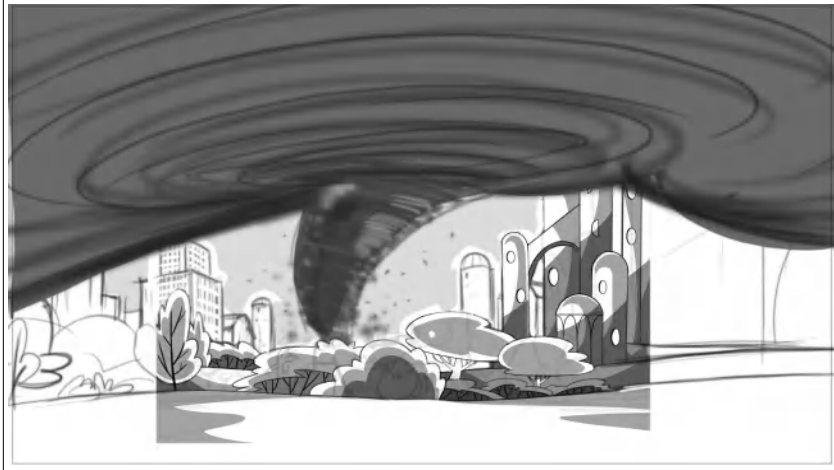


Scene	Duration	Panel	Duration
113	02:00	3 / 6	00:08





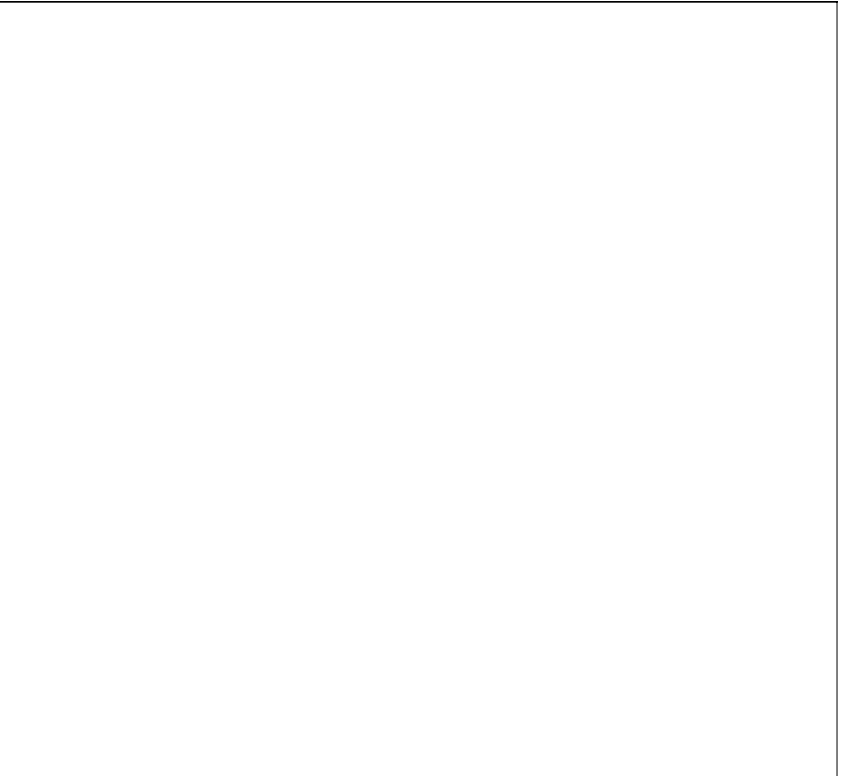
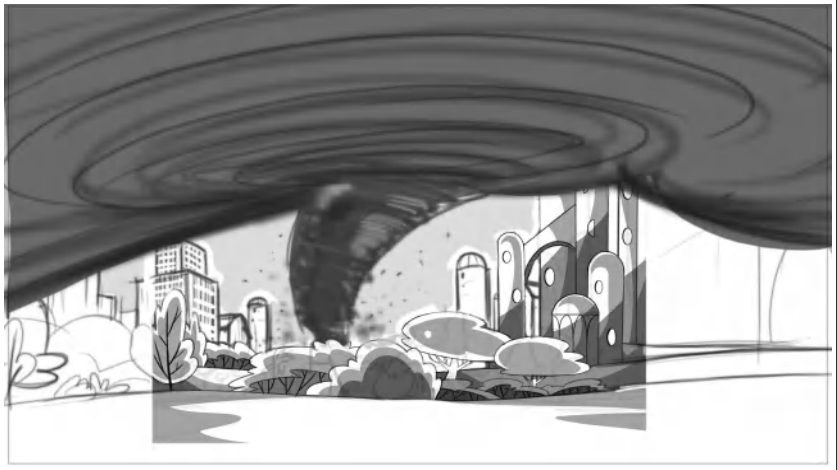
Scene	Duration	Panel	Duration
113	02:00	4 / 6	00:08



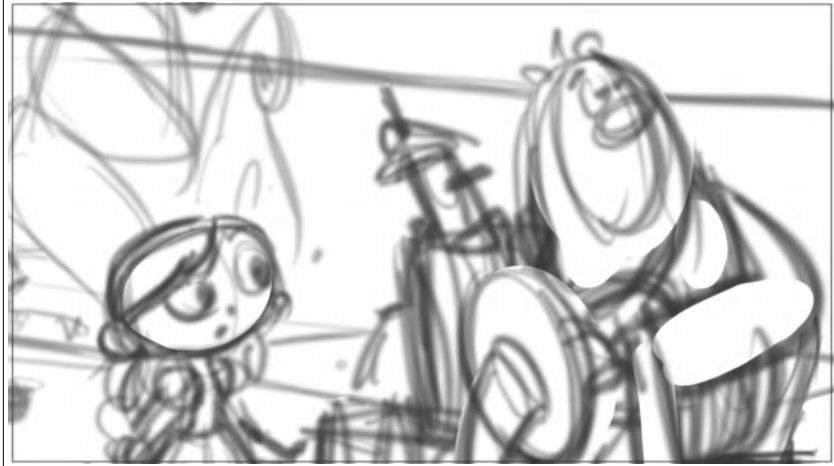
Scene	Duration	Panel	Duration
113	02:00	5 / 6	00:08



Scene	Duration	Panel	Duration
113	02:00	6 / 6	00:08



Scene	Duration	Panel	Duration
114	03:03	1 / 3	00:12

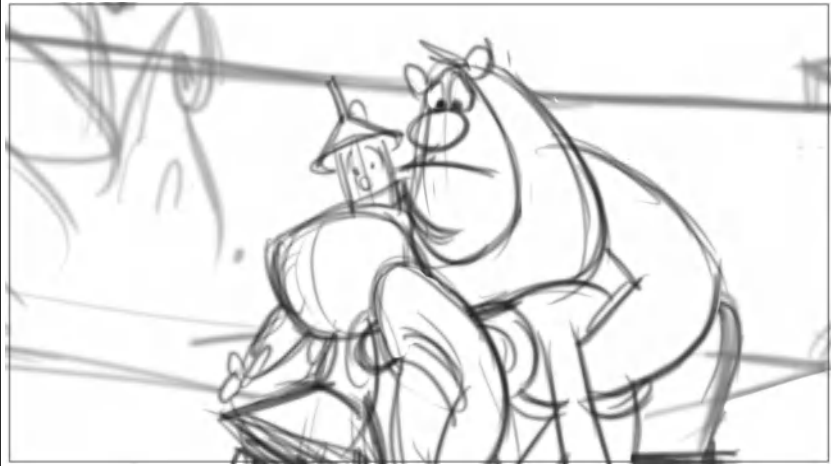


Scene	Duration	Panel	Duration
114	03:03	2 / 3	01:12



**Dialog**  
109 DOROTHY  
I'm going to miss you two so much.f

Scene	Duration	Panel	Duration
114	03:03	3 / 3	01:03



**Dialog**  
109 DOROTHY  
  
I'm going to miss you two so much.

**Action Notes**  
She gives them a big hug.

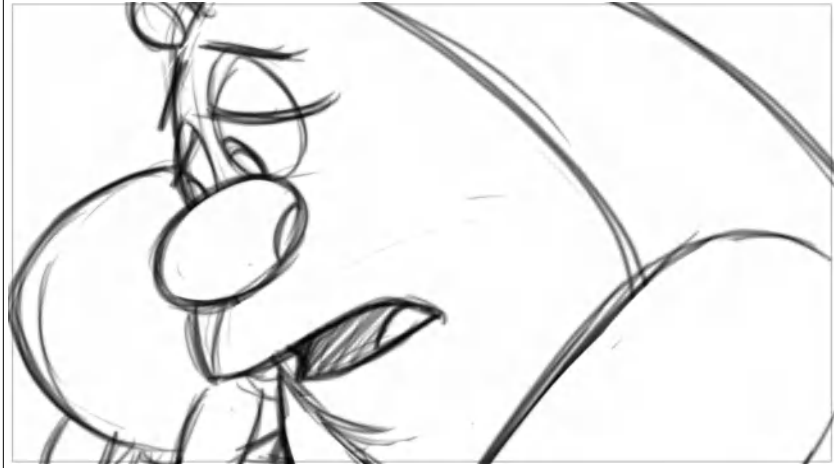
Scene	Duration	Panel	Duration
115	03:06	1 / 2	01:09



Scene	Duration	Panel	Duration
115	03:06	2 / 2	01:21



Scene	Duration	Panel	Duration
116	01:21	1 / 2	01:03

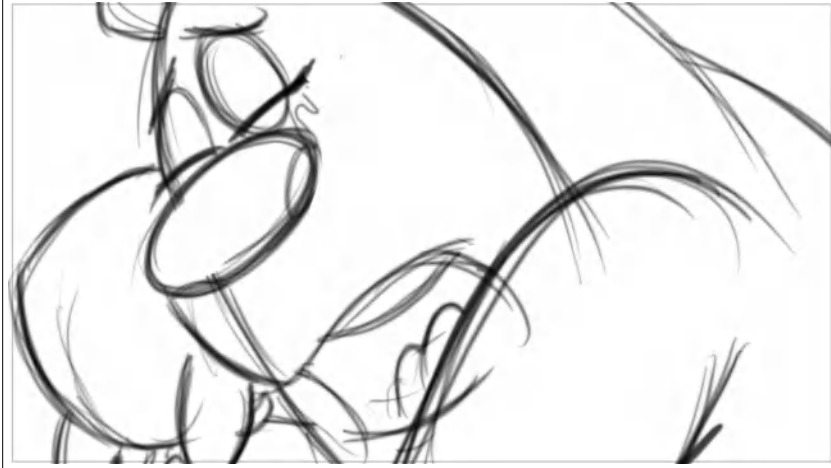


**Dialog**

110 LION

I'm too ch-ch-choked up. ..

Scene	Duration	Panel	Duration
116	01:21	2 / 2	00:18

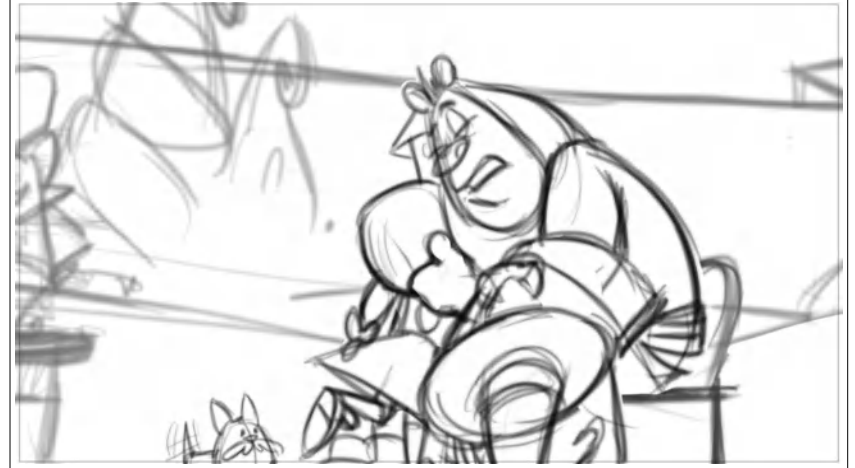


**Dialog**

110 LION

I'm too ch-ch-choked up. ..

Scene	Duration	Panel	Duration
117	03:16	1 / 3	01:00



**Action Notes**

She gives them a big hug.

Scene	Duration	Panel	Duration
117	03:16	2 / 3	01:08



**Action Notes**

She gives them a big hug.

Scene	Duration	Panel	Duration
117	03:16	3 / 3	01:08



**Dialog**

110 LION

...I can't... (Bawls)

111 TIN MAN

(Full of tears) And I'm rusting...

**Action Notes**

She gives them a big hug.

Scene	Duration	Panel	Duration
118	06:03	1 / 3	01:05



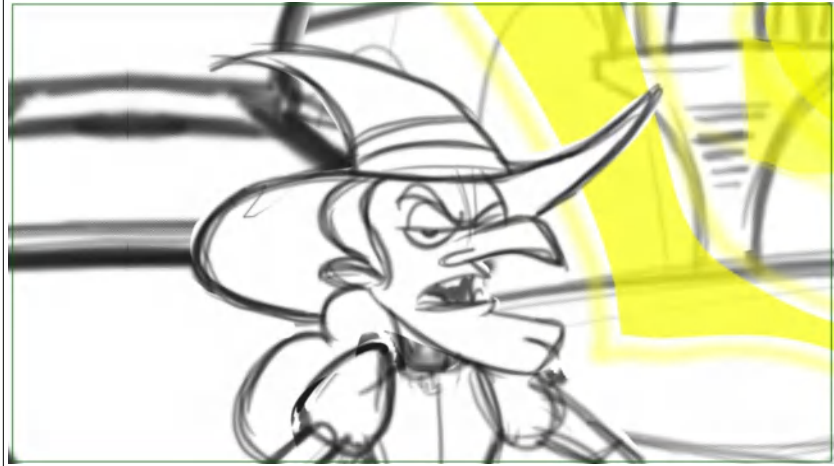
**Dialog**

112 WICKED WITCH

Enough blubbering! Step into that machine. But first hand over those ruby slippers!



Scene	Duration	Panel	Duration
118	06:03	2 / 3	00:16

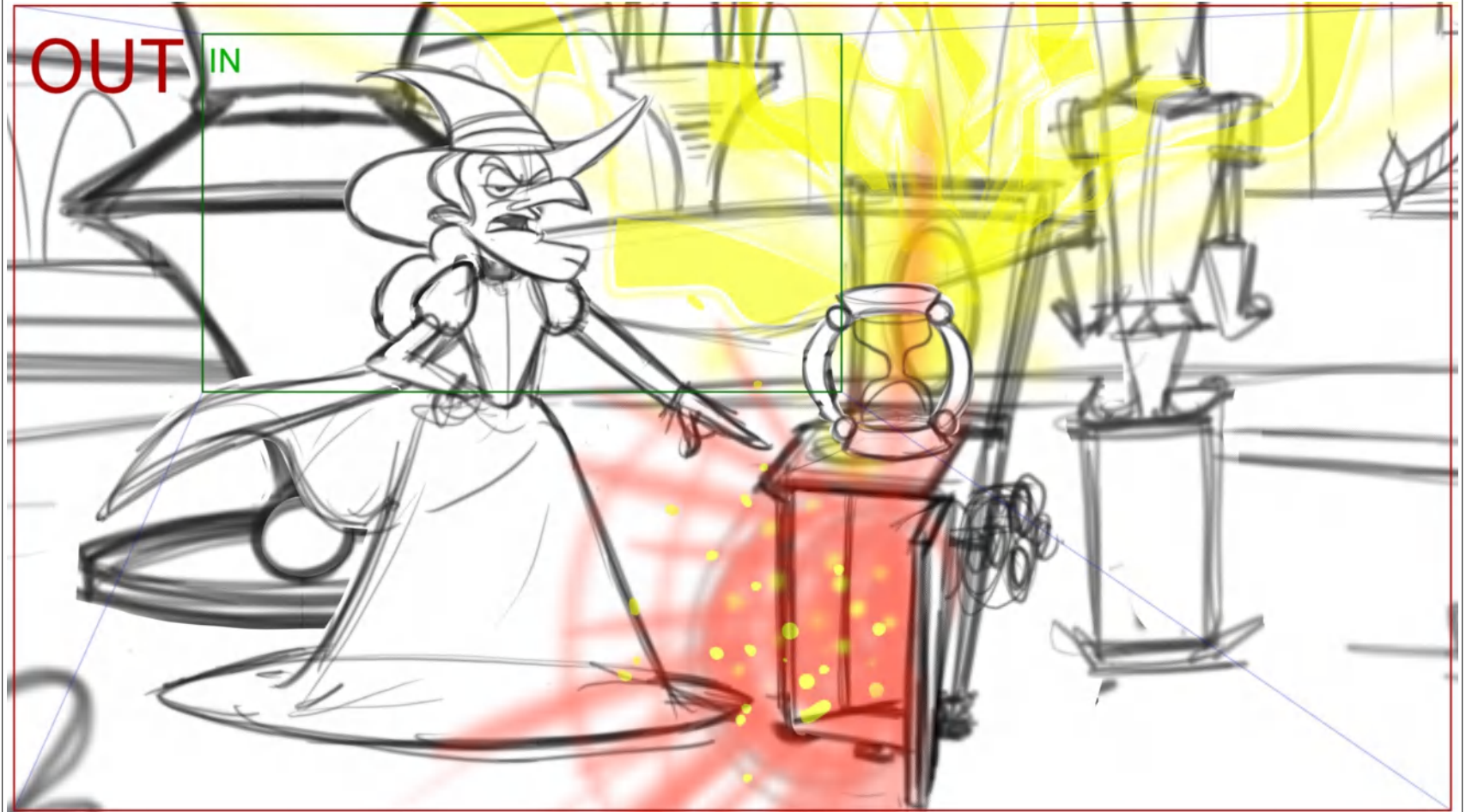


**Dialog**

112 WICKED WITCH

Enough blubbering! Step into that machine. But first hand over those ruby slippers!

Scene	Duration	Panel	Duration
118	06:03	3 / 3	04:06



**Dialog**

112 WICKED WITCH

Enough blubbering! Step into that machine. But first hand over those ruby slippers!

Scene	Duration	Panel	Duration
119	01:00	1 / 2	00:12



Scene	Duration	Panel	Duration
119	01:00	2 / 2	00:12



Scene	Duration	Panel	Duration
120	02:14	1 / 2	00:14



**Action Notes**

Angle on DOROTHY and the GANG.

Scene	Duration	Panel	Duration
120	02:14	2 / 2	02:00



**Dialog**

113 DOROTHY

(To Tin Man and Lion) Promise to keep them safe.

**Action Notes**

Angle on DOROTHY and the GANG.

Scene	Duration	Panel	Duration
121	04:15	1 / 2	03:03



**Dialog**

114 TIN MAN

Don't worry, Dorothy. That witch won't get her hands on them.

**Action Notes**

Angle on DOROTHY and the GANG.

Scene	Duration	Panel	Duration
121	04:15	2 / 2	01:12



**Dialog**

115 LION

Yeah! Double yeah.

**Action Notes**

Angle on DOROTHY and the GANG.

Scene	Duration	Panel	Duration
122	01:00	1 / 2	00:12



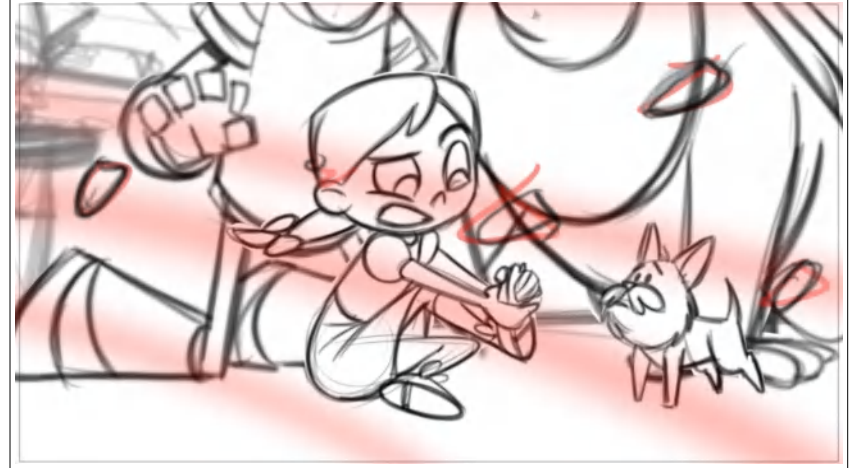
**Action Notes**

The tornado bears down on them. Fighting against the strong winds, Dorothy tries to remove the slippers.

Scene	Duration	Panel	Duration
122	01:00	2 / 2	00:12



Scene	Duration	Panel	Duration
123	04:03	1 / 4	00:18



**Dialog**

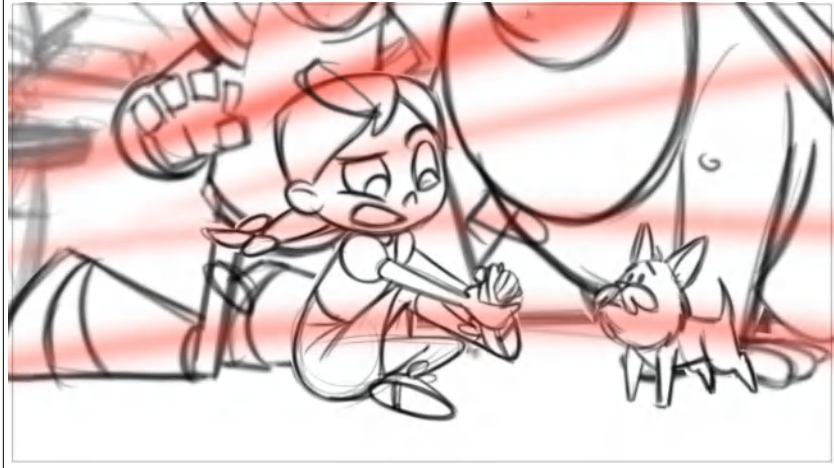
116 DOROTHY  
They're too tight.

**Action Notes**

The WIND has picked up and DOROTHY struggles to take her shoes off.



Scene	Duration	Panel	Duration
123	04:03	2 / 4	01:00



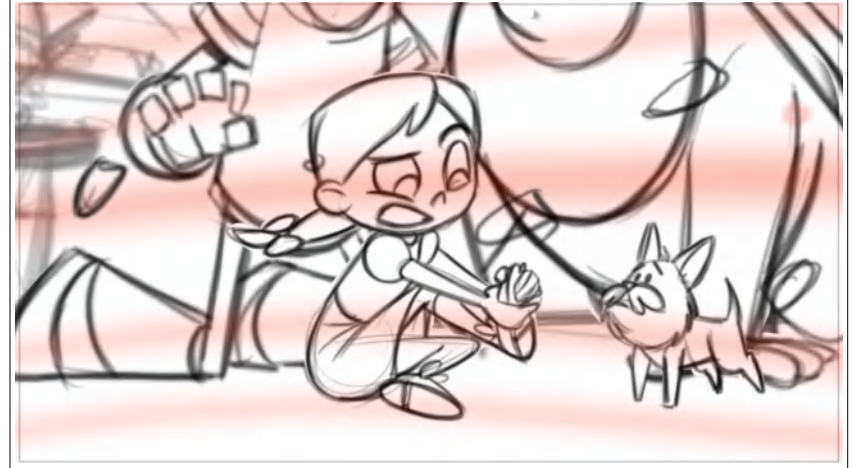
**Dialog**  
116 DOROTHY  
They're too tight.

Scene	Duration	Panel	Duration
123	04:03	3 / 4	00:21



**Dialog**  
116 DOROTHY  
They're too tight.

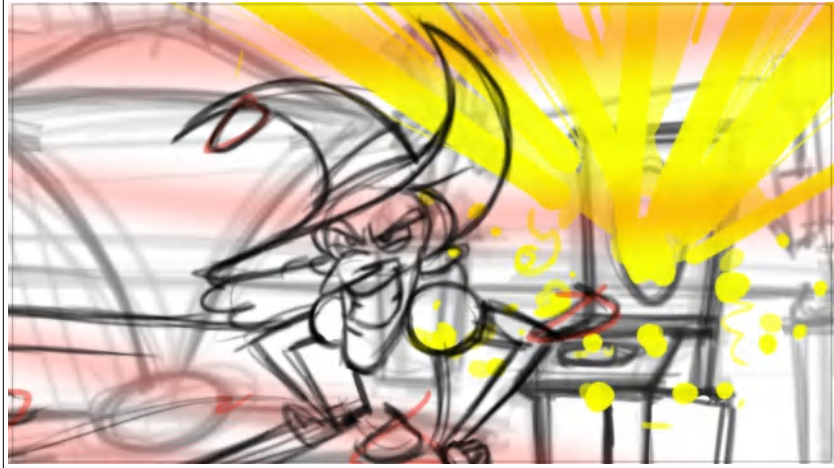
Scene	Duration	Panel	Duration
123	04:03	4 / 4	01:12



**Dialog**  
116 DOROTHY  
They're too tight.



Scene	Duration	Panel	Duration
124	01:08	1 / 4	00:20



**Dialog**  
117 WICKED WITCH  
Nonsense.

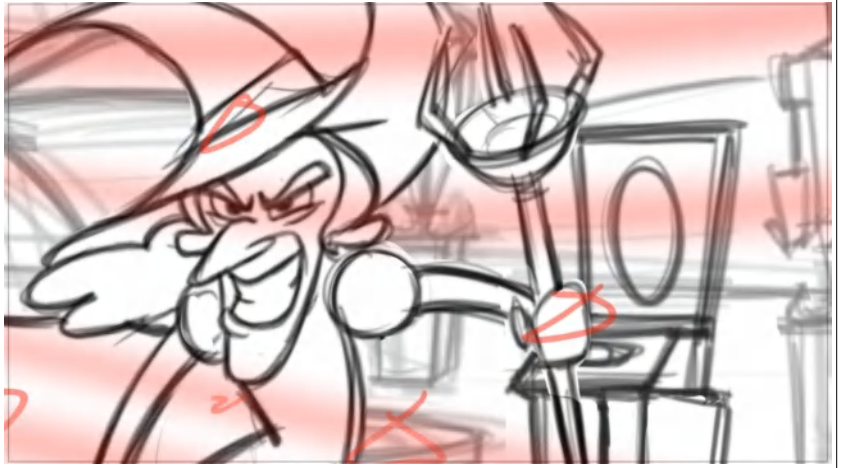
**Action Notes**  
Close on the Wicked Witch as she advances towards camera.

Scene	Duration	Panel	Duration
124	01:08	2 / 4	00:04



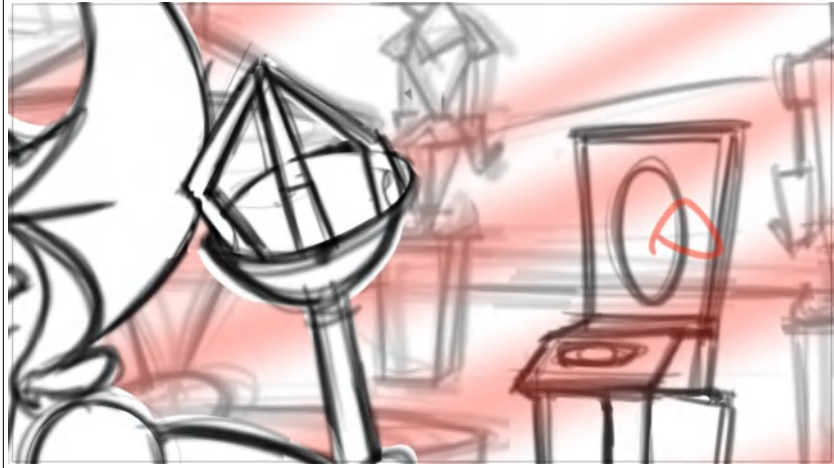
**Dialog**  
117 WICKED WITCH  
Nonsense.

Scene	Duration	Panel	Duration
124	01:08	3 / 4	00:04



**Dialog**  
117 WICKED WITCH  
Nonsense.

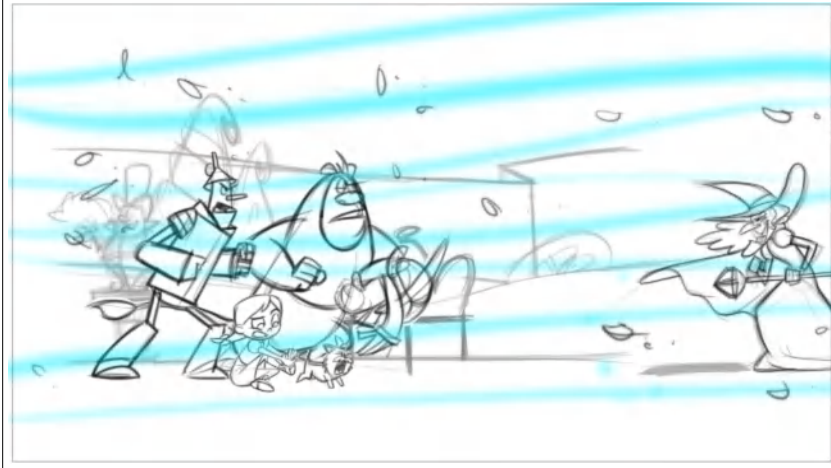
Scene	Duration	Panel	Duration
124	01:08	4 / 4	00:04



**Dialog**

117 WICKED WITCH  
Nonsense.

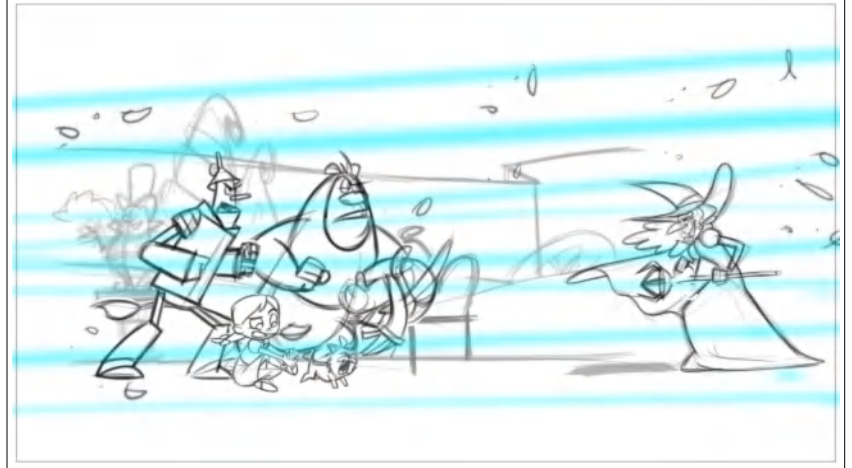
Scene	Duration	Panel	Duration
125	00:18	1 / 3	00:06



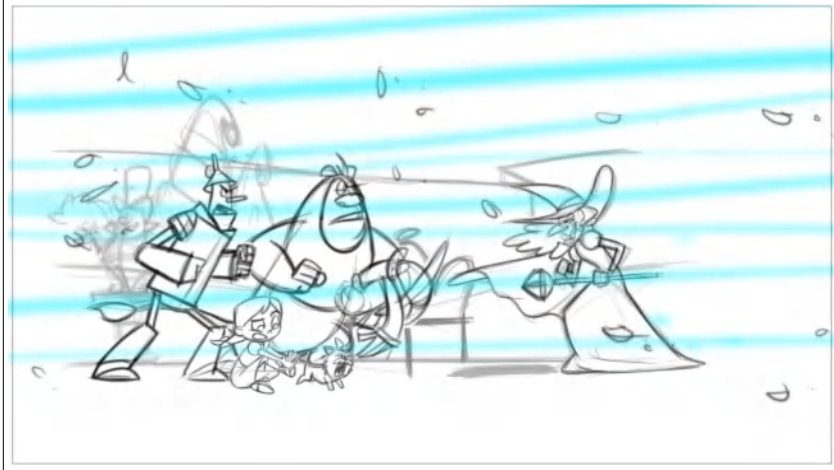
**Action Notes**

Wide on Scene as the Wicked Witch advances on the group.

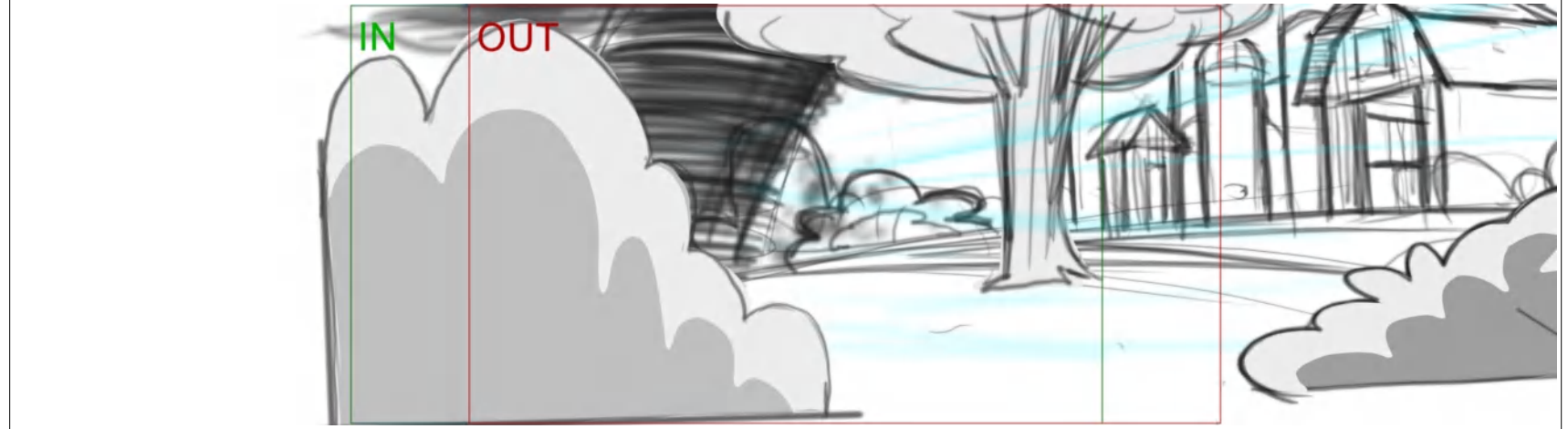
Scene	Duration	Panel	Duration
125	00:18	2 / 3	00:06



Scene	Duration	Panel	Duration
125	00:18	3 / 3	00:06



Scene	Duration	Panel	Duration
126	01:14	1 / 5	00:08

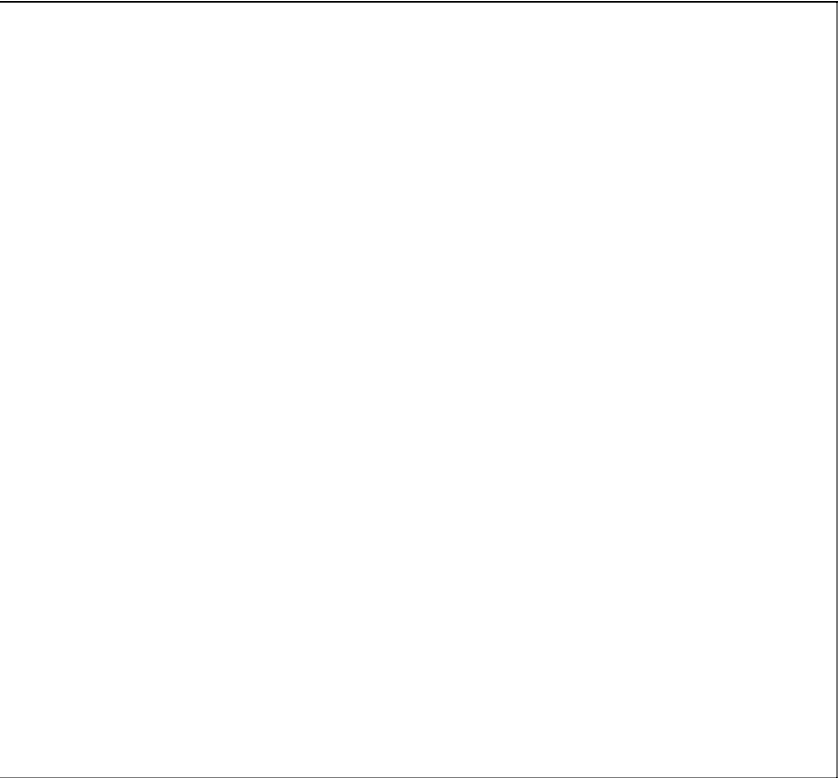
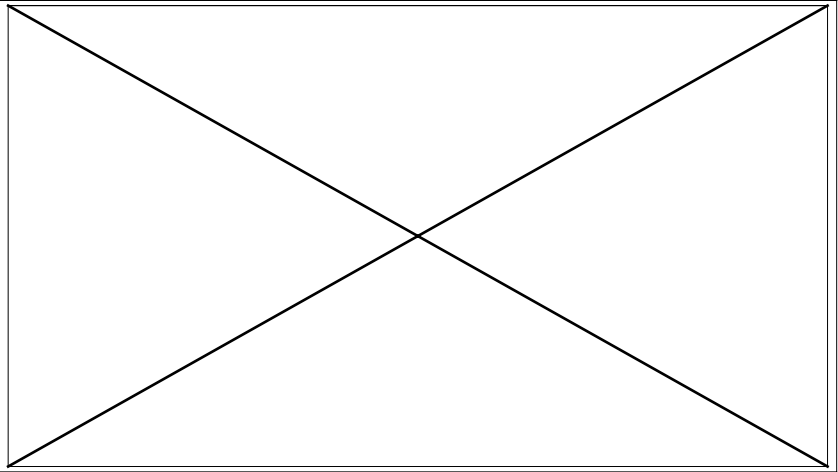
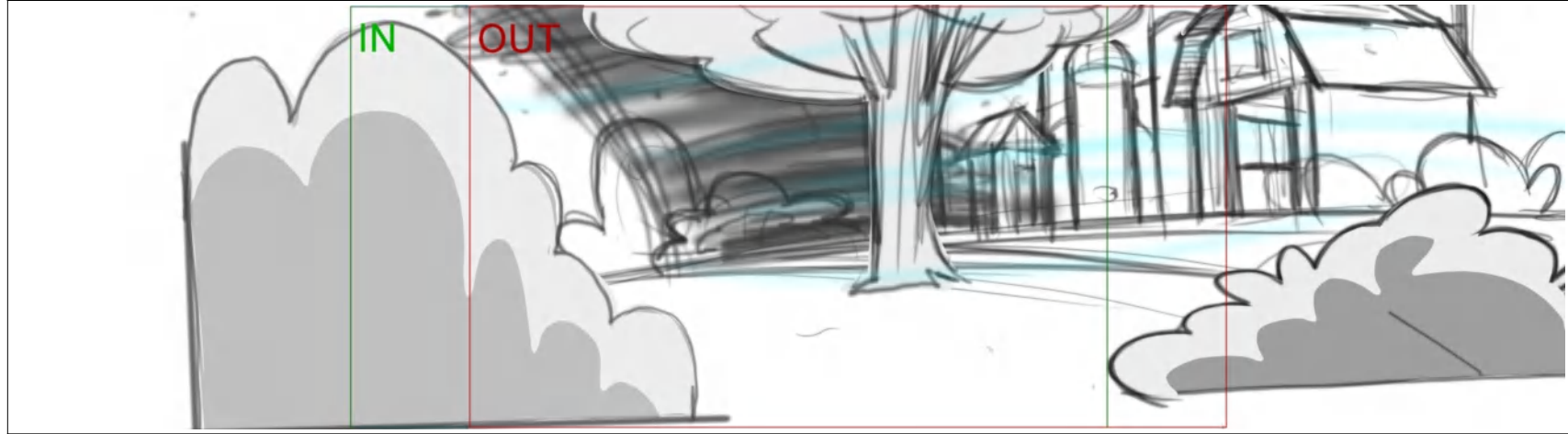


**Action Notes**

The tornado bears down on them. PAN WITH ACTION

Scene	Duration	Panel	Duration
126	01:14	2 / 5	00:08

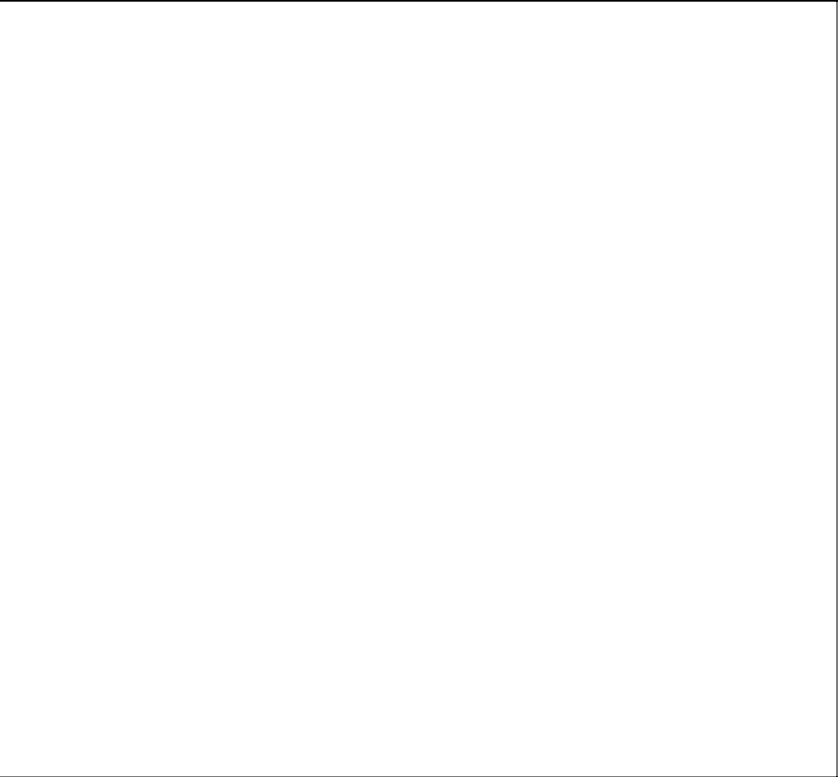
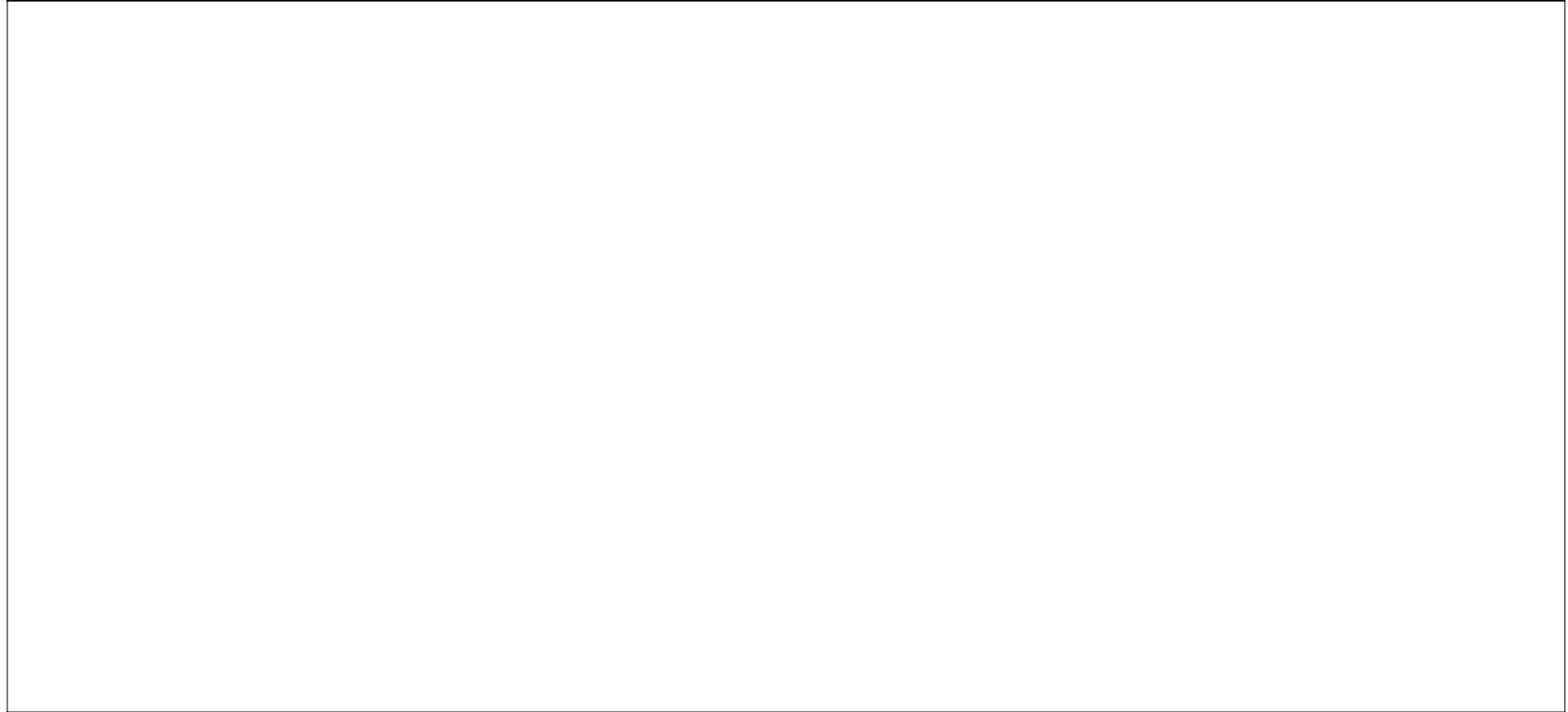
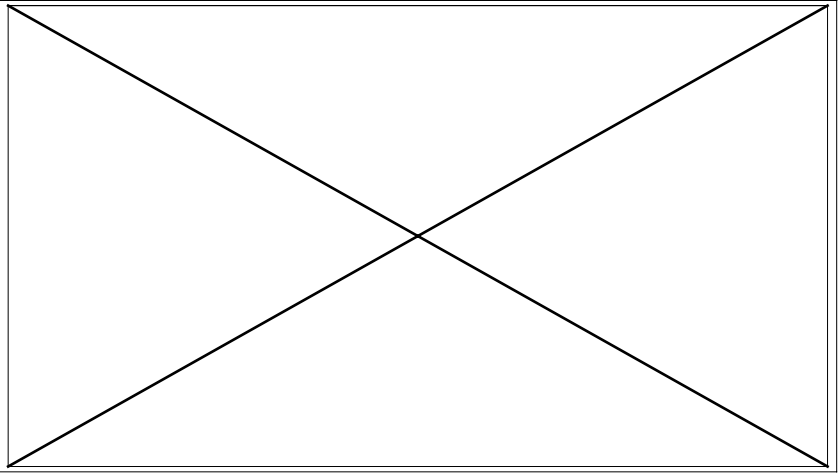
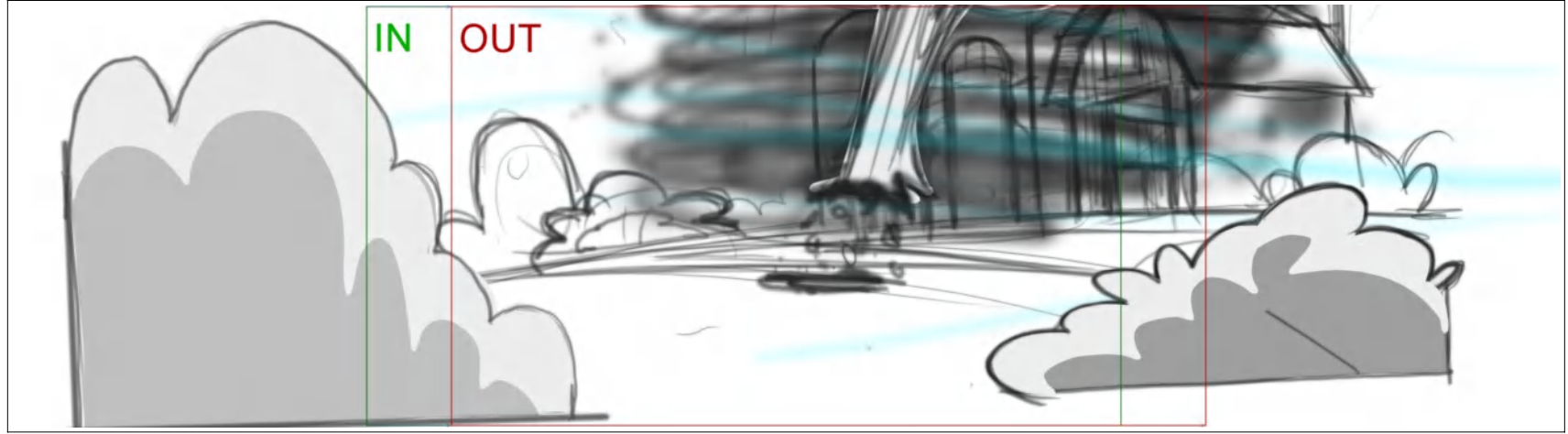
NO PANEL





Scene	Duration	Panel	Duration
126	01:14	3 / 5	00:06

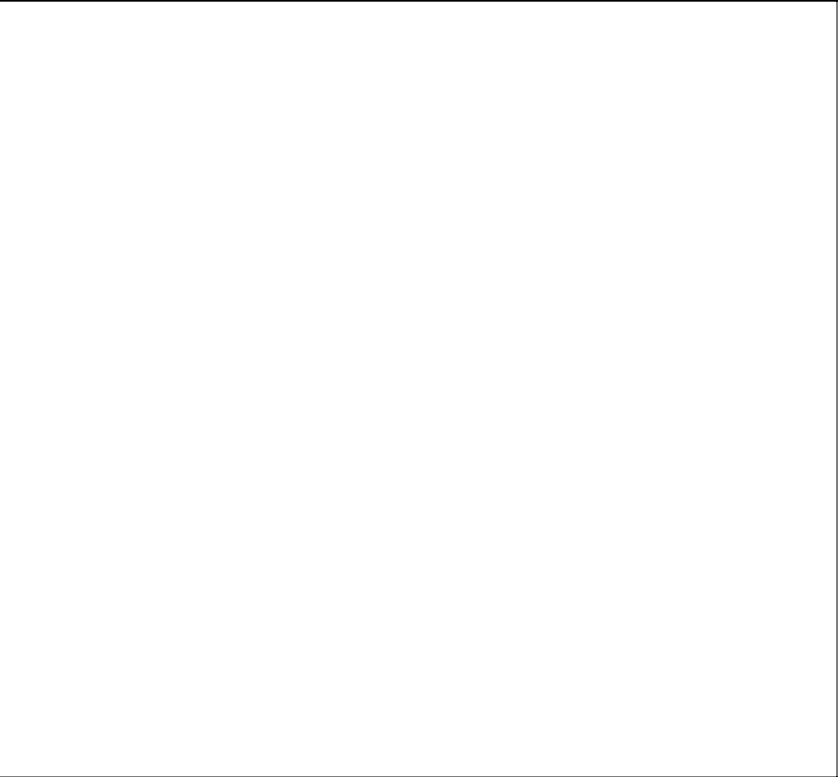
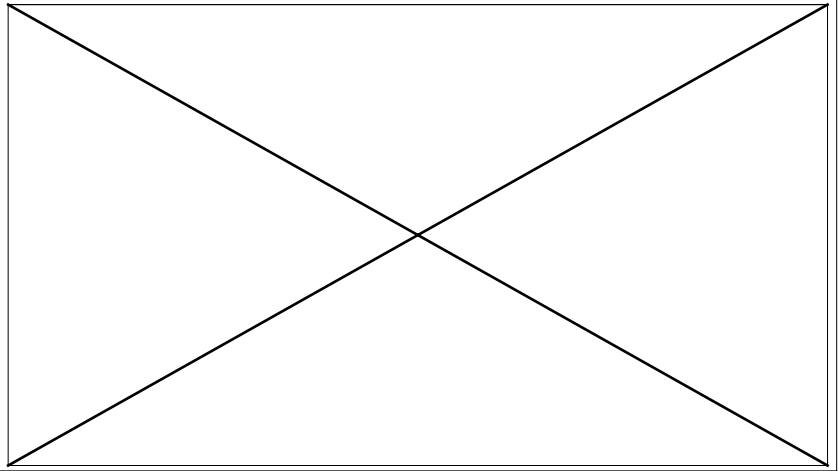
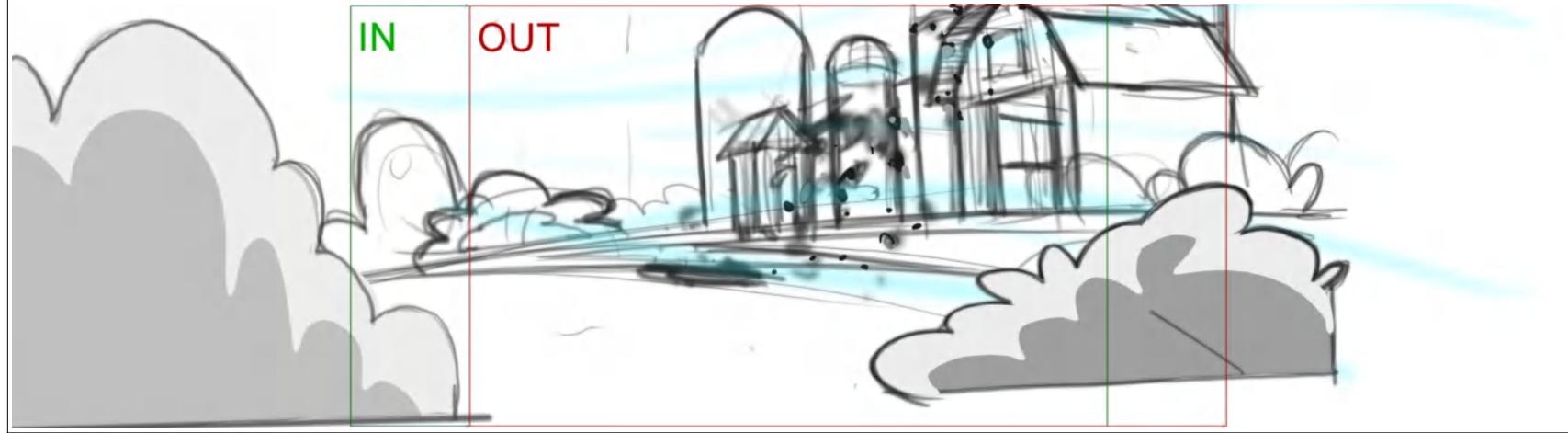
NO PANEL



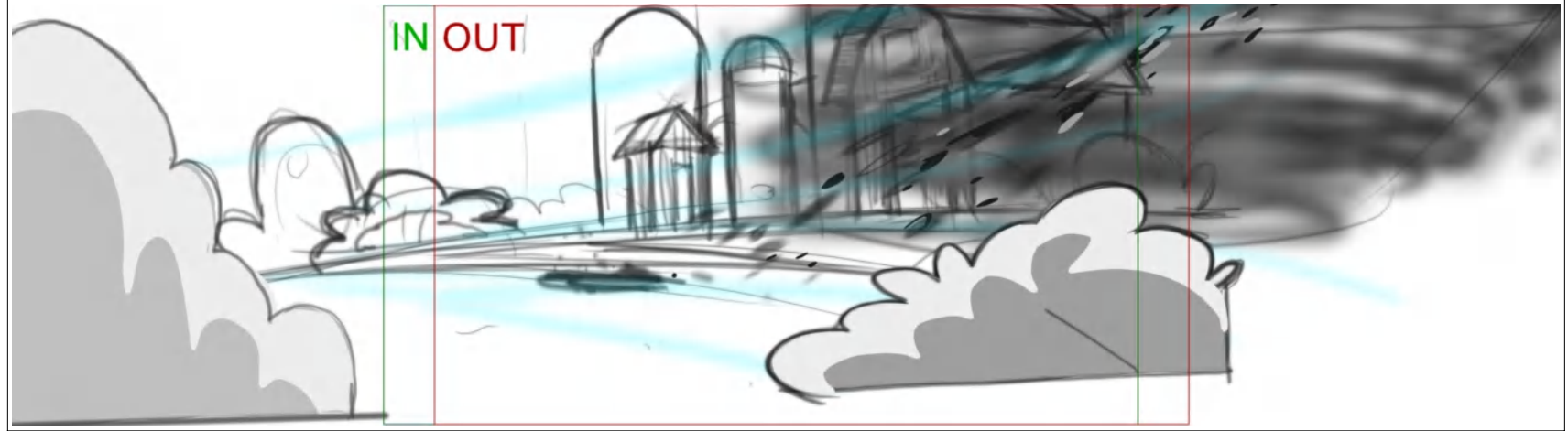


Scene	Duration	Panel	Duration
126	01:14	4 / 5	00:08

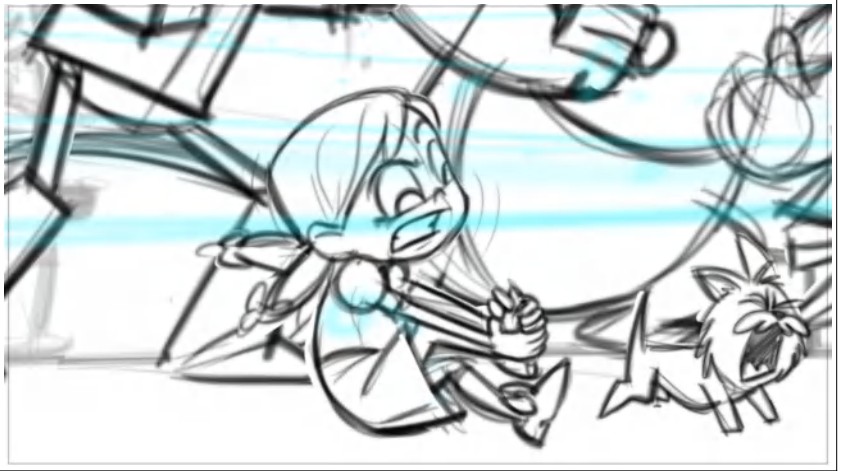
NO PANEL



Scene	Duration	Panel	Duration
126	01:14	5 / 5	00:08

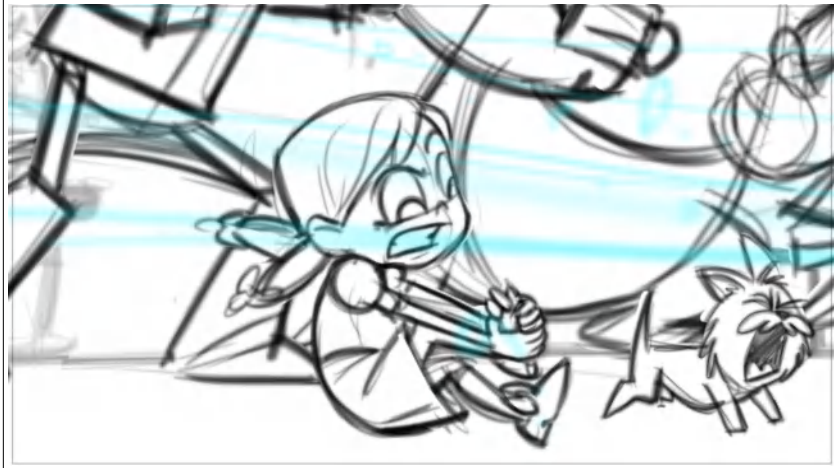


Scene	Duration	Panel	Duration
127	01:18	1 / 7	00:06



**Action Notes**  
Dorothy tries to remove the slippers.

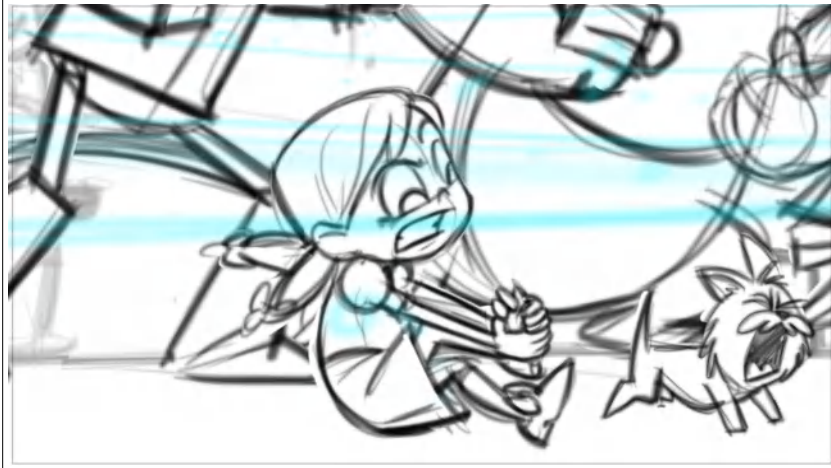
Scene	Duration	Panel	Duration
127	01:18	2 / 7	00:06



**Action Notes**

Dorothy tries to remove the slippers.

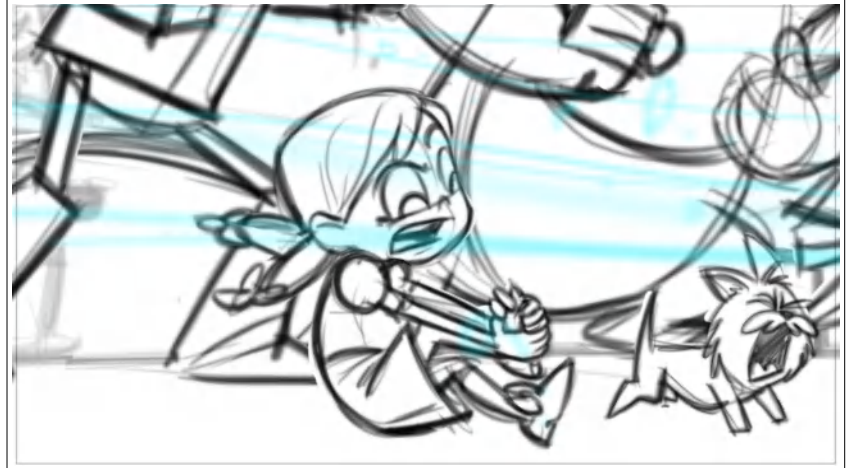
Scene	Duration	Panel	Duration
127	01:18	3 / 7	00:06



**Action Notes**

Dorothy tries to remove the slippers.

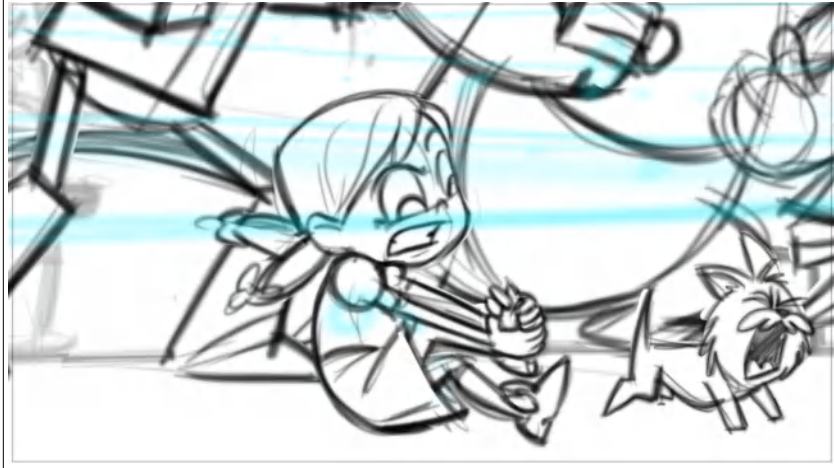
Scene	Duration	Panel	Duration
127	01:18	4 / 7	00:06



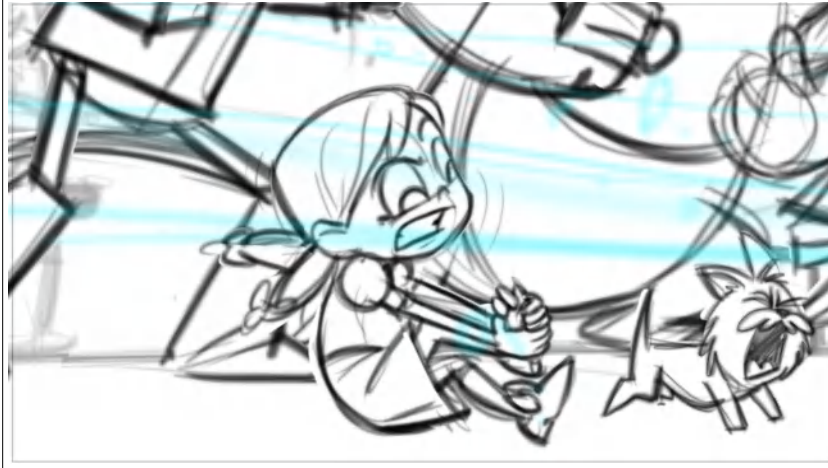
**Action Notes**

Dorothy tries to remove the slippers.

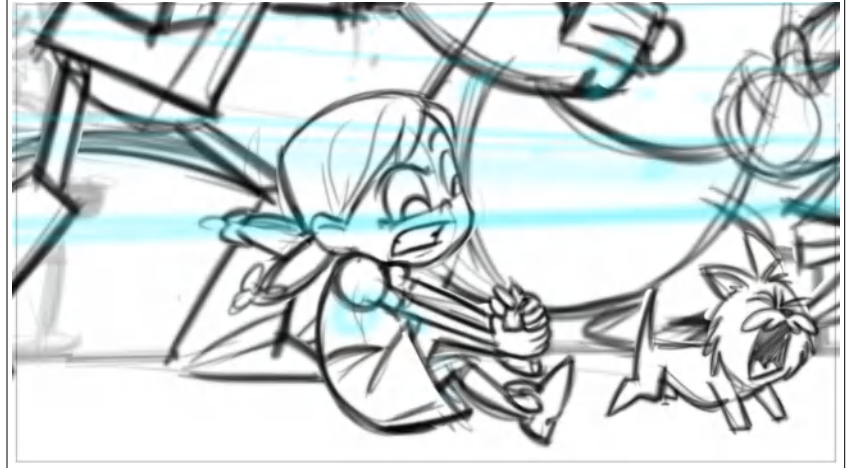
Scene	Duration	Panel	Duration
127	01:18	5 / 7	00:06



Scene	Duration	Panel	Duration
127	01:18	6 / 7	00:06

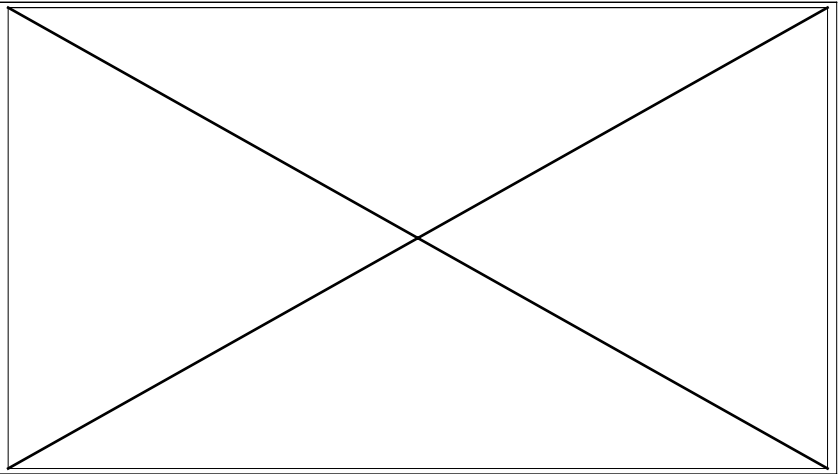


Scene	Duration	Panel	Duration
127	01:18	7 / 7	00:06



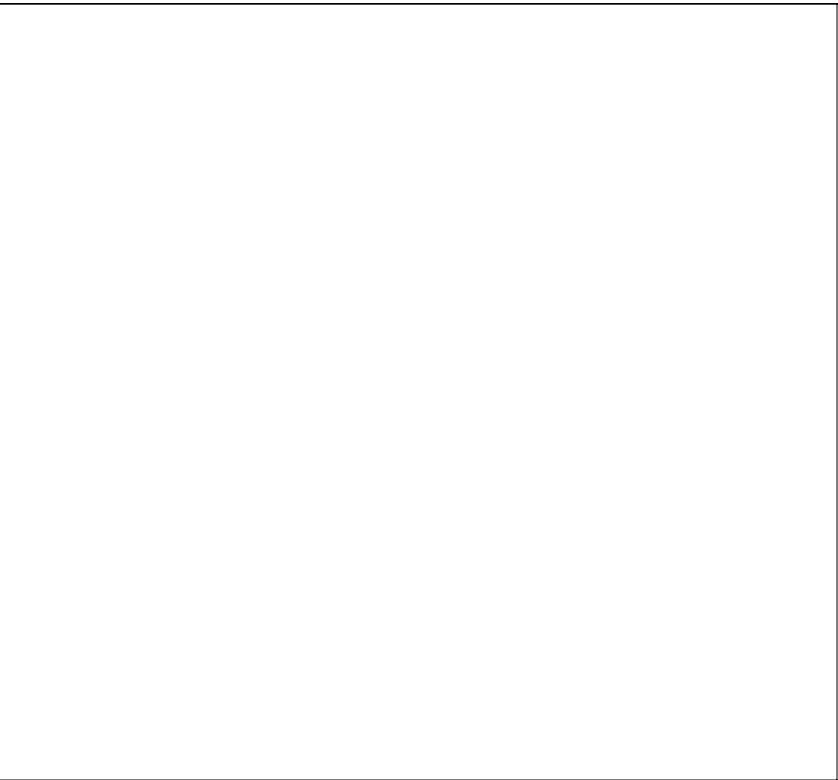
Scene	Duration	Panel	Duration
128	01:08	1 / 4	00:08

NO PANEL



**Action Notes**

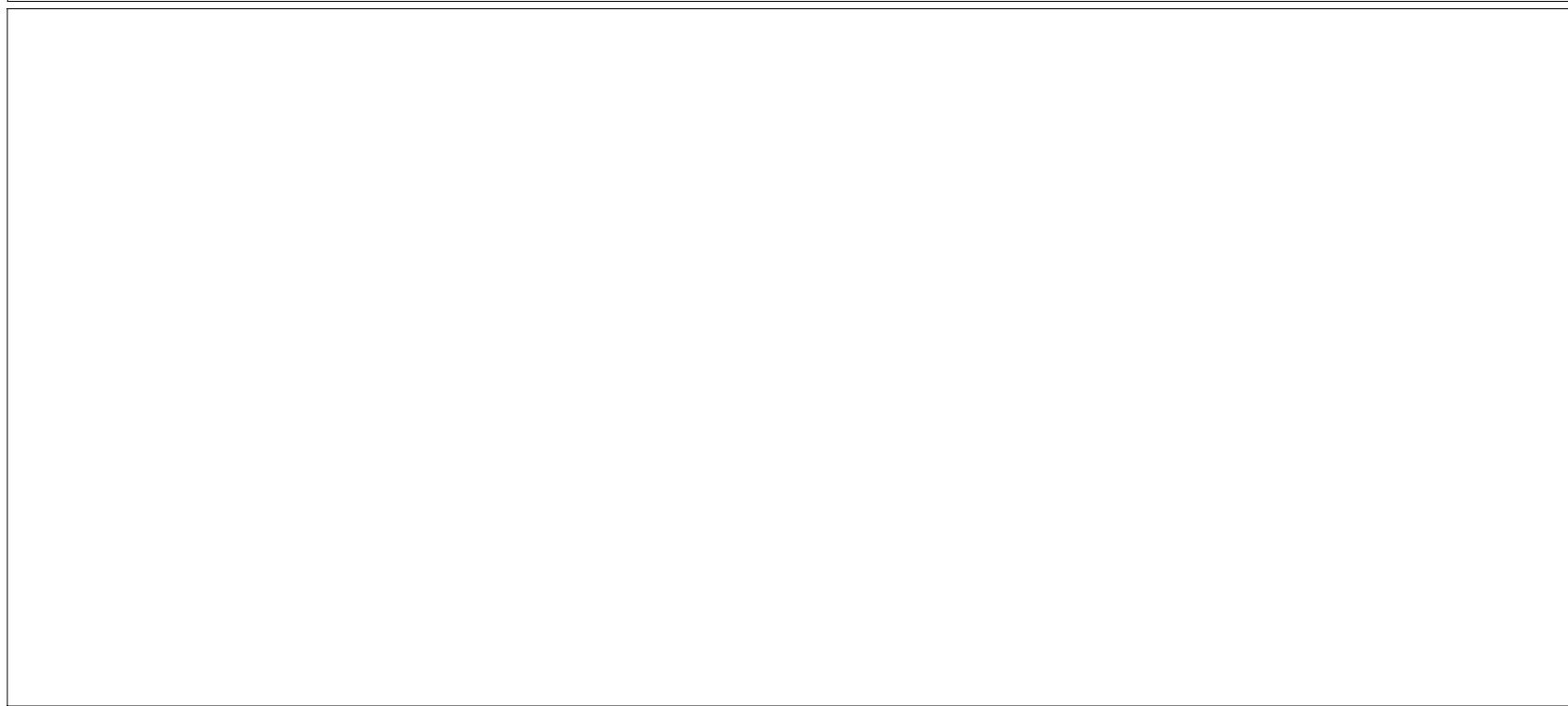
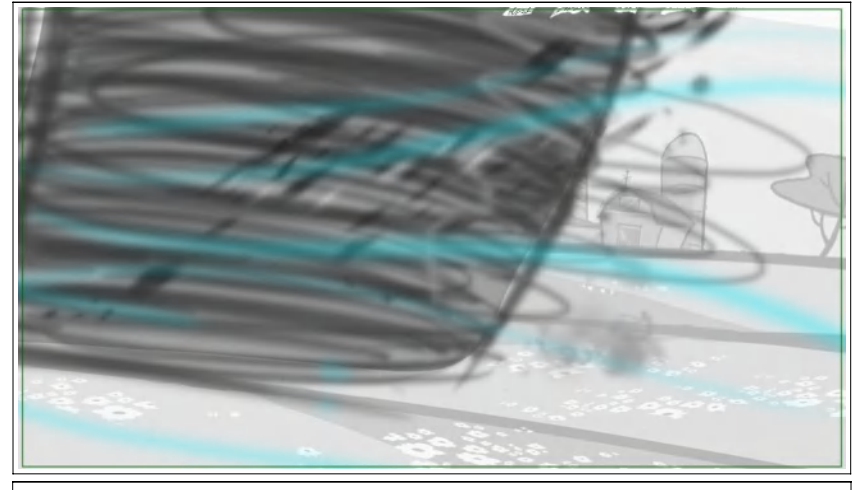
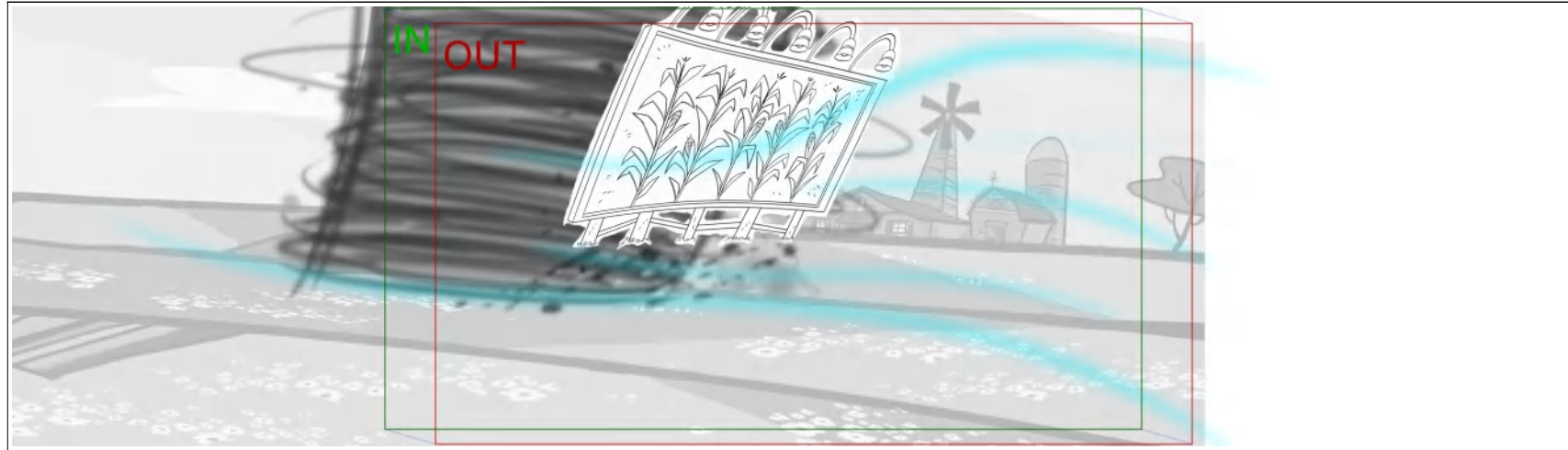
Angle on the Tornado wreaking havoc.



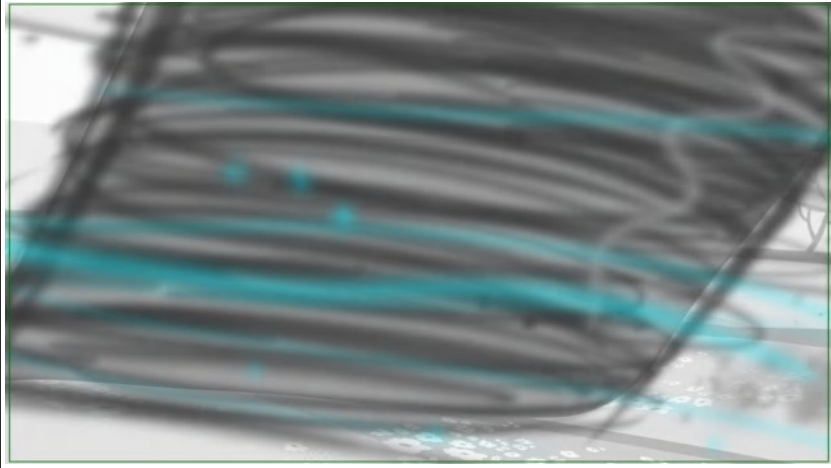


Scene	Duration	Panel	Duration
128	01:08	2 / 4	00:08

Scene	Duration	Panel	Duration
128	01:08	3 / 4	00:08



Scene	Duration	Panel	Duration
128	01:08	4 / 4	00:08



Scene	Duration	Panel	Duration
129	00:16	1 / 3	00:07



Scene	Duration	Panel	Duration
129	00:16	2 / 3	00:04



**Action Notes**

Wide on Scene as the Wicked Witch advances on the group.

Scene	Duration	Panel	Duration
129	00:16	3 / 3	00:05



Scene	Duration	Panel	Duration
130	01:09	1 / 5	00:07



Scene	Duration	Panel	Duration
130	01:09	2 / 5	00:08



**Action Notes**

A magic blast hits her witch's hat and transforms it into a sepia and white straw hat.

Scene	Duration	Panel	Duration
130	01:09	3 / 5	00:07



Scene	Duration	Panel	Duration
130	01:09	4 / 5	00:05



Scene	Duration	Panel	Duration
130	01:09	5 / 5	00:06



**Dialog**  
120 WICKED WITCH (CONT'D)  
THOSE...

Scene	Duration	Panel	Duration
131	02:01	1 / 2	00:19



**Action Notes**

Angle on Dorothy struggling to get the slippers off. The Wicked Witches shadow covers her.

Scene	Duration	Panel	Duration
131	02:01	2 / 2	01:06



Scene	Duration	Panel	Duration
132	03:12	1 / 6	01:17



**Dialog**

118 WICKED WITCH (CONT'D)  
GIVE...

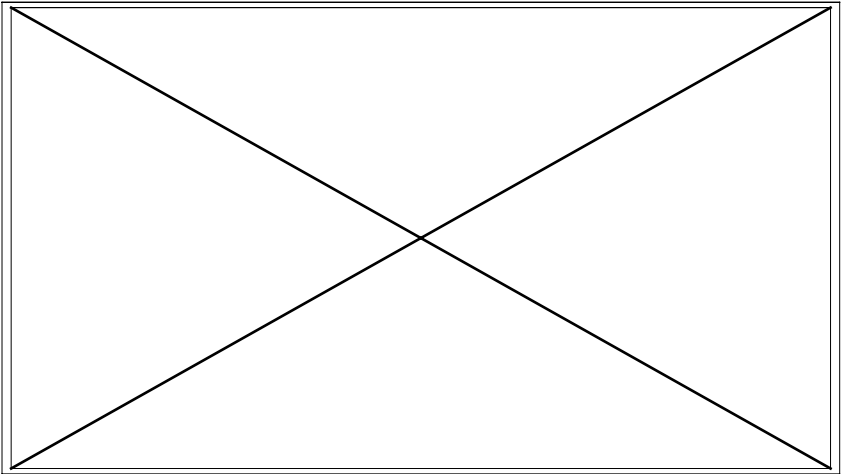
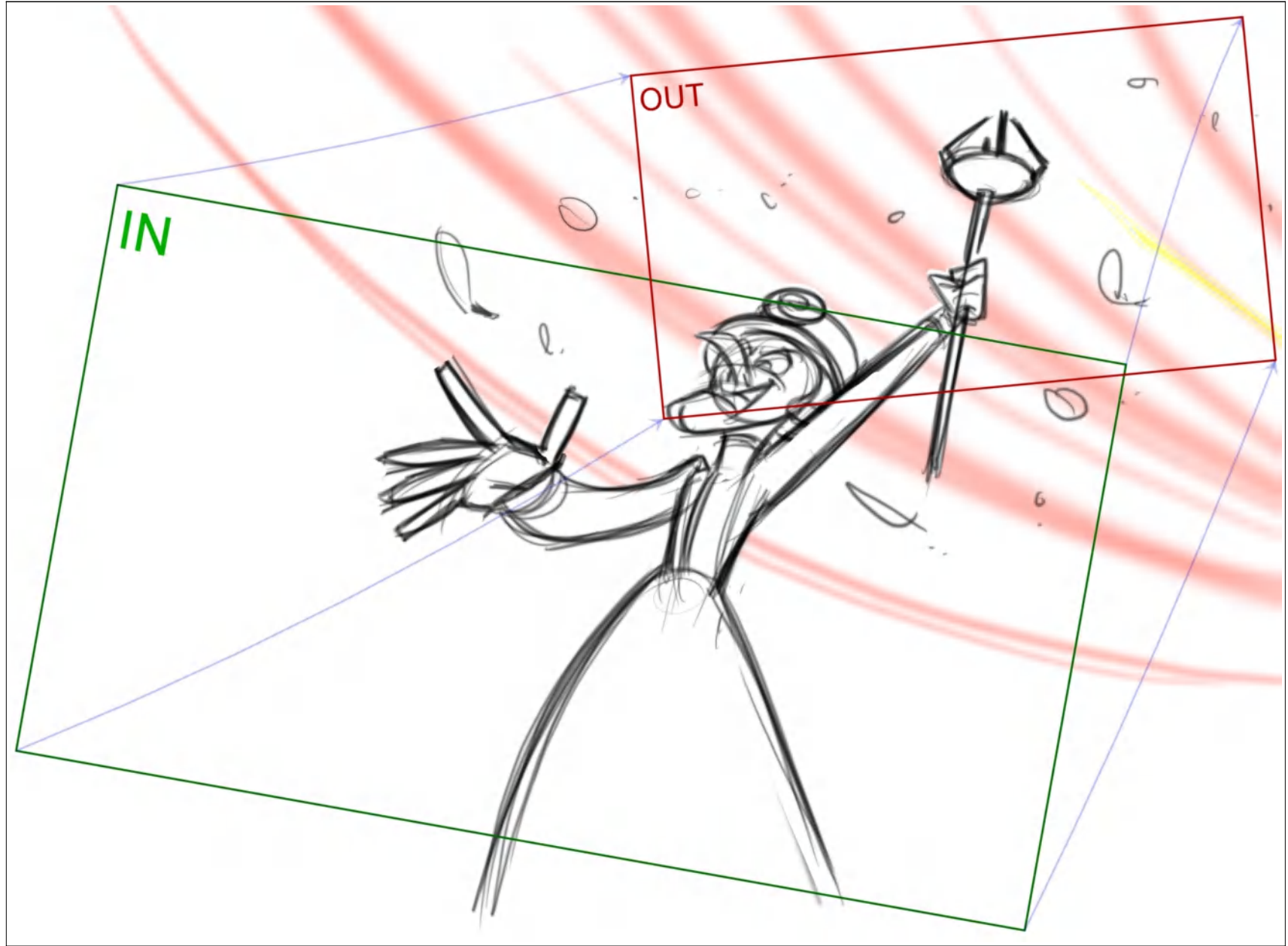
**Action Notes**

The Wicked Witch advances on Dorothy.



Scene	Duration	Panel	Duration
132	03:12	2 / 6	01:03

NO PANEL



**Dialog**  
120 WICKED WITCH (CONT'D)  
THOSE...

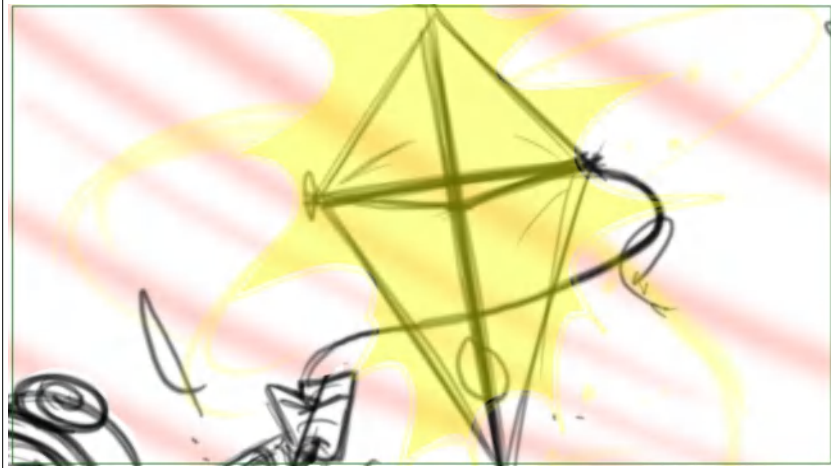
Scene	Duration	Panel	Duration
132	03:12	3 / 6	00:04



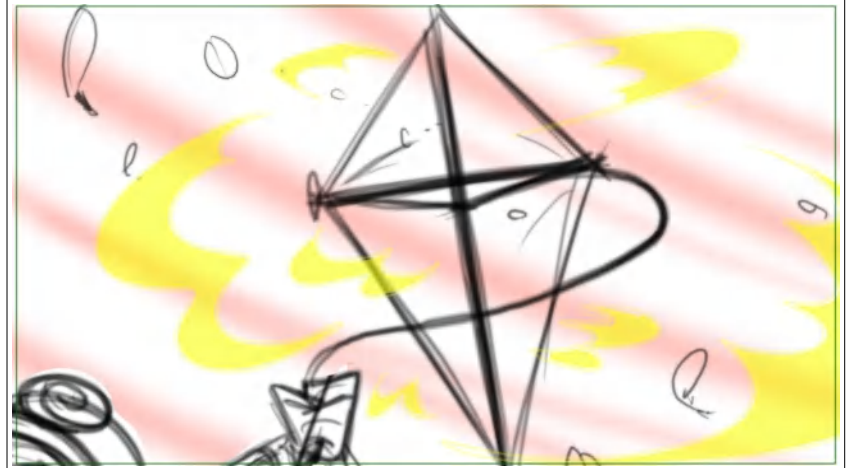
**Action Notes**

Another magic blast turns her shoe-removing device into a sepia and white kite. A gust of wind sends both soaring away.a

Scene	Duration	Panel	Duration
132	03:12	4 / 6	00:04



Scene	Duration	Panel	Duration
132	03:12	5 / 6	00:04



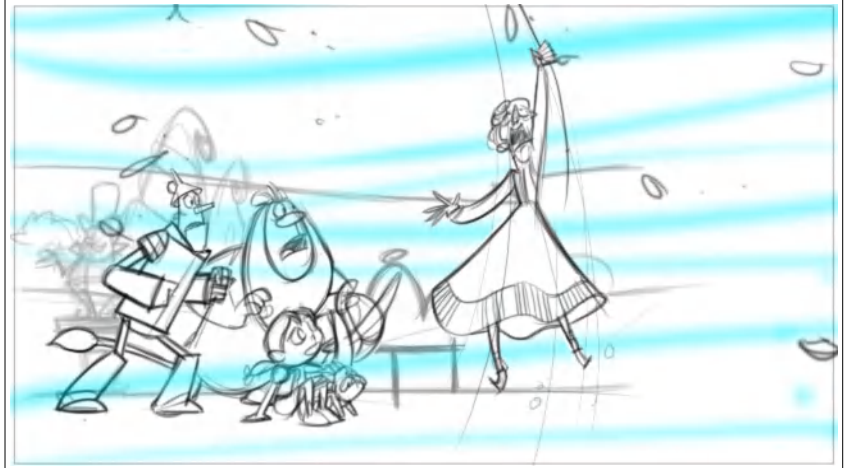
Scene	Duration	Panel	Duration
132	03:12	6 / 6	00:04



Scene	Duration	Panel	Duration
133	00:18	1 / 3	00:06



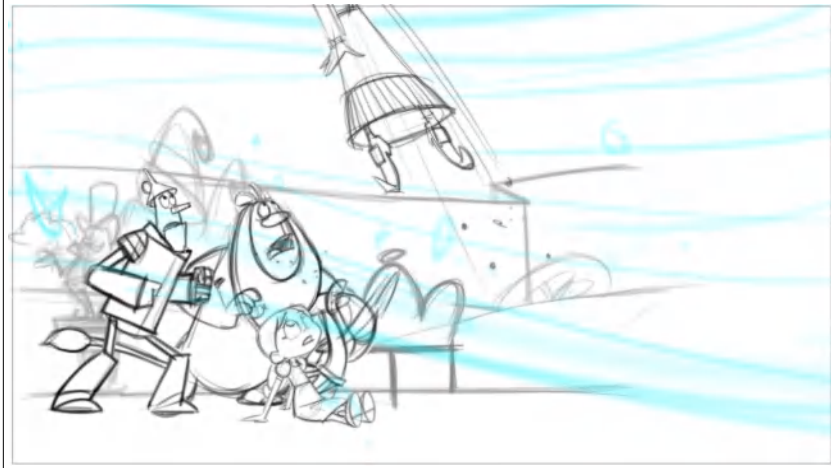
Scene	Duration	Panel	Duration
133	00:18	2 / 3	00:06



**Action Notes**

Wide on scene. A gust of wind sends both soaring away.

Scene	Duration	Panel	Duration
133	00:18	3 / 3	00:06

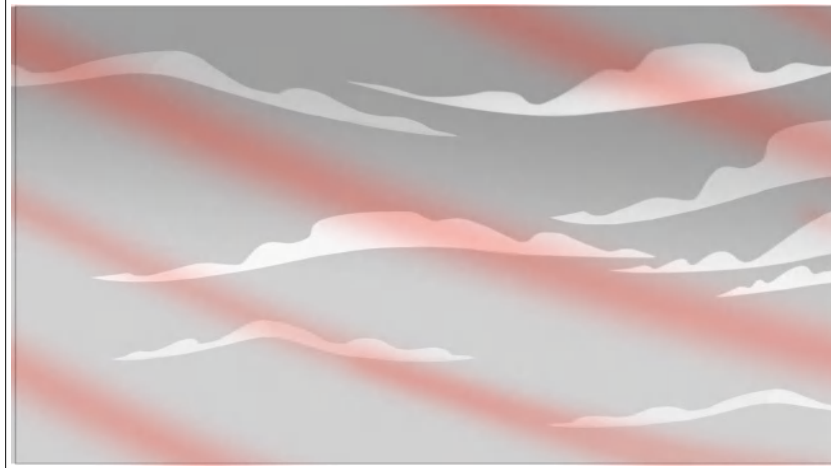


**Dialog**

117 WICKED WITCH

Nonsense.

Scene	Duration	Panel	Duration
134	01:14	1 / 6	00:04



**Dialog**

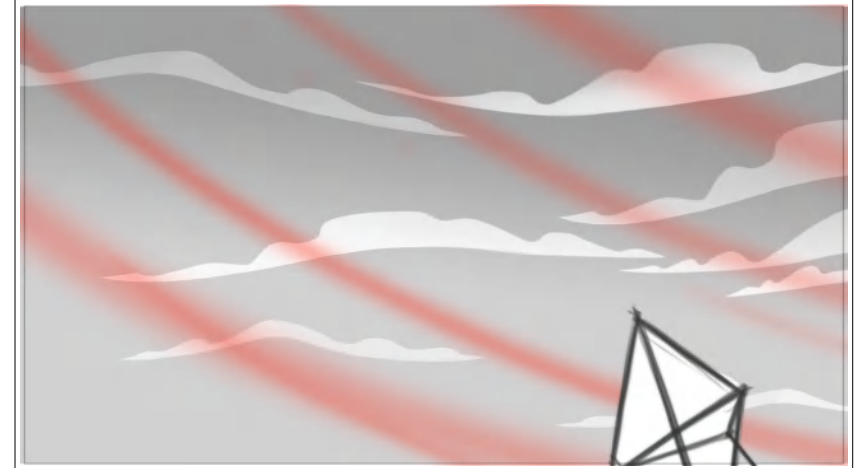
121 WICKED WITCH (O.S.) (CONT'D)

(Fading in the distance) SLIPPERS...

**Action Notes**

A gust of wind sends both soaring away.

Scene	Duration	Panel	Duration
134	01:14	2 / 6	00:06



**Dialog**

121 WICKED WITCH (O.S.) (CONT'D)

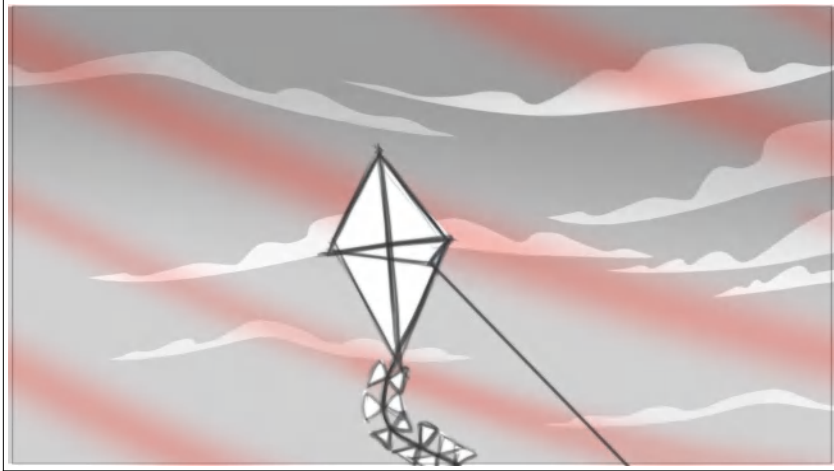
(Fading in the distance) SLIPPERS...

**Action Notes**

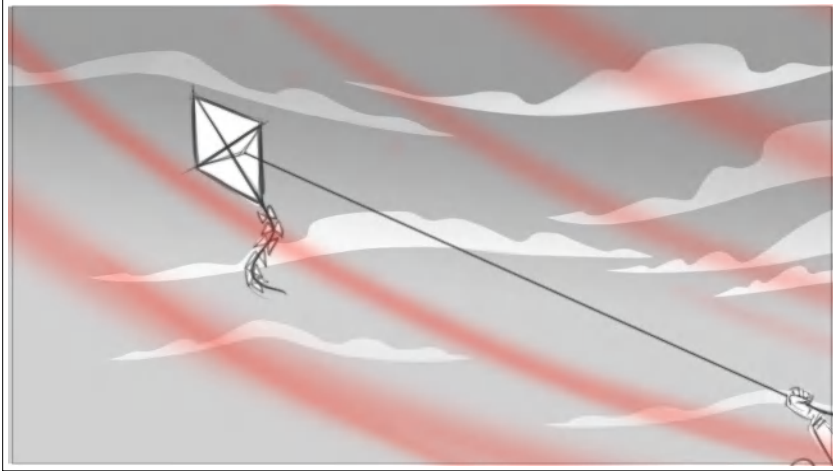
A gust of wind sends both soaring away.



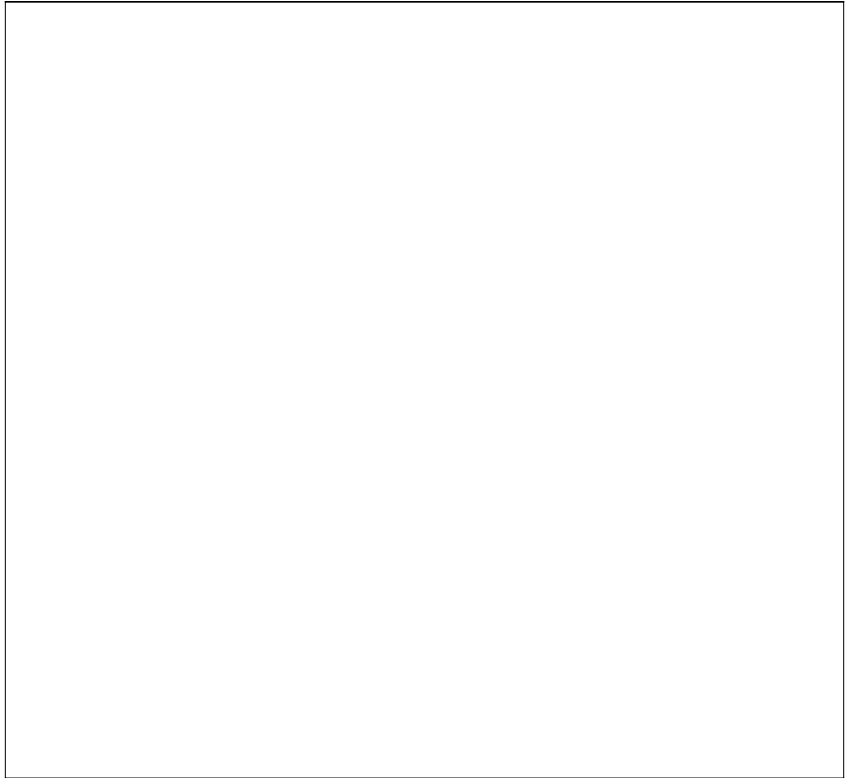
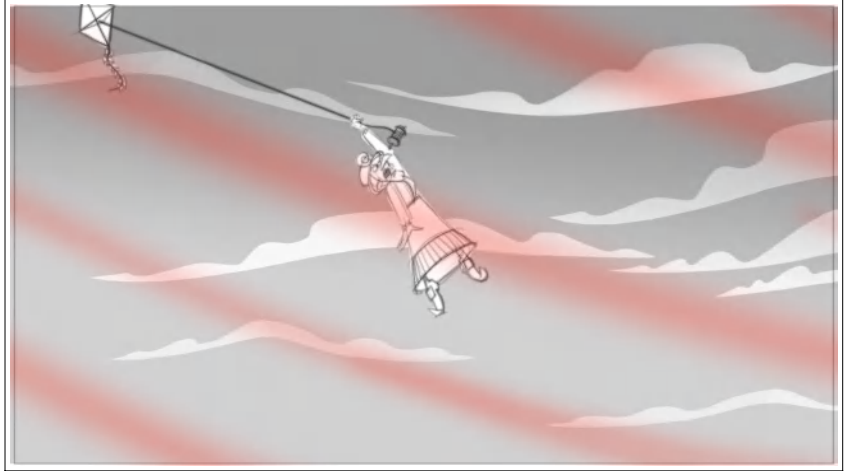
Scene	Duration	Panel	Duration
134	01:14	3 / 6	00:06



Scene	Duration	Panel	Duration
134	01:14	4 / 6	00:06

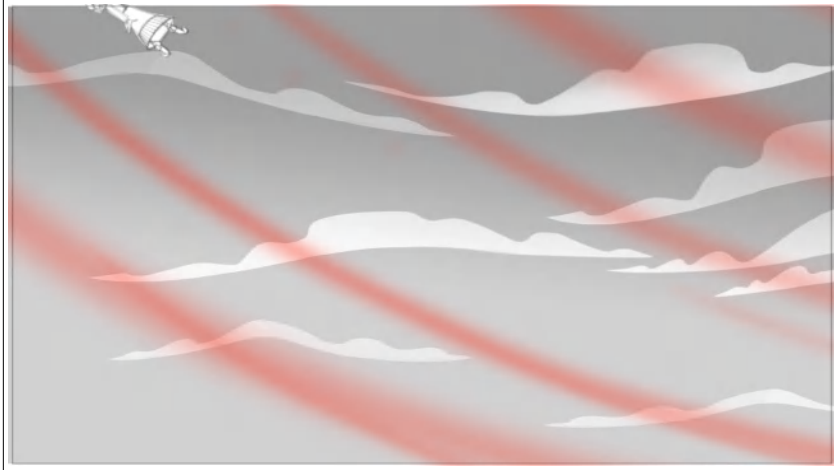


Scene	Duration	Panel	Duration
134	01:14	5 / 6	00:03

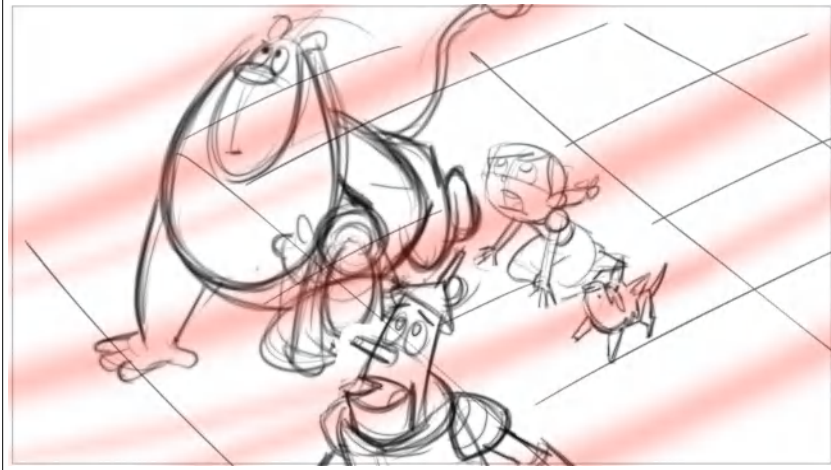




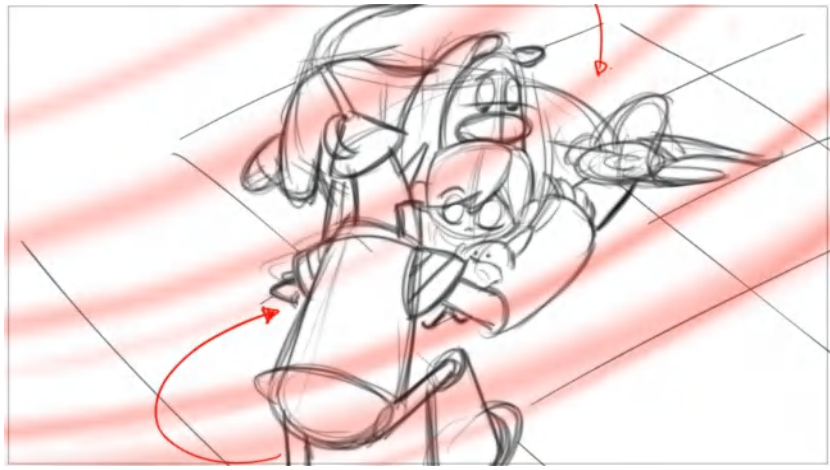
Scene	Duration	Panel	Duration
134	01:14	6 / 6	00:13



Scene	Duration	Panel	Duration
135	01:23	1 / 2	00:16



Scene	Duration	Panel	Duration
135	01:23	2 / 2	01:07

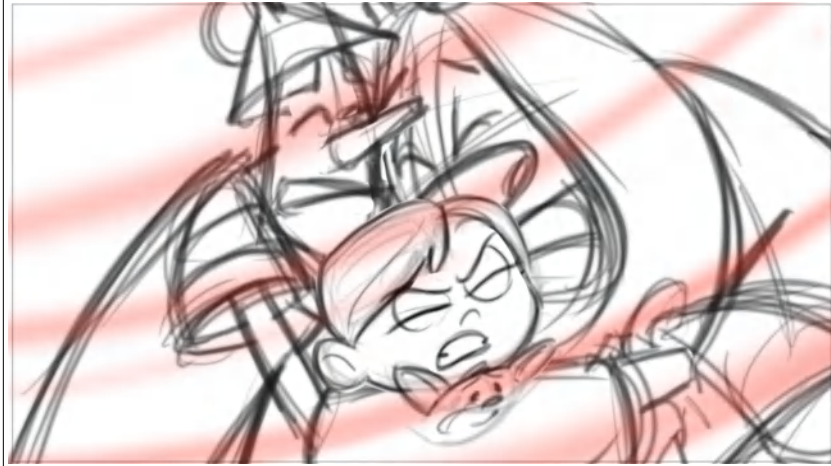


**Dialog**

122 TIN MAN

Try not to panic!

Scene	Duration	Panel	Duration
136	05:21	1 / 2	04:16

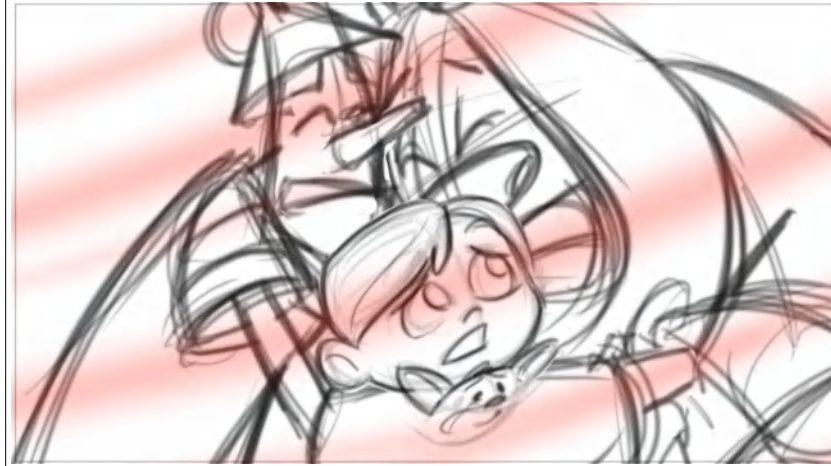


**Dialog**

123 LION  
 (Whimpers) I'm trying! I'm trying!  
 It's not working!

125 DOROTHY  
 We'll think of something!

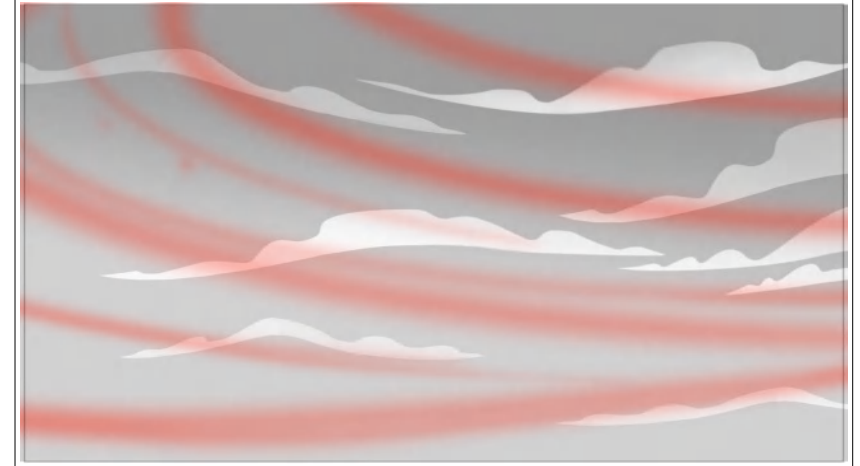
Scene	Duration	Panel	Duration
136	05:21	2 / 2	01:05



**Dialog**

125 DOROTHY  
 We'll think of something!

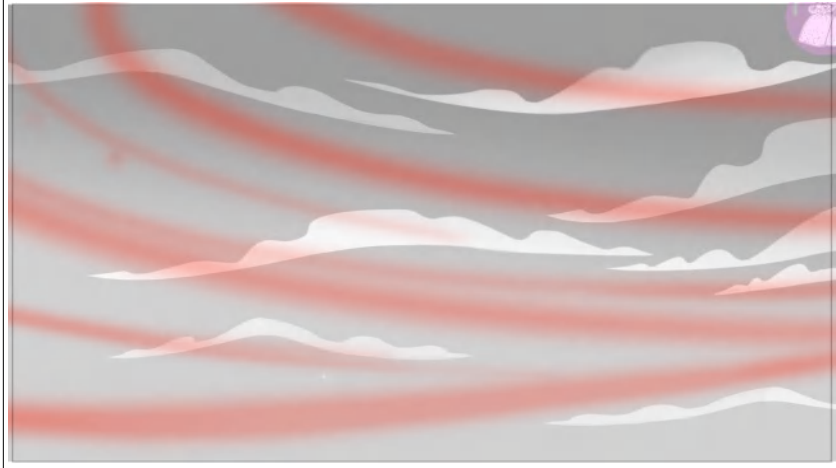
Scene	Duration	Panel	Duration
137	02:12	1 / 5	00:12



**Action Notes**

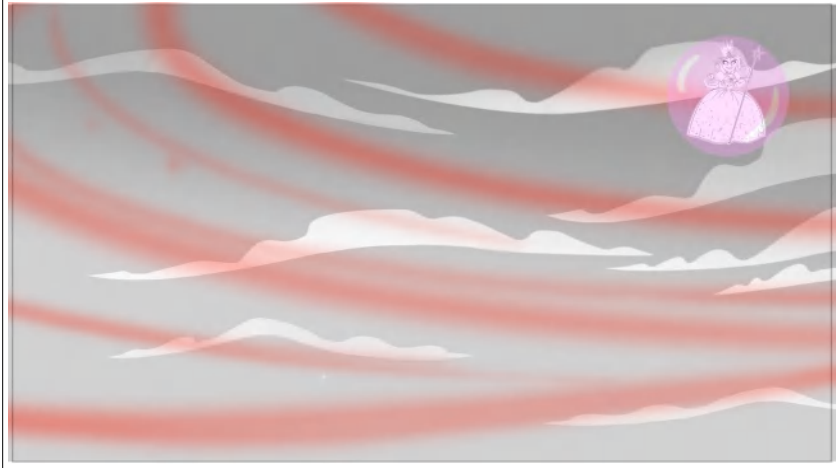
Glinda floating toward everyone, inside her beautiful, pink, magical bubble.

Scene	Duration	Panel	Duration
137	02:12	2 / 5	00:12



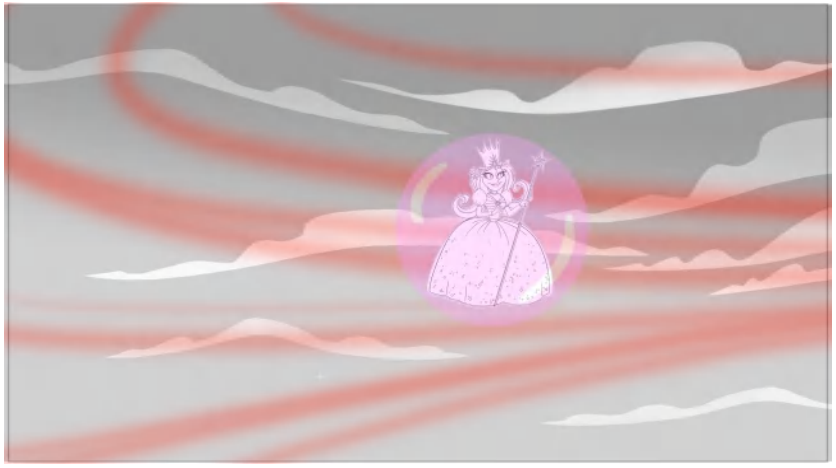
**Action Notes**  
 Glinda floating toward everyone, inside her beautiful, pink, magical bubble.

Scene	Duration	Panel	Duration
137	02:12	3 / 5	00:12

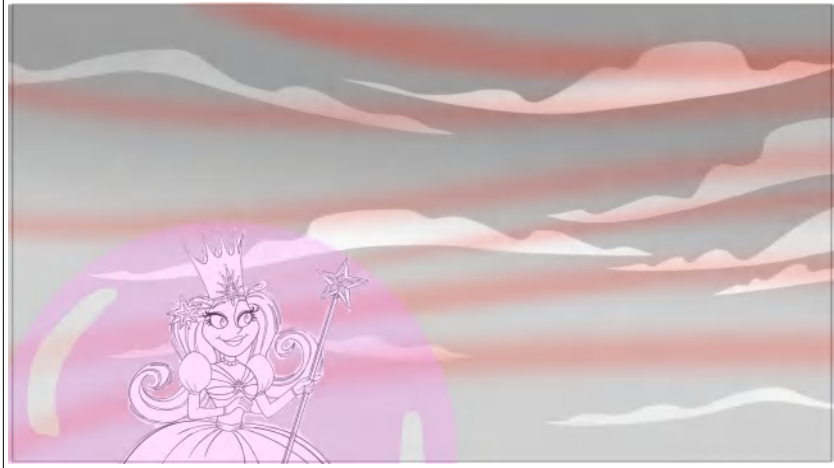


**Action Notes**  
 Glinda floating toward everyone, inside her beautiful, pink, magical bubble.

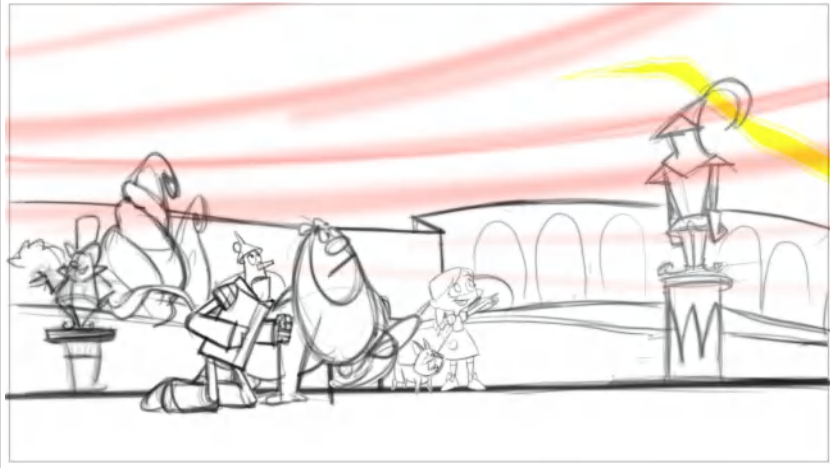
Scene	Duration	Panel	Duration
137	02:12	4 / 5	00:12



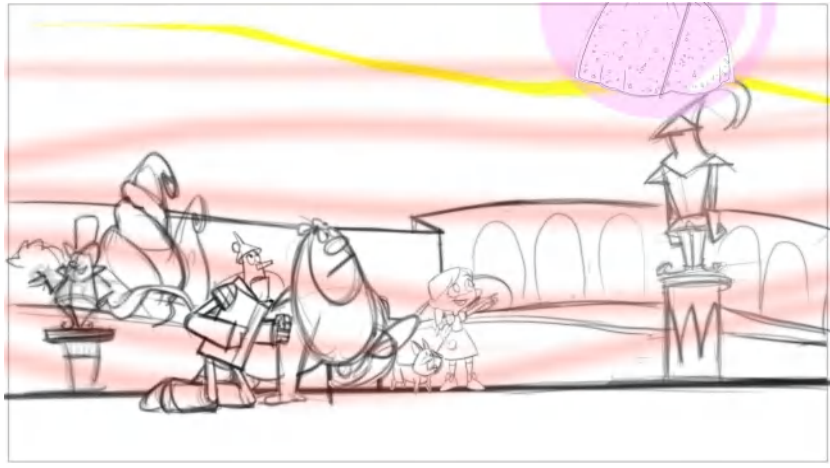
Scene	Duration	Panel	Duration
137	02:12	5 / 5	00:12



Scene	Duration	Panel	Duration
138	01:22	1 / 5	00:06



Scene	Duration	Panel	Duration
138	01:22	2 / 5	00:12



**Action Notes**

Angle on Dorothy and the Gang. They look up at the sky.

**Dialog**

126 DOROTHY (CONT'D) (Thrilled)

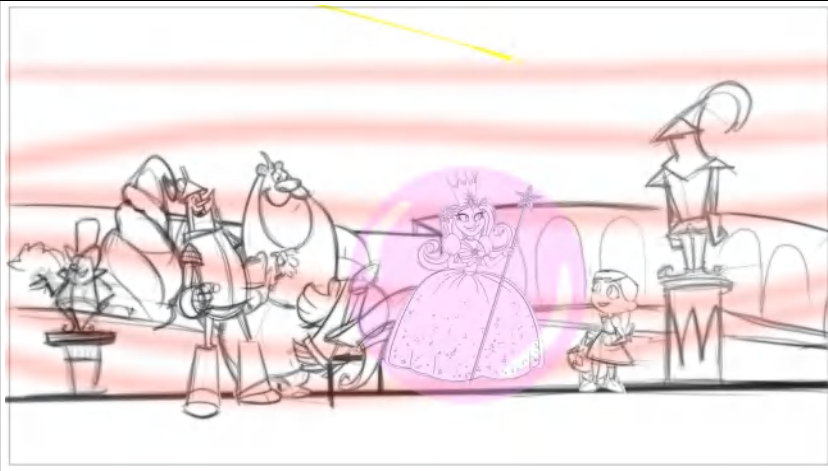
Glinda! It's Glinda the Good Witch!



Scene	Duration	Panel	Duration
138	01:22	3 / 5	00:07



Scene	Duration	Panel	Duration
138	01:22	4 / 5	00:09



Scene	Duration	Panel	Duration
138	01:22	5 / 5	00:12

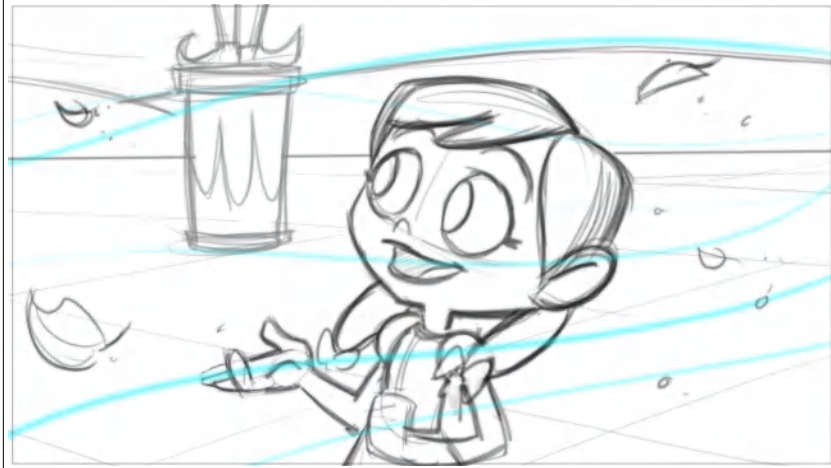


**Action Notes**

Glinda seems oblivious as to why they're so excited to see her.



Scene	Duration	Panel	Duration
139	02:19	1 / 1	02:19



**Dialog**

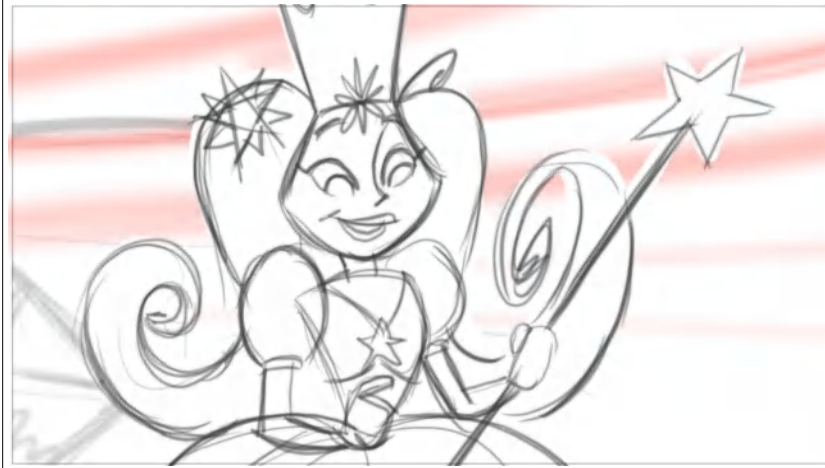
129 DOROTHY

Glinda, we're so happy to see you!

**Action Notes**

Close on Dorothy.

Scene	Duration	Panel	Duration
140	02:17	1 / 4	01:00



**Dialog**

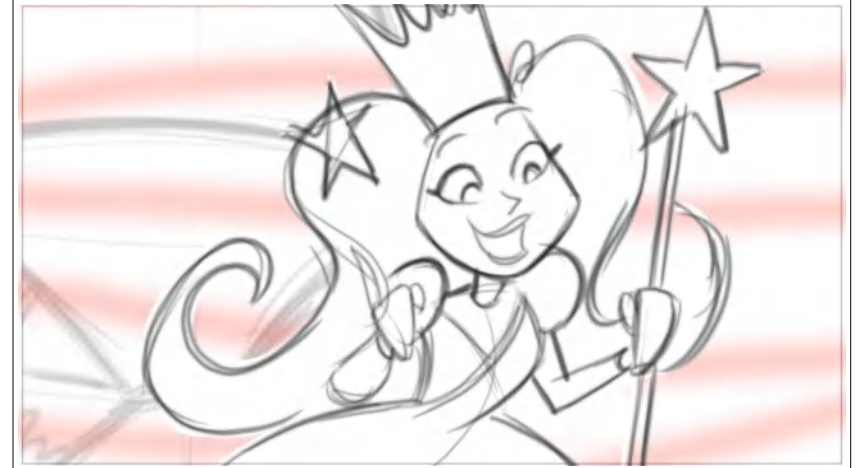
130 GLINDA

(Polite) Well, it's nice to see you too!

**Action Notes**

CLOSE on GLINDA.

Scene	Duration	Panel	Duration
140	02:17	2 / 4	00:18



**Dialog**

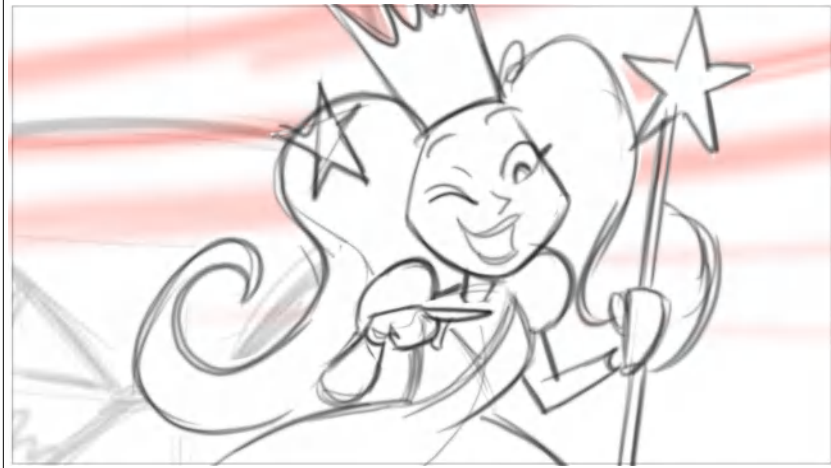
130 GLINDA

(Polite) Well, it's nice to see you too!

**Action Notes**

CLOSE on GLINDA.

Scene	Duration	Panel	Duration
140	02:17	3 / 4	00:12



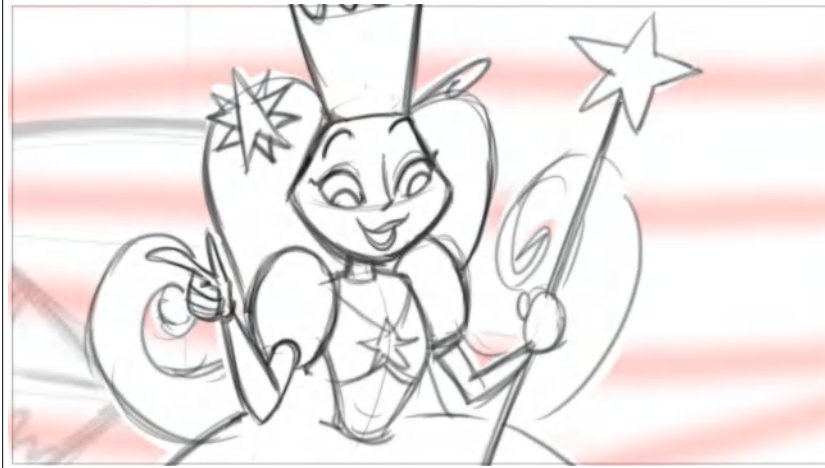
**Dialog**

130 GLINDA  
 (Polite) Well, it's nice to see you too!

**Action Notes**

CLOSE on GLINDA.

Scene	Duration	Panel	Duration
140	02:17	4 / 4	00:11



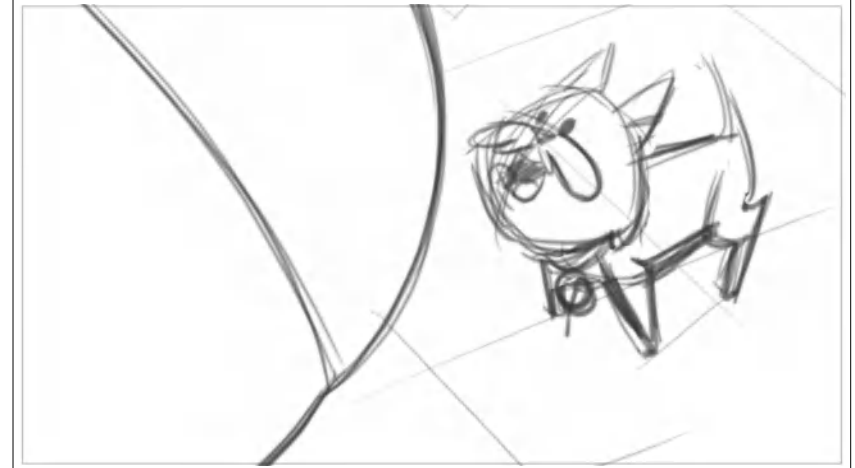
**Dialog**

130 GLINDA  
 (Polite) Well, it's nice to see you too!

**Action Notes**

CLOSE on GLINDA.

Scene	Duration	Panel	Duration
141	00:23	1 / 1	00:23



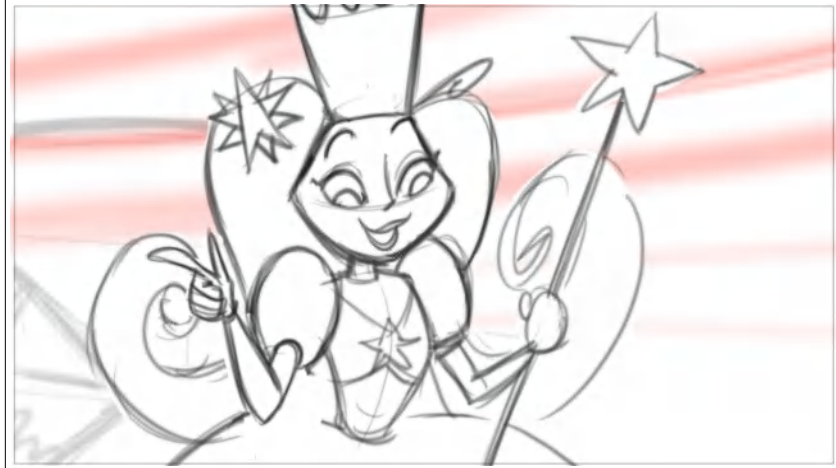
**Dialog**

132 TOTO  
 (Bark! Bark!)

**Action Notes**

Angle on Toto.

Scene	Duration	Panel	Duration
142	02:20	1 / 2	00:21



**Dialog**

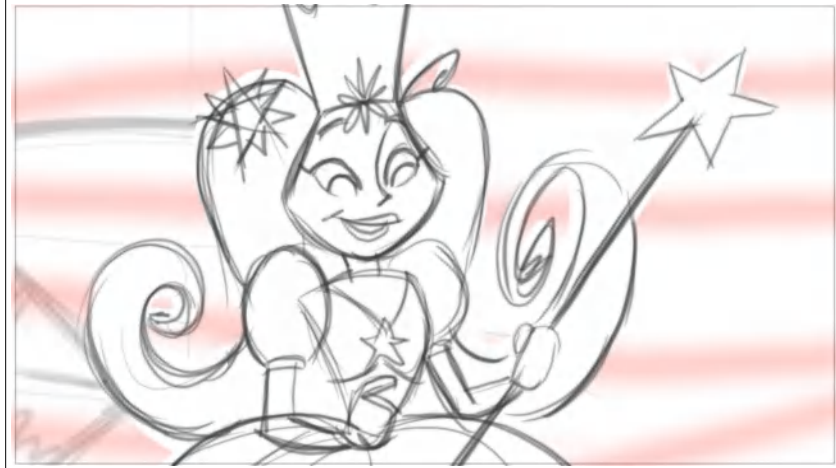
131 GLINDA (CONT'D)

(giggles) And it's always wonderful to see you too, Toto!

**Action Notes**

CLOSE on GLINDA.

Scene	Duration	Panel	Duration
142	02:20	2 / 2	01:23



**Dialog**

131 GLINDA (CONT'D)

(giggles) And it's always wonderful to see you too, Toto!

**Action Notes**

CLOSE on GLINDA.

Scene	Duration	Panel	Duration
143	02:08	1 / 2	01:13

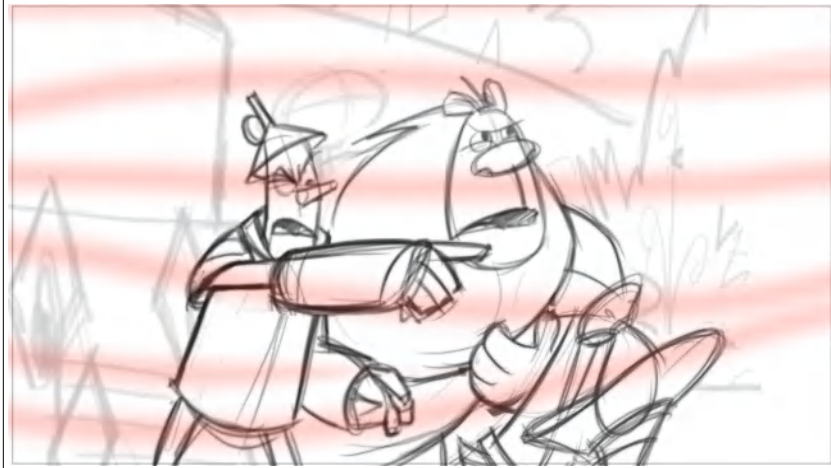


**Dialog**

133 TINMAN

Glinda, how did you ever make it...

Scene	Duration	Panel	Duration
143	02:08	2 / 2	00:19



**Dialog**

133 TINMAN  
... through the storm?

**Action Notes**

Scarecrow points to the tornado.

Scene	Duration	Panel	Duration
144	01:08	1 / 2	00:16



**Action Notes**

Angle on the Tornado causing havoc.

Scene	Duration	Panel	Duration
144	01:08	2 / 2	00:16





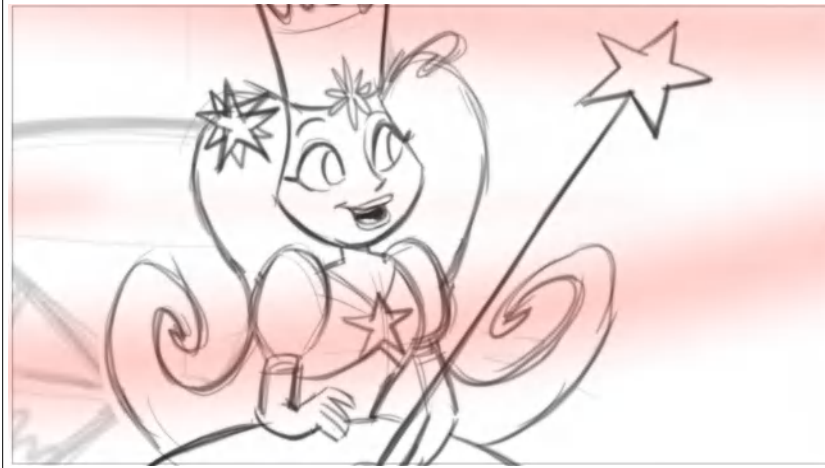
Scene	Duration	Panel	Duration
145	04:16	1 / 4	00:03



**Action Notes**

Glinda turns and sees the tornado.

Scene	Duration	Panel	Duration
145	04:16	2 / 4	01:09

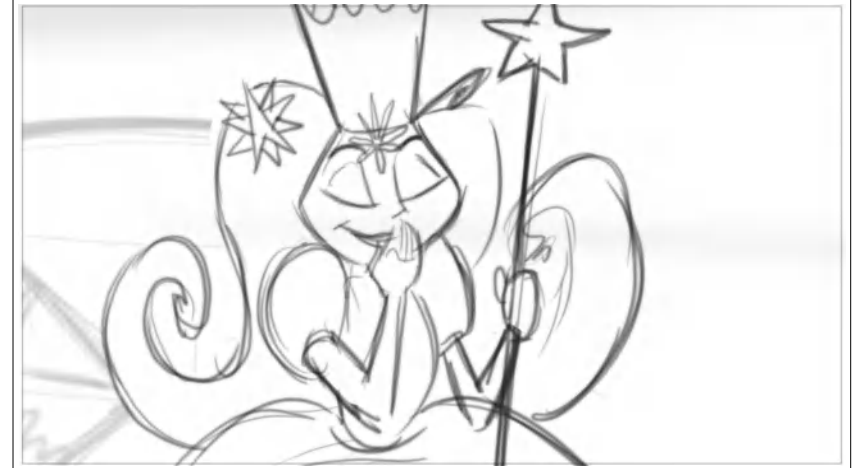


**Dialog**

134 GLINDA

(Re: storm) Oh, would you look at that. (Giggles)  
Traveling in my bubble, makes it quite easy.

Scene	Duration	Panel	Duration
145	04:16	3 / 4	00:22



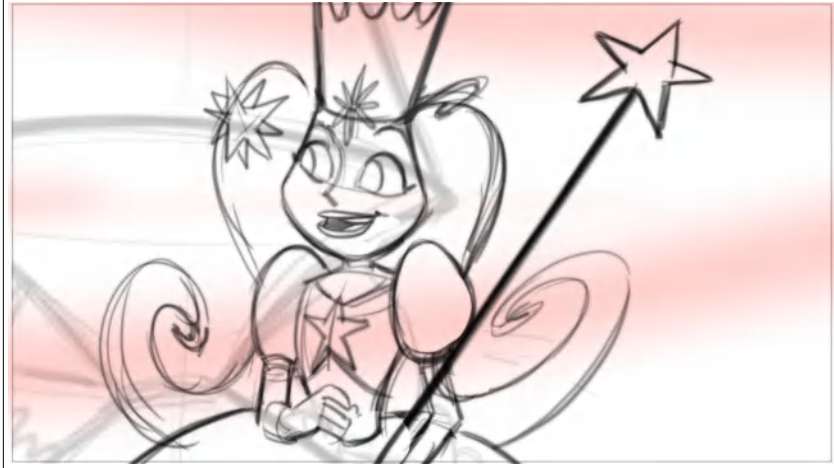
**Dialog**

134 GLINDA (contd)

(Giggles)



Scene	Duration	Panel	Duration
145	04:16	4 / 4	02:06



**Dialog**

134 GLINDA (contd)

Traveling in my bubble, makes it quite easy.

Scene	Duration	Panel	Duration
146	06:19	1 / 4	00:12



**Dialog**

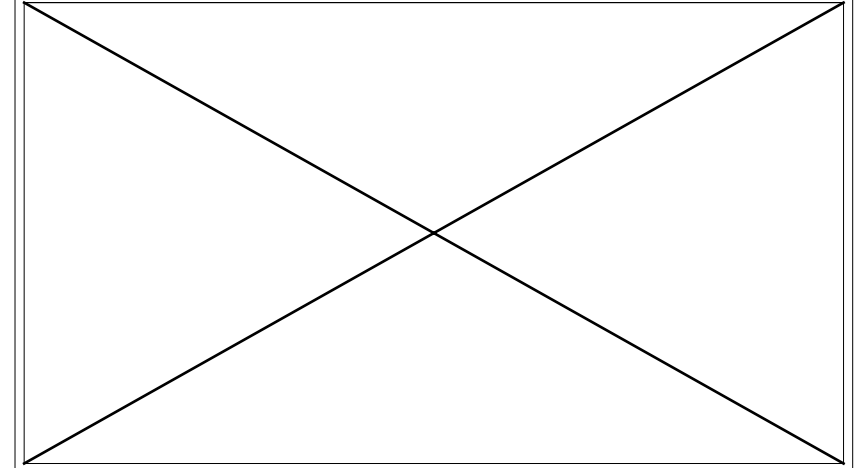
135 DOROTHY

(Hopeful) Are you here to help me stay in Oz?

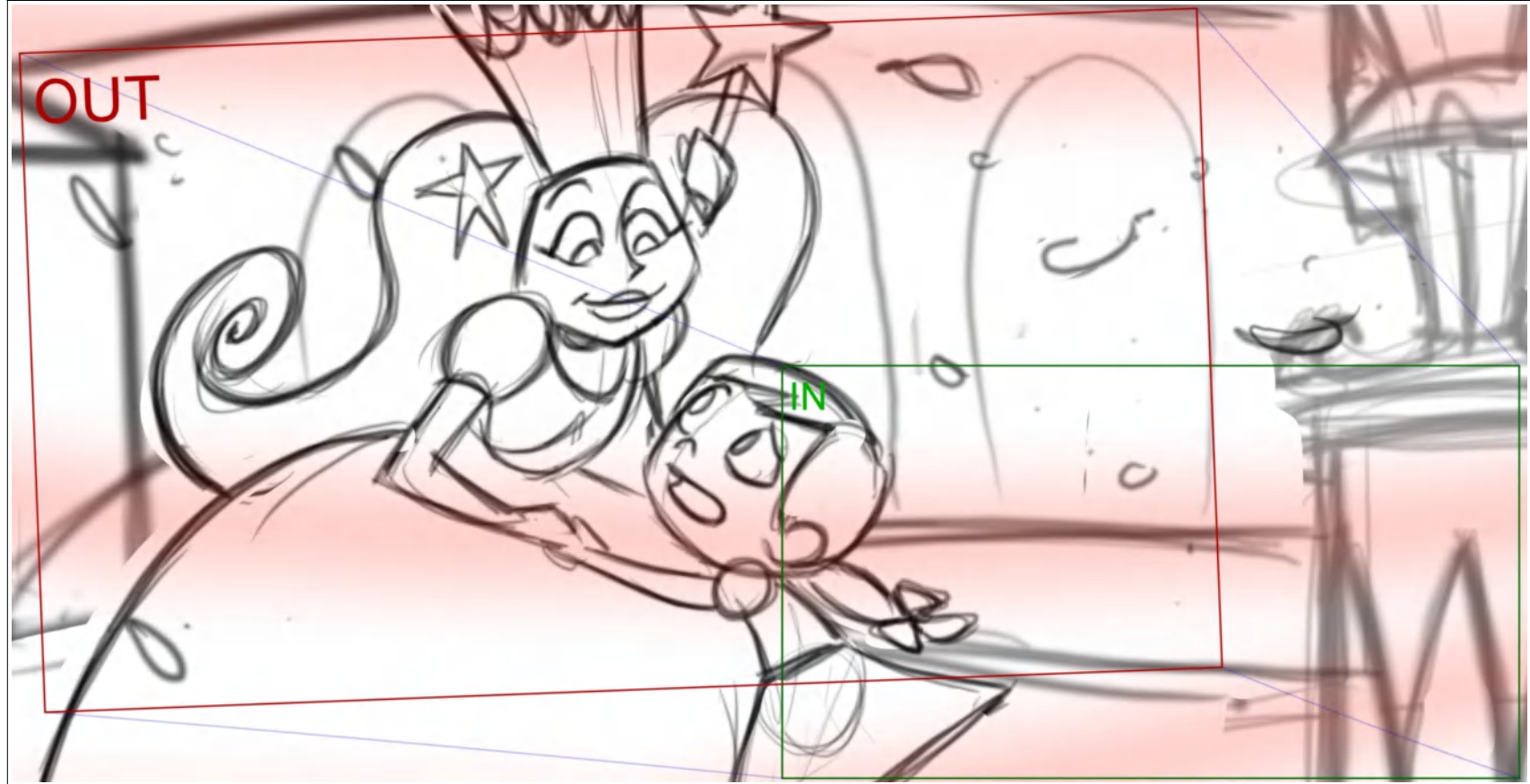
**Action Notes**

WIDE on GLINDA, DOROTHY and TOTO.

NO PANEL



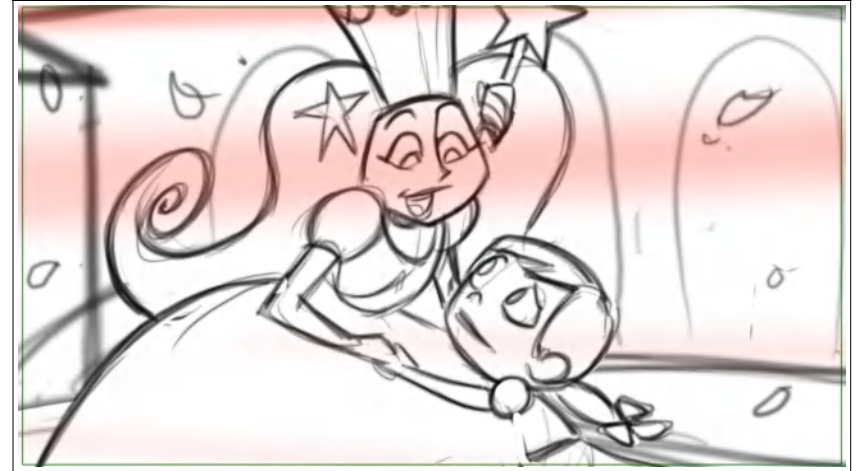
Scene	Duration	Panel	Duration
146	06:19	2 / 4	01:13



**Dialog**  
135 DOROTHY  
  
(Hopeful) Are you here to help me stay in Oz?

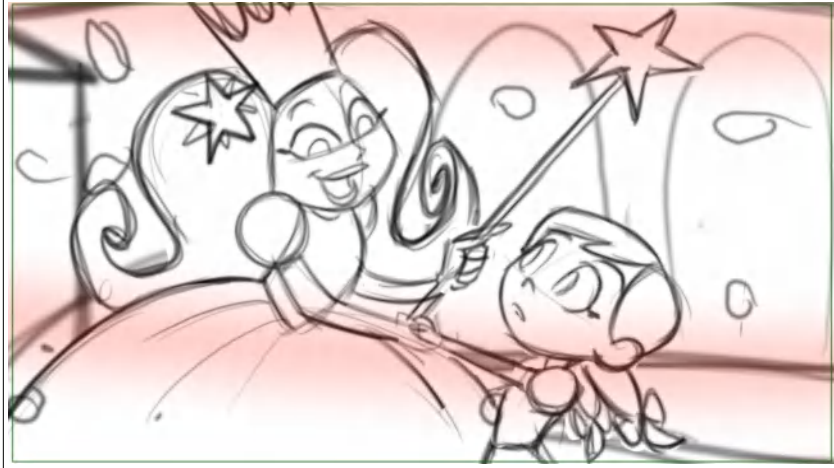
**Action Notes**  
WIDE on GLINDA, DOROTHY and TOTO.

Scene	Duration	Panel	Duration
146	06:19	3 / 4	02:14



**Dialog**  
136 GLINDA  
  
You don't need to leave Oz, dear.

Scene	Duration	Panel	Duration
146	06:19	4 / 4	02:04

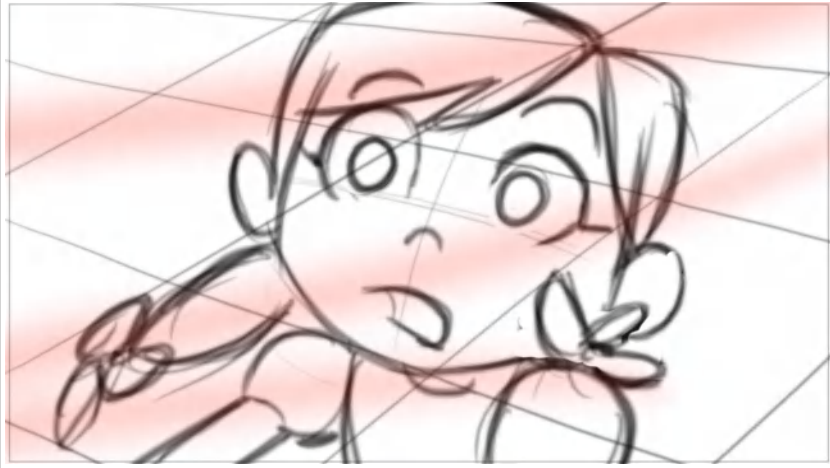


**Dialog**

136 GLINDA (contd)

You had the power to fix things all along.

Scene	Duration	Panel	Duration
147	01:05	1 / 1	01:05



Scene	Duration	Panel	Duration
148	03:18	1 / 2	02:04

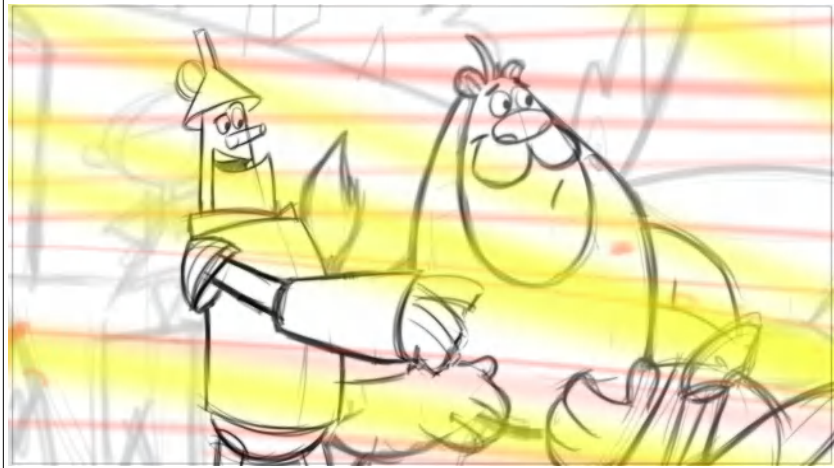


**Dialog**

137 TIN MAN

Dorothy, maybe if you think with your heart --

Scene	Duration	Panel	Duration
148	03:18	2 / 2	01:14

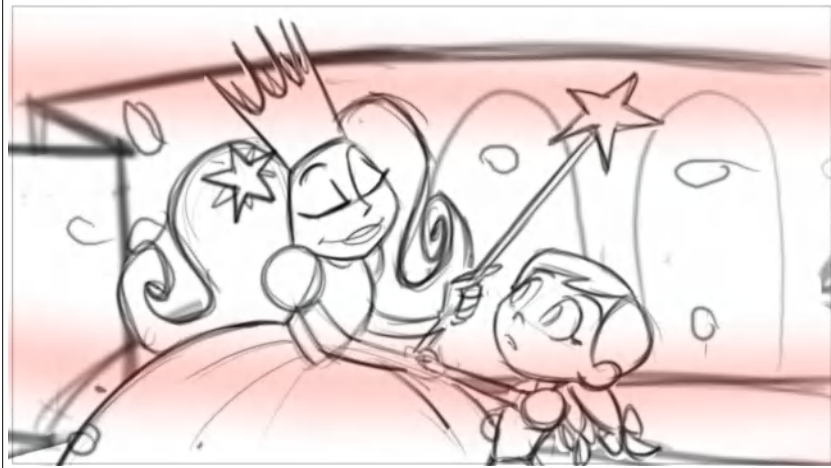


**Dialog**

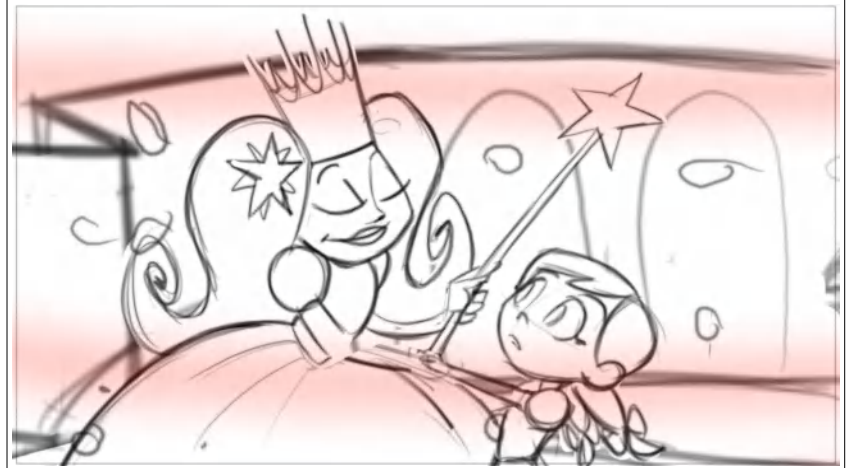
137 TIN MAN (contd)

-- like the first time you left Oz.

Scene	Duration	Panel	Duration
149	01:10	1 / 4	00:08

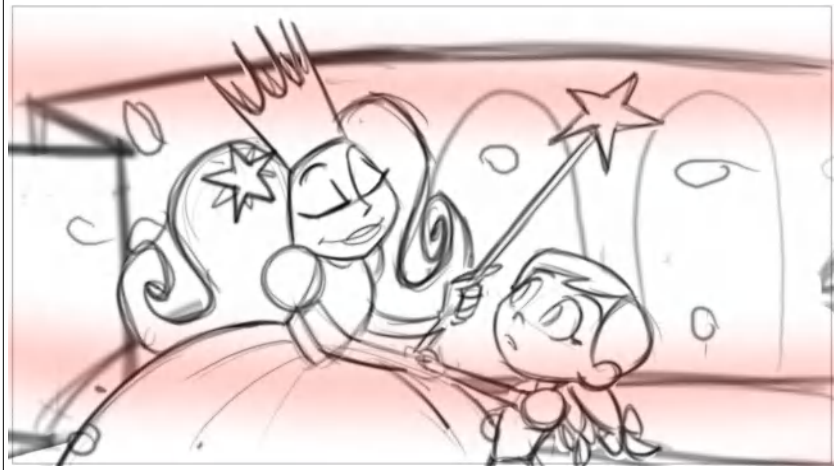


Scene	Duration	Panel	Duration
149	01:10	2 / 4	00:06





Scene	Duration	Panel	Duration
149	01:10	3 / 4	00:08



Scene	Duration	Panel	Duration
149	01:10	4 / 4	00:12



Scene	Duration	Panel	Duration
150	02:00	1 / 2	01:00

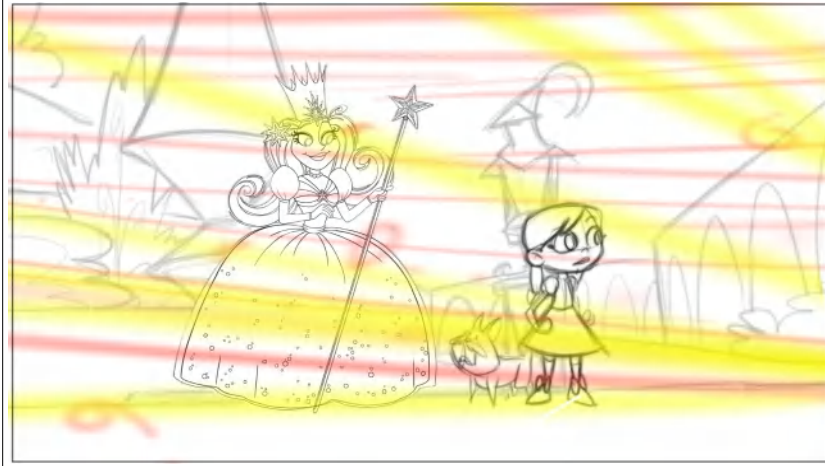




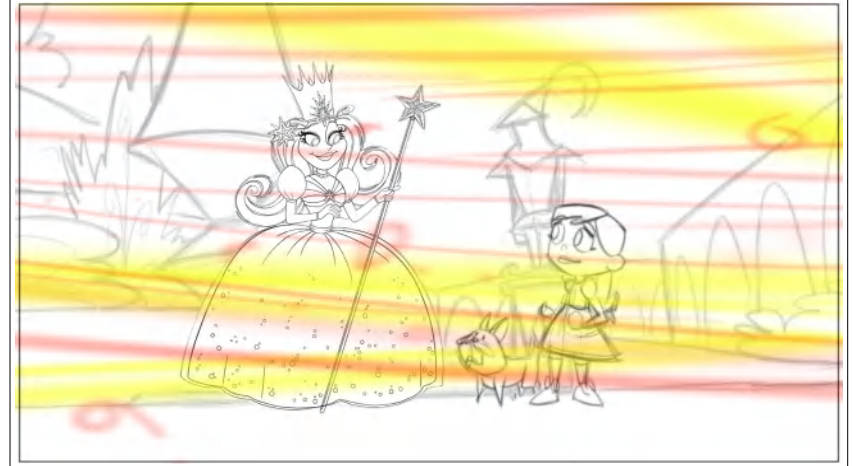
Scene	Duration	Panel	Duration
150	02:00	2 / 2	01:00



Scene	Duration	Panel	Duration
151	02:12	1 / 7	00:08



Scene	Duration	Panel	Duration
151	02:12	2 / 7	00:12



**Dialog**

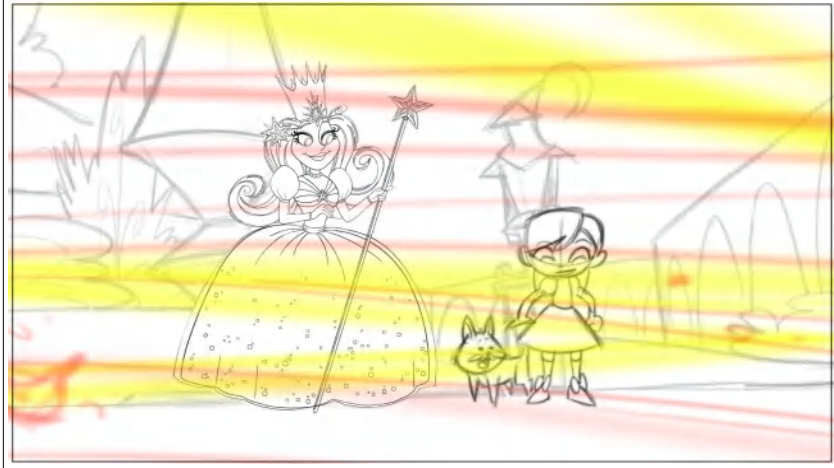
138 DOROTHY

There's no place like home. And there's no place like Oz. There's no place like home. And there's no place like Oz.

**Action Notes**

(Continue repeating line 138 as a beat track under the following action) The Kinetoscope stops shooting out blasts. The tornado disappears.

Scene	Duration	Panel	Duration
151	02:12	3 / 7	00:08

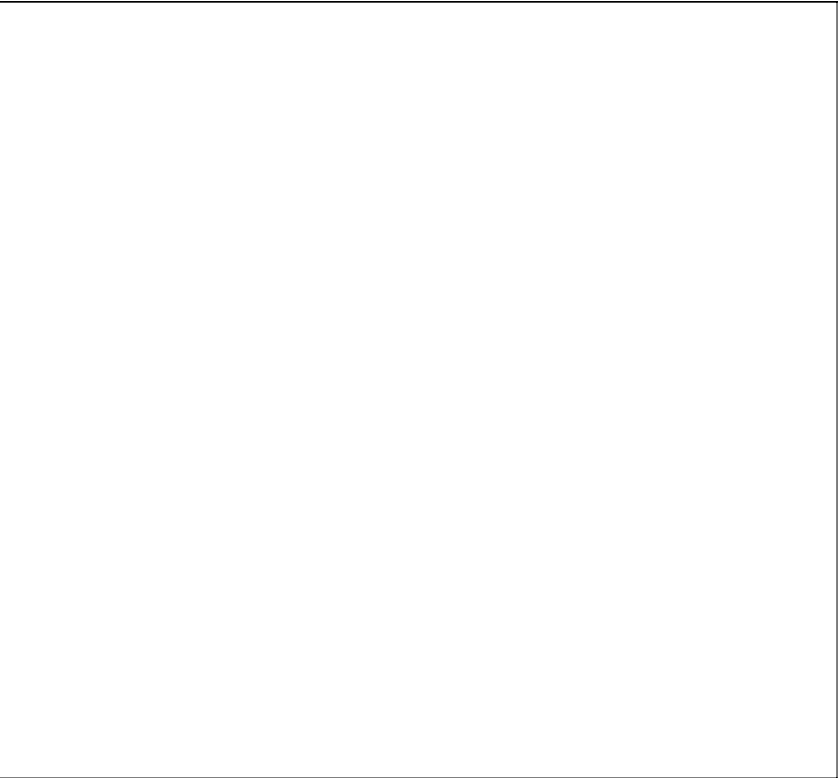
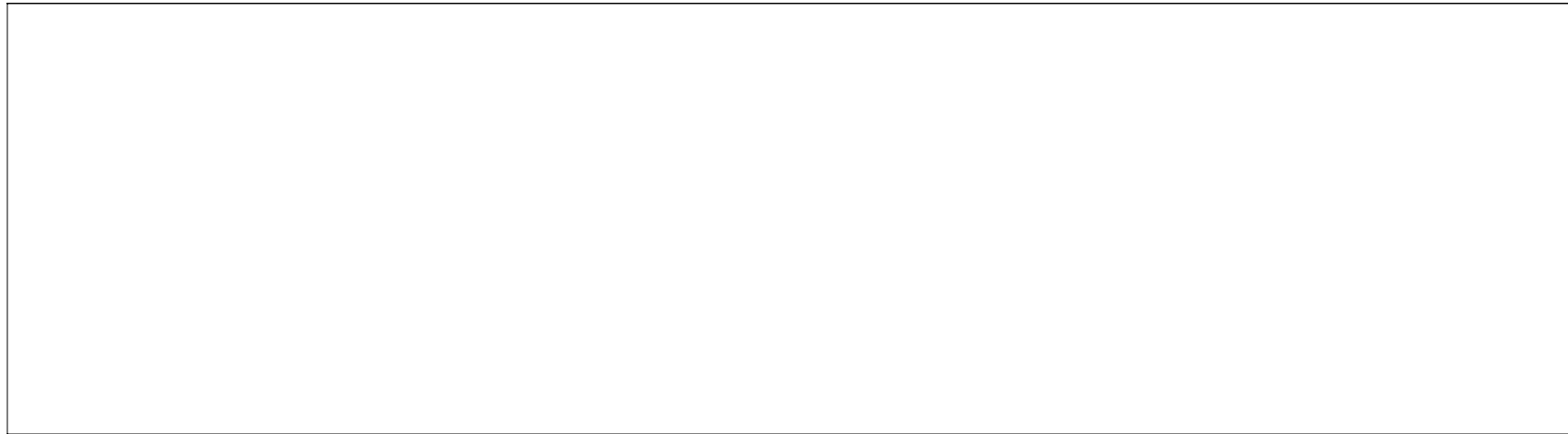
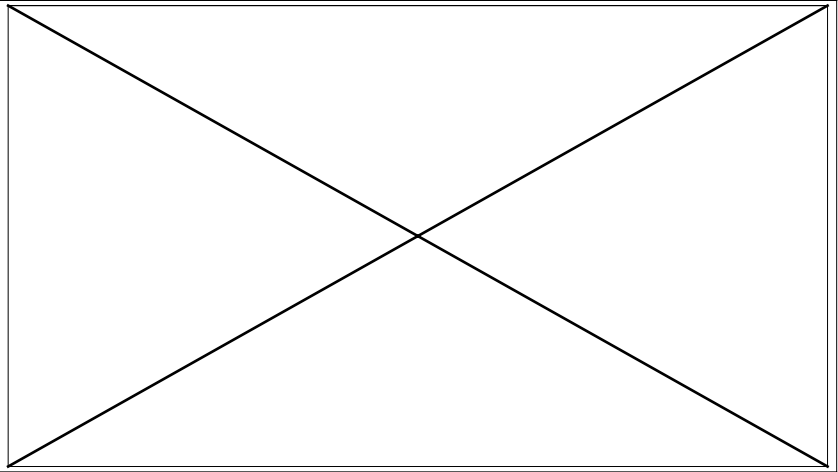


Scene	Duration	Panel	Duration
151	02:12	4 / 7	00:08



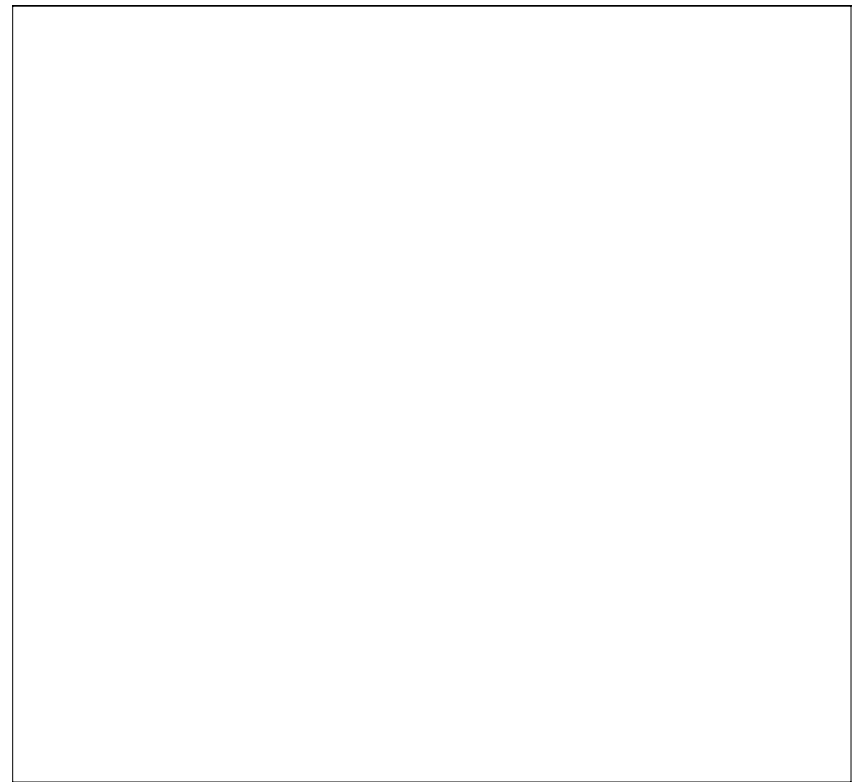
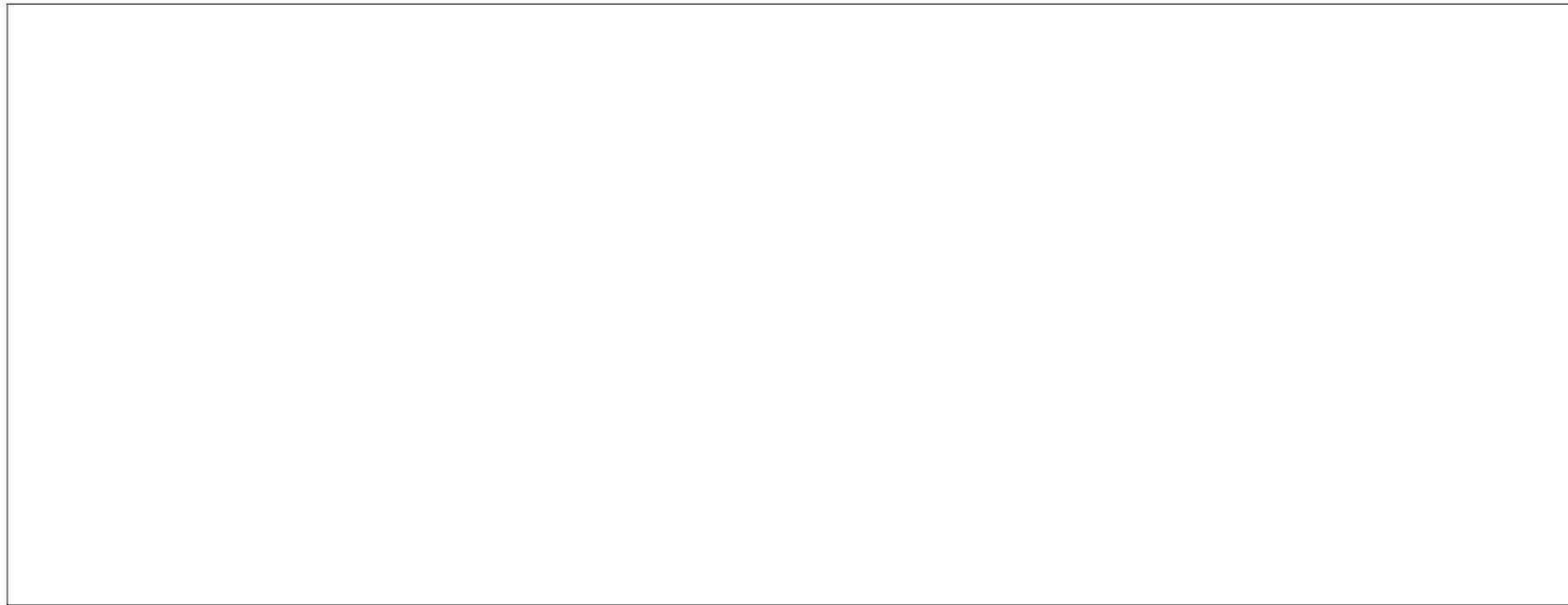
Scene	Duration	Panel	Duration
151	02:12	5 / 7	00:08

NO PANEL



Scene	Duration	Panel	Duration
151	02:12	6 / 7	00:08

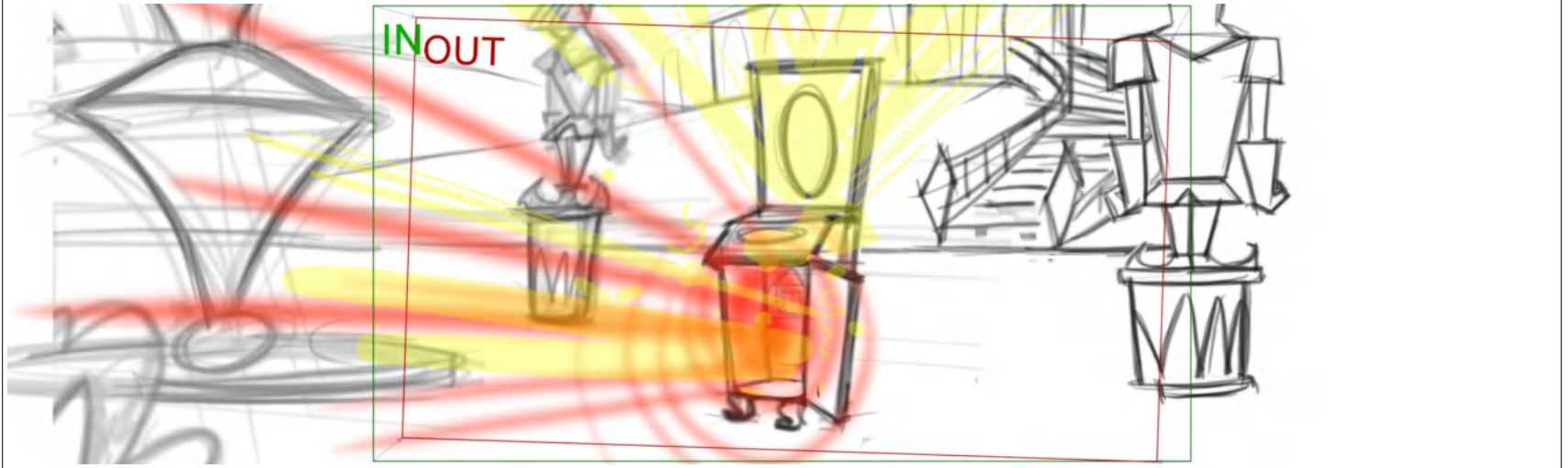
Scene	Duration	Panel	Duration
151	02:12	7 / 7	00:08





Dissolve	Duration 00:02
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Scene 152	Duration 01:08	Panel 1 / 5	Duration 00:06
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**Action Notes**

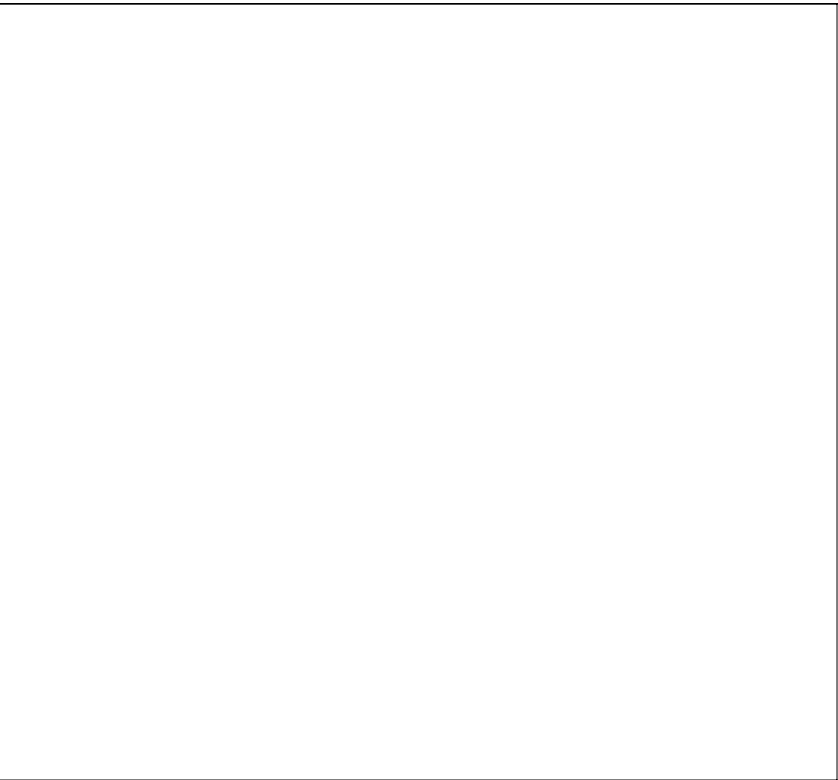
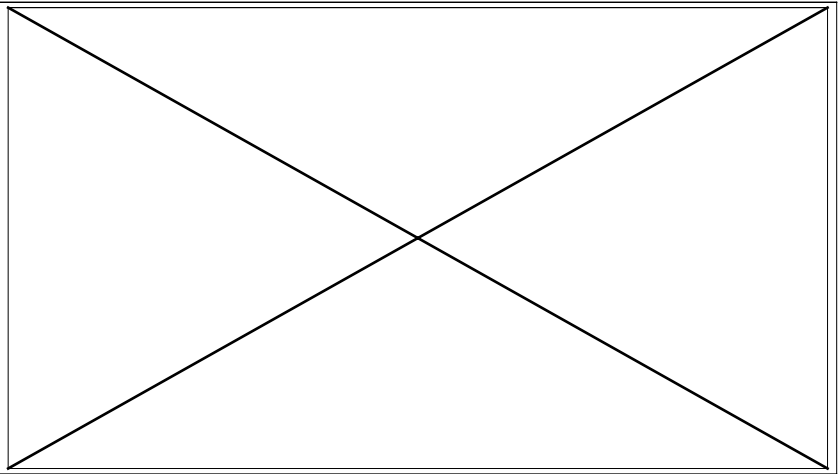
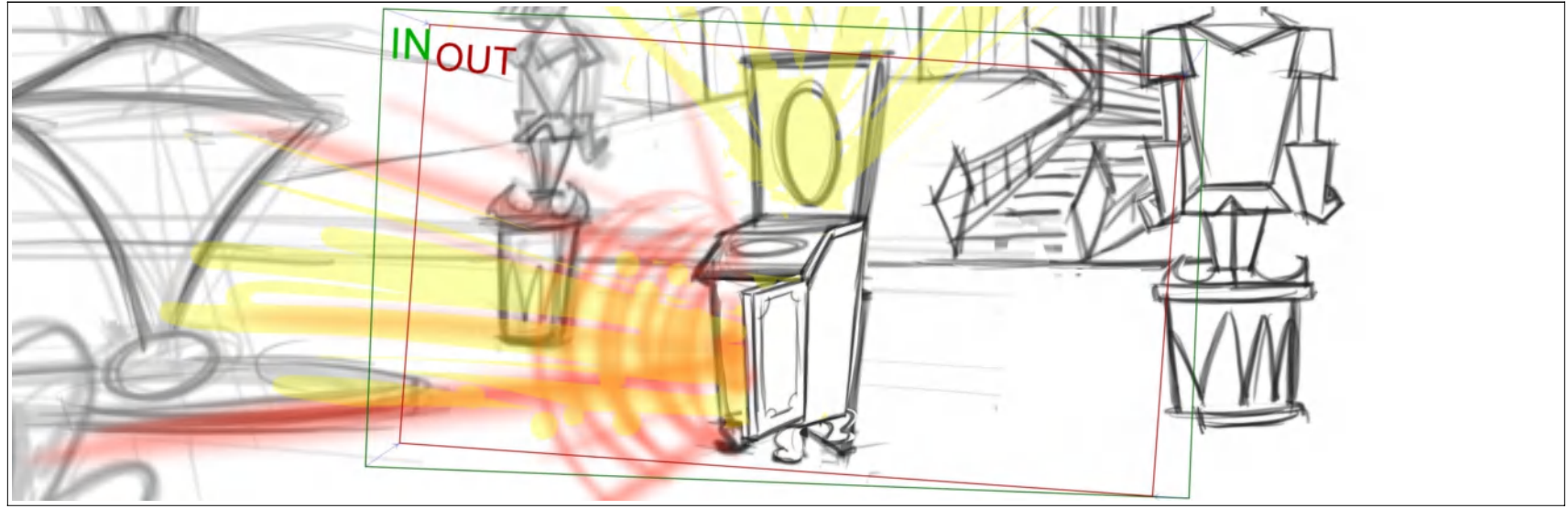
SEQ 19. - MONTAGE - VARIOUS LOCATIONS - DAY

We see quick shots of everything in Oz returning back to normal. Well, normal for Oz, that is.



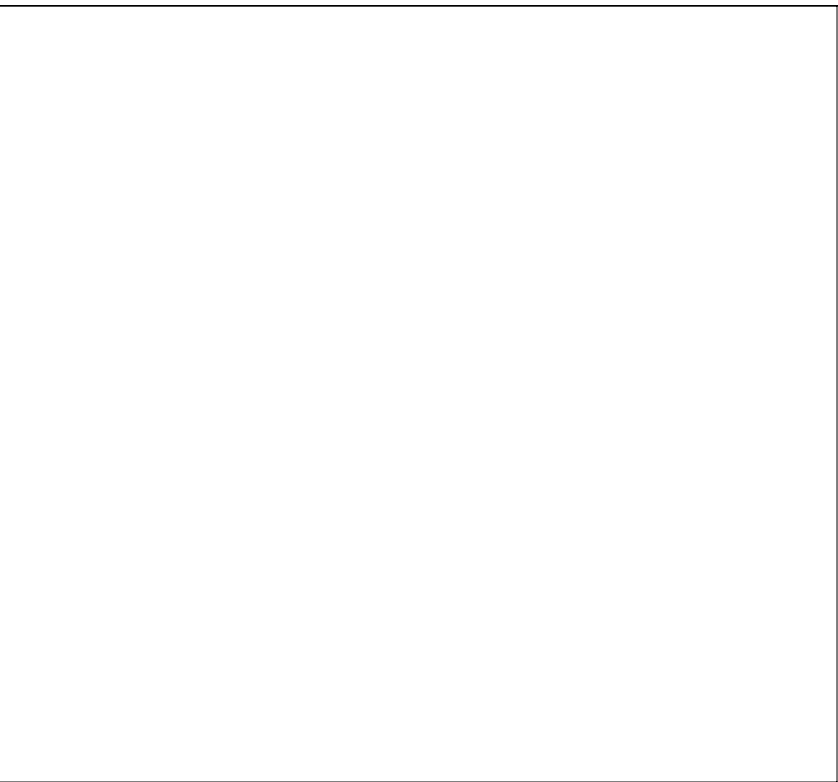
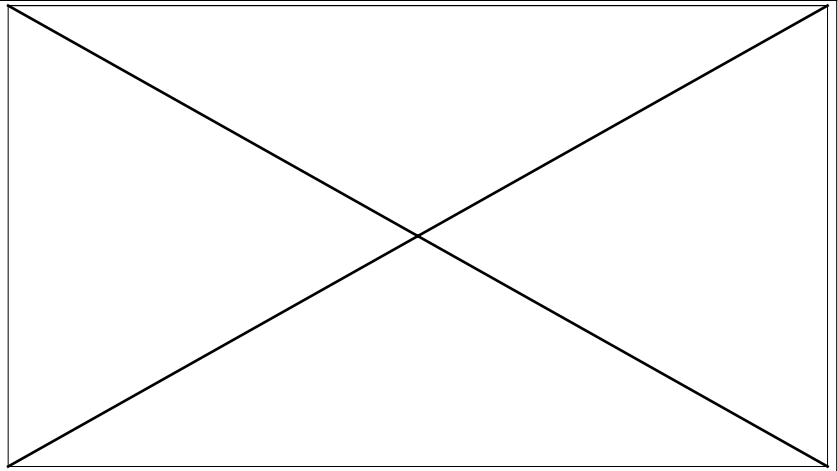
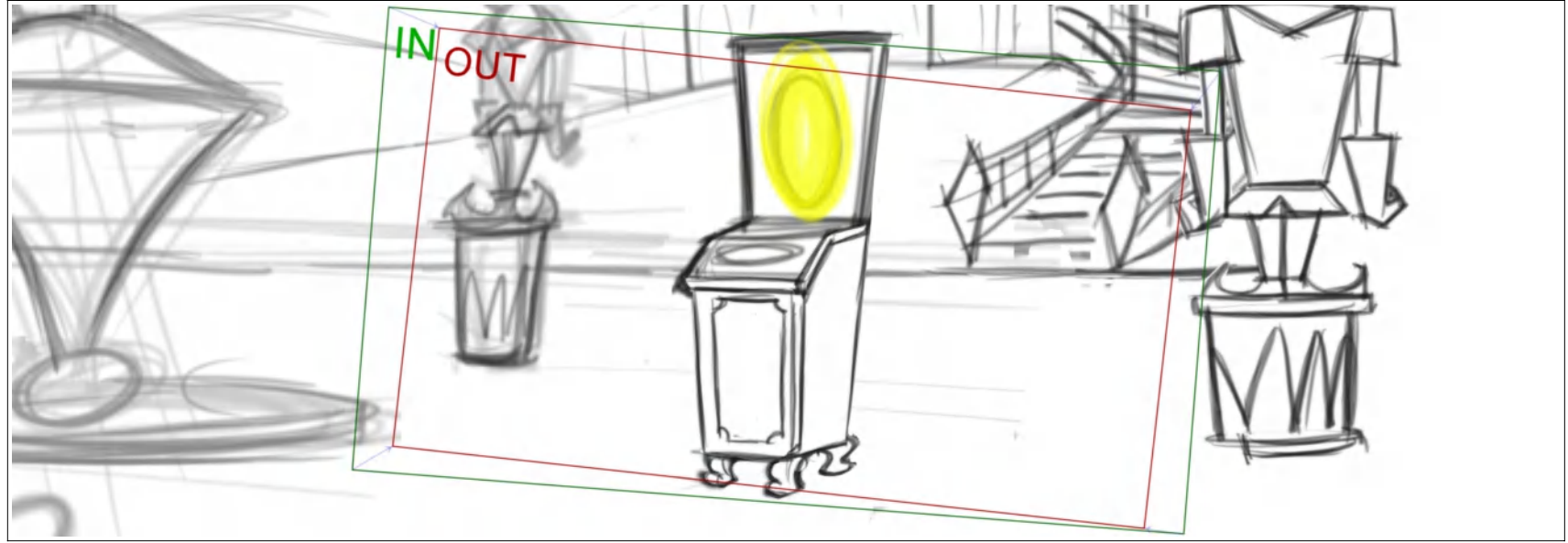
Scene	Duration	Panel	Duration
152	01:08	2 / 5	00:06

NO PANEL



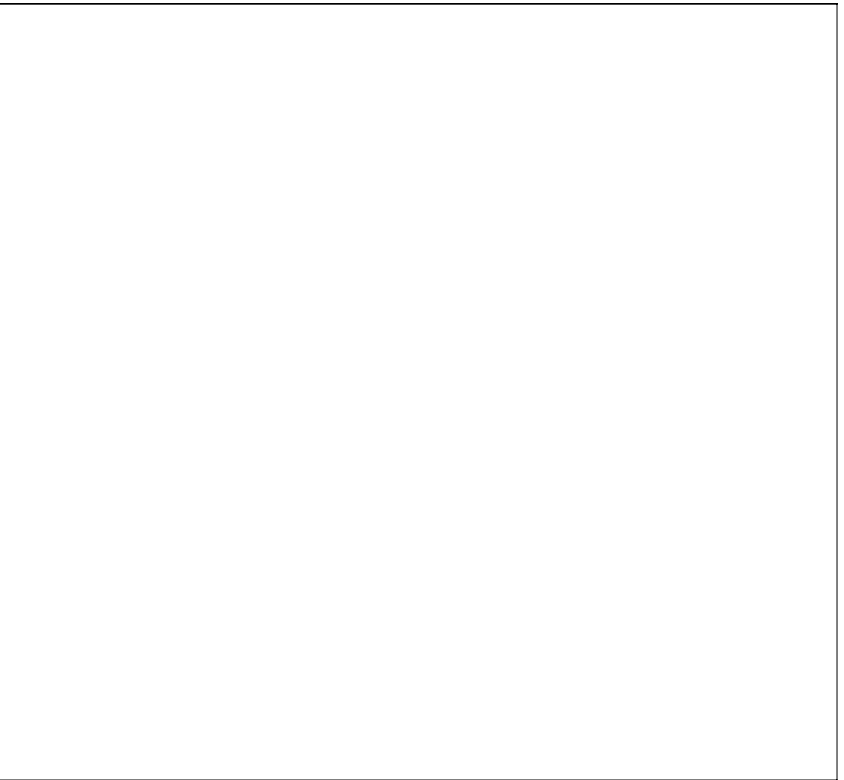
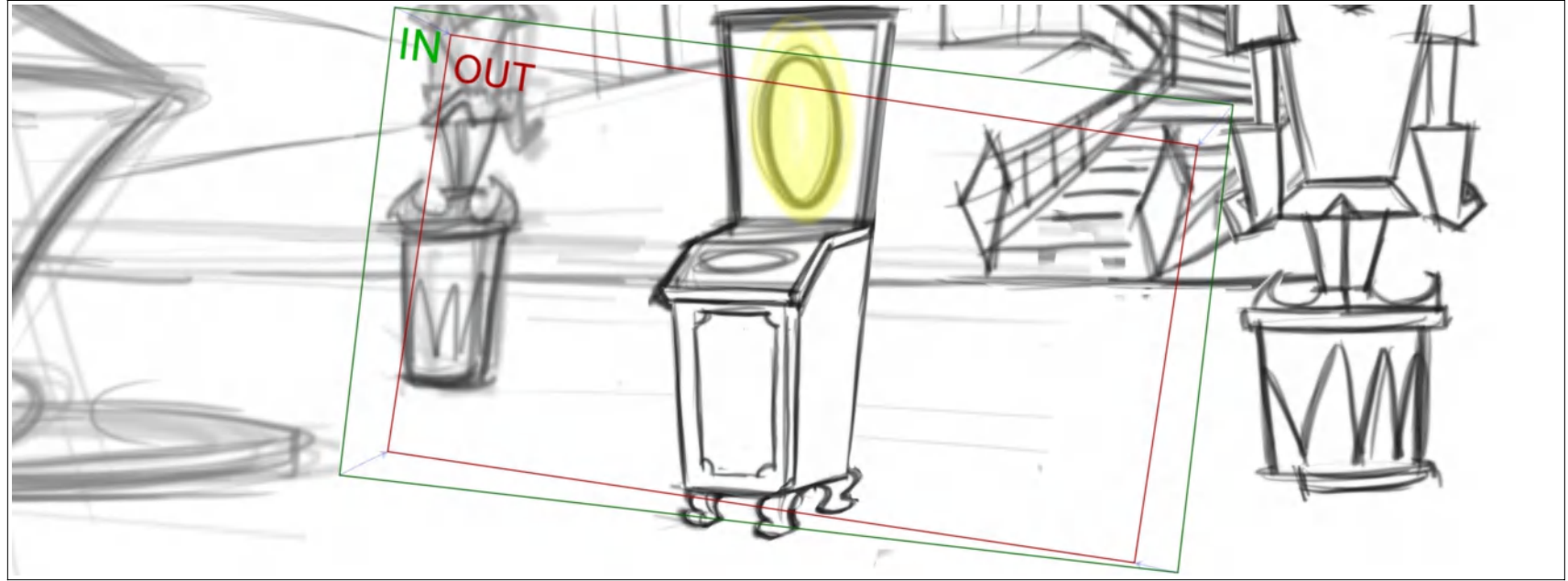
Scene	Duration	Panel	Duration
152	01:08	3 / 5	00:06

NO PANEL



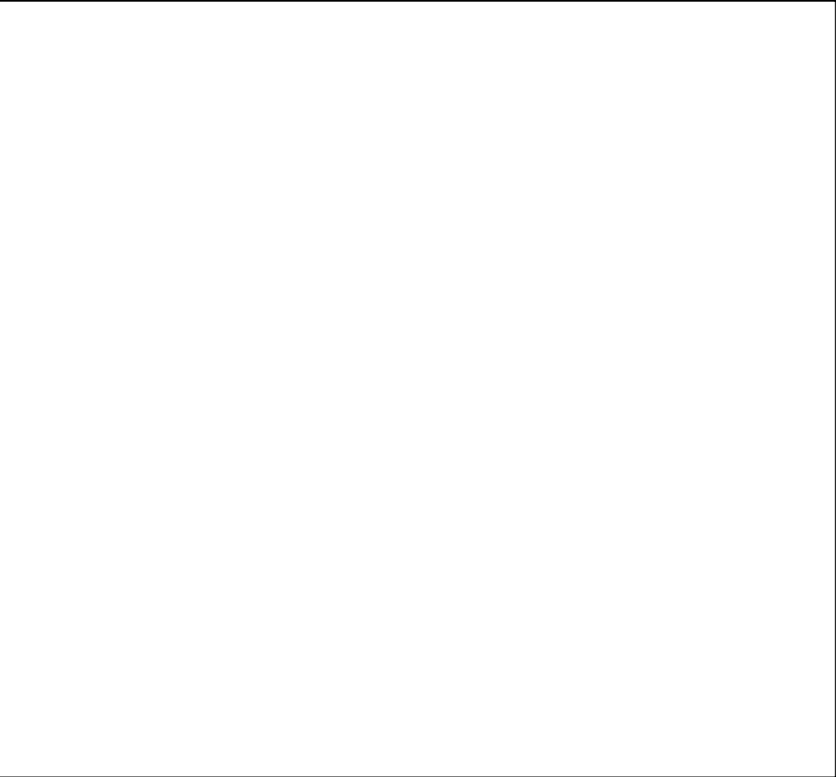
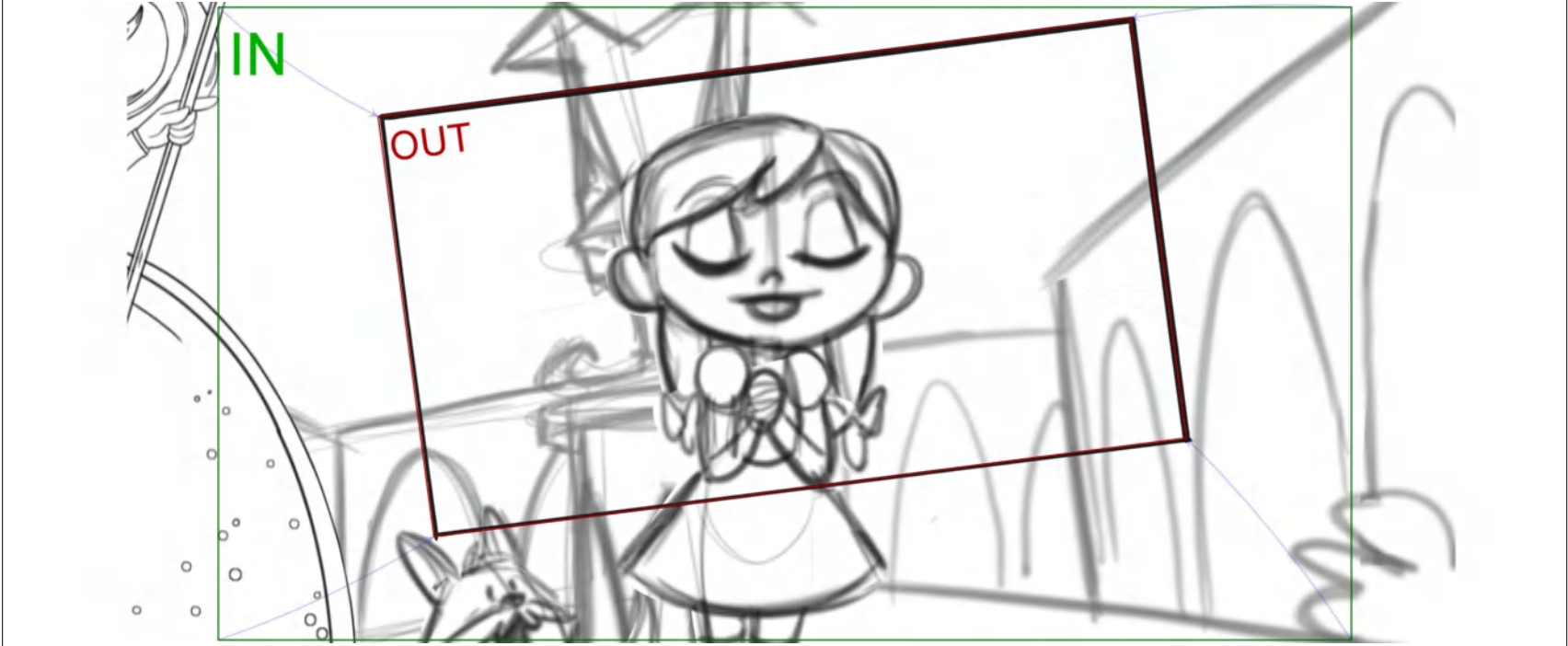
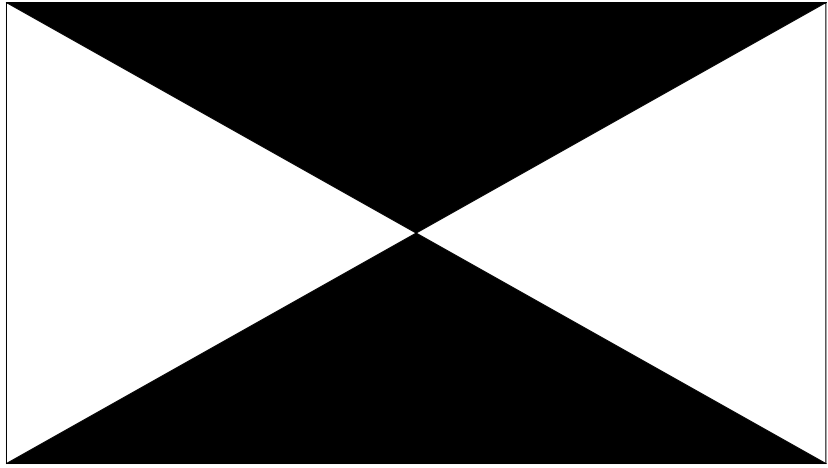
Scene	Duration	Panel	Duration
152	01:08	4 / 5	00:06

Scene	Duration	Panel	Duration
152	01:08	5 / 5	00:08

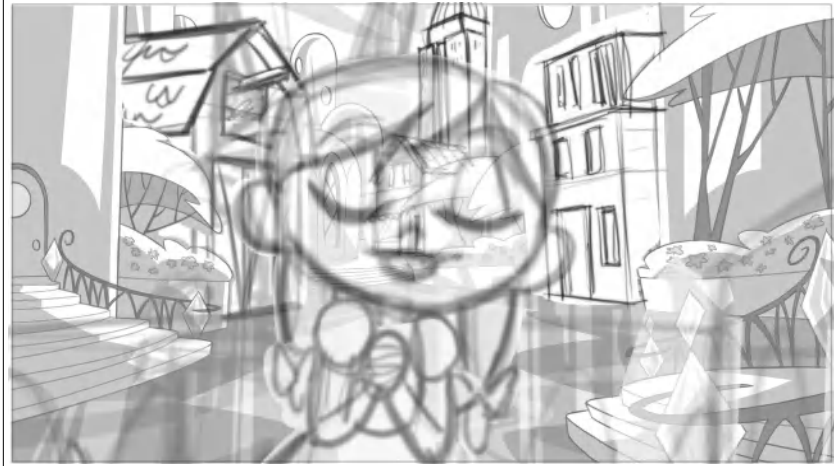


Dissolve	Duration 00:02
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Scene 153	Duration 00:07	Panel 1 / 1	Duration 00:07
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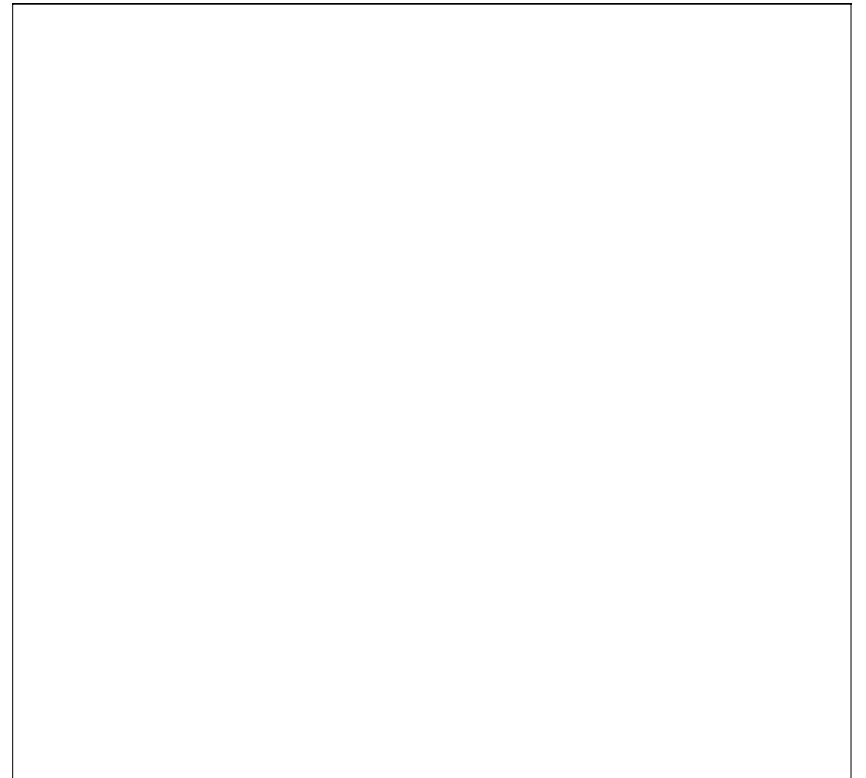
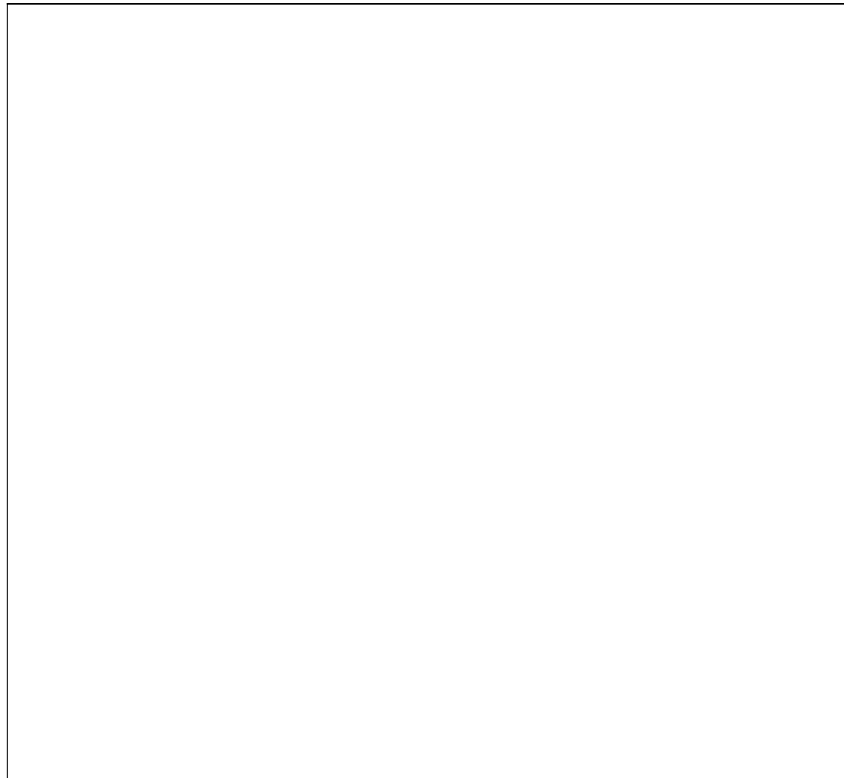
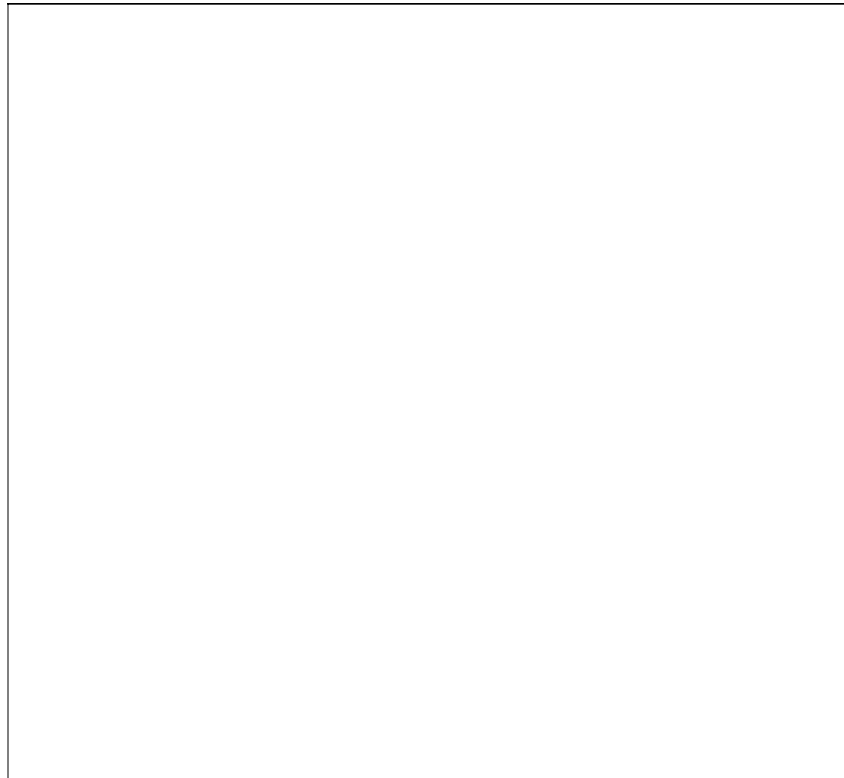
Scene	Duration	Panel	Duration
154	04:04	1 / 10	00:12



Scene	Duration	Panel	Duration
154	04:04	2 / 10	00:12



Scene	Duration	Panel	Duration
154	04:04	3 / 10	00:12





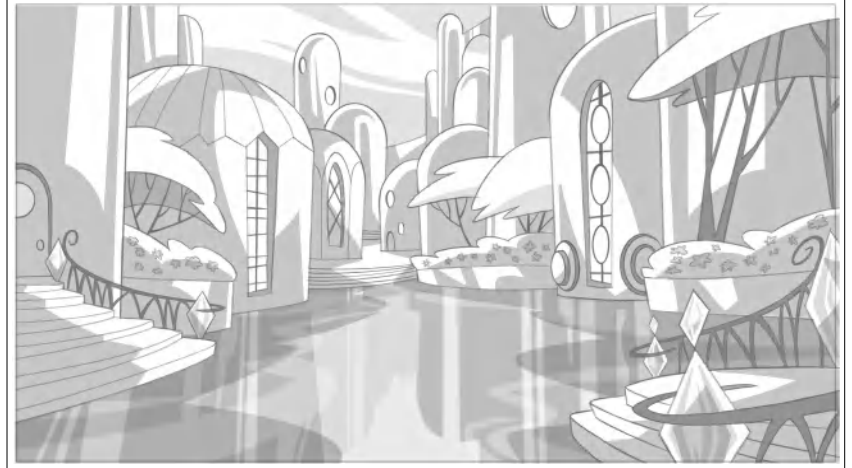
Scene	Duration	Panel	Duration
154	04:04	4 / 10	00:08



Scene	Duration	Panel	Duration
154	04:04	5 / 10	00:12



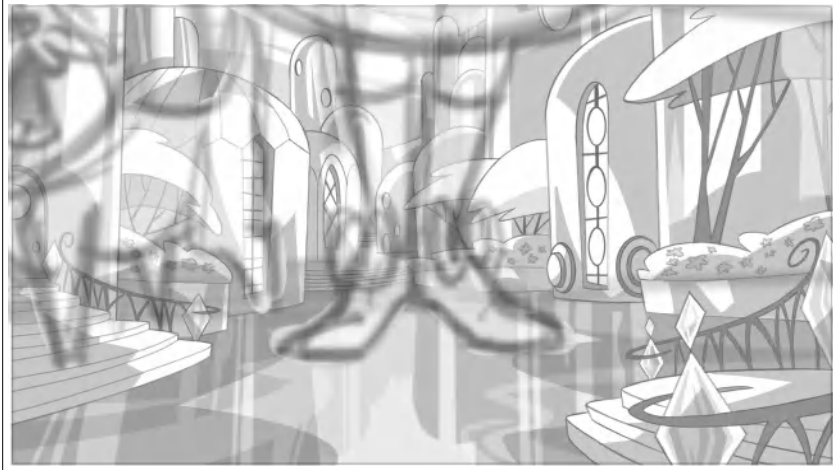
Scene	Duration	Panel	Duration
154	04:04	6 / 10	00:12



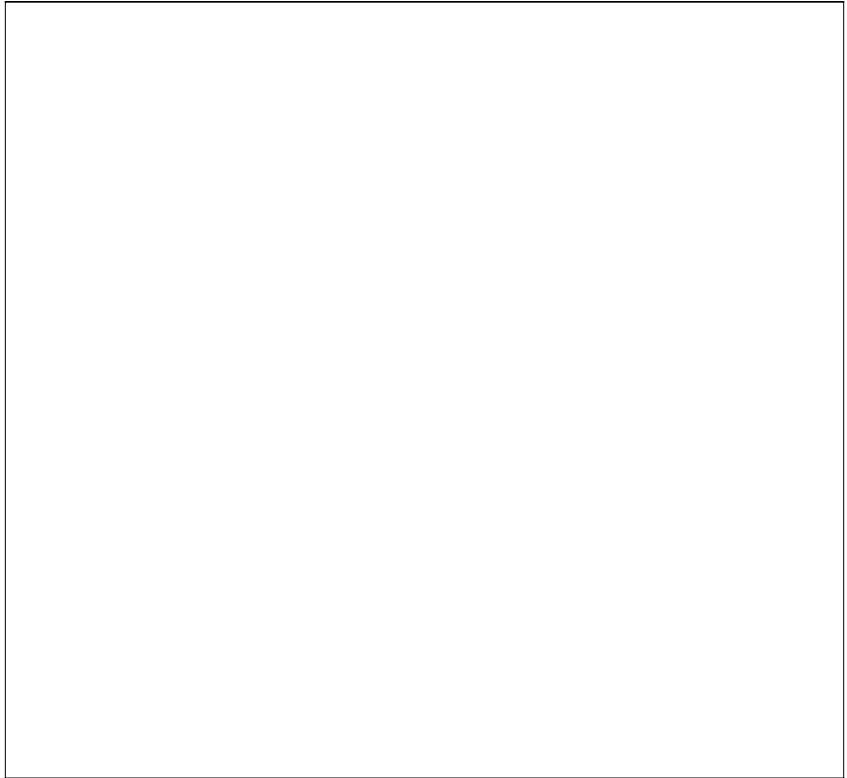
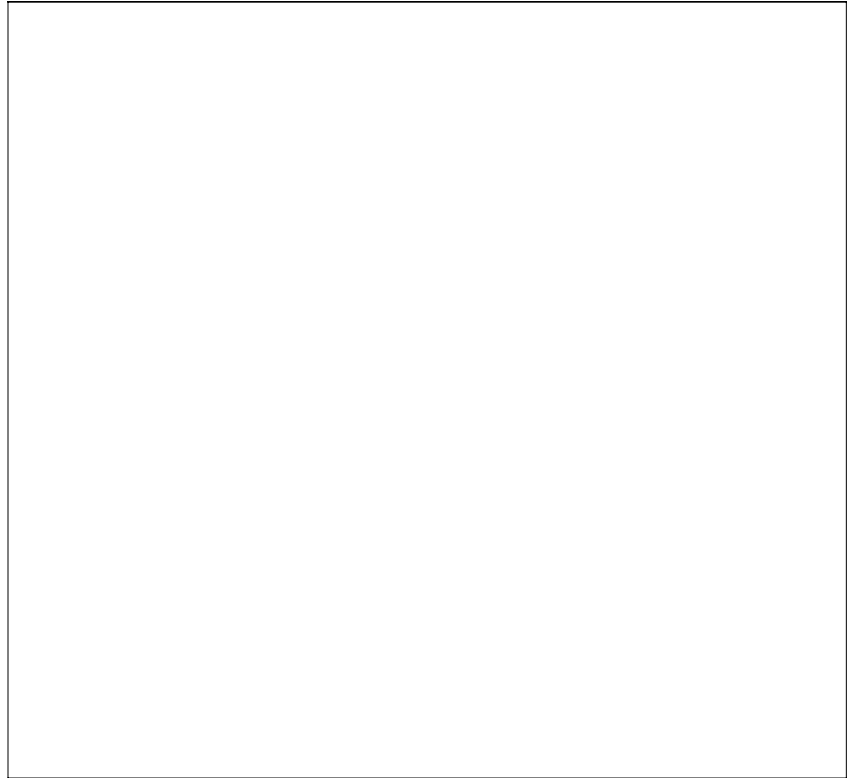
Scene	Duration	Panel	Duration
154	04:04	7 / 10	00:08



Scene	Duration	Panel	Duration
154	04:04	8 / 10	00:08



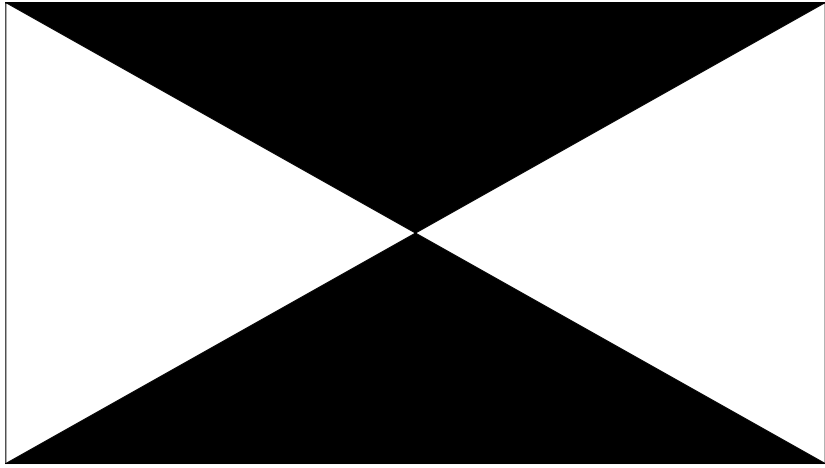
Scene	Duration	Panel	Duration
154	04:04	9 / 10	00:08



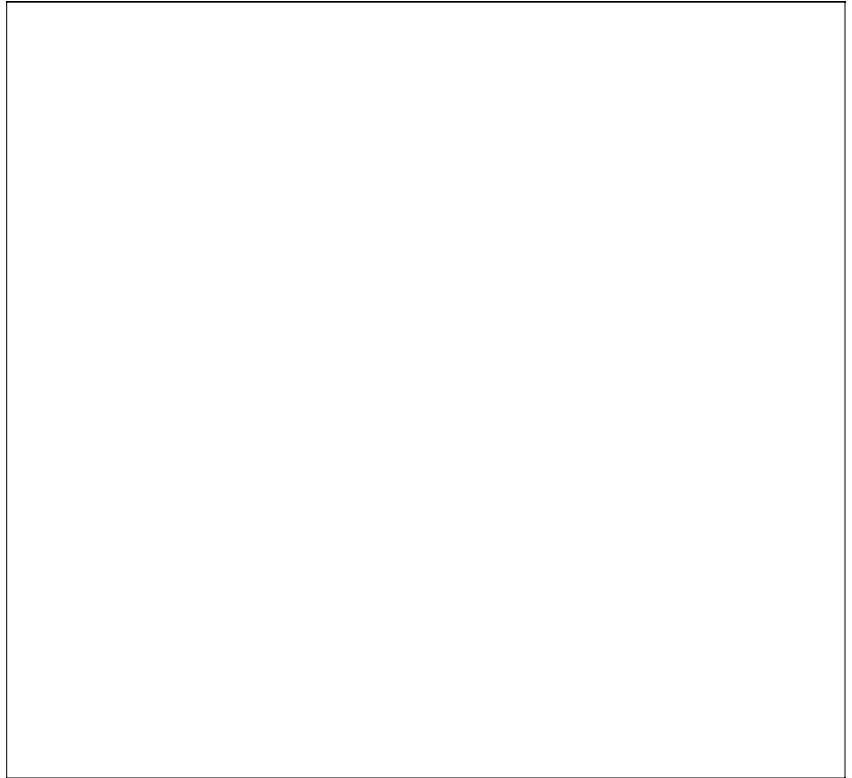
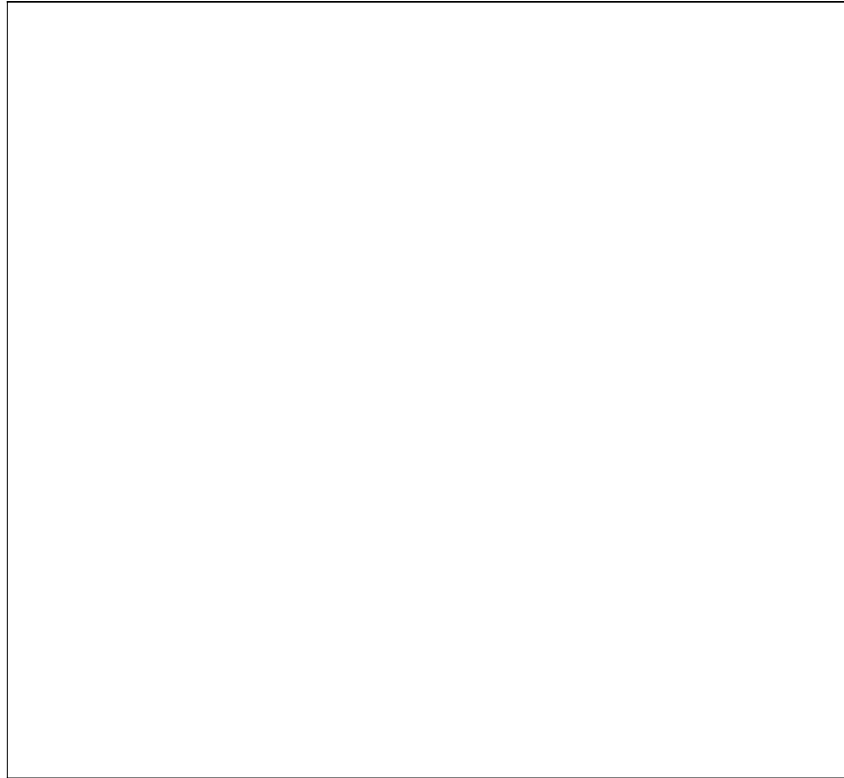
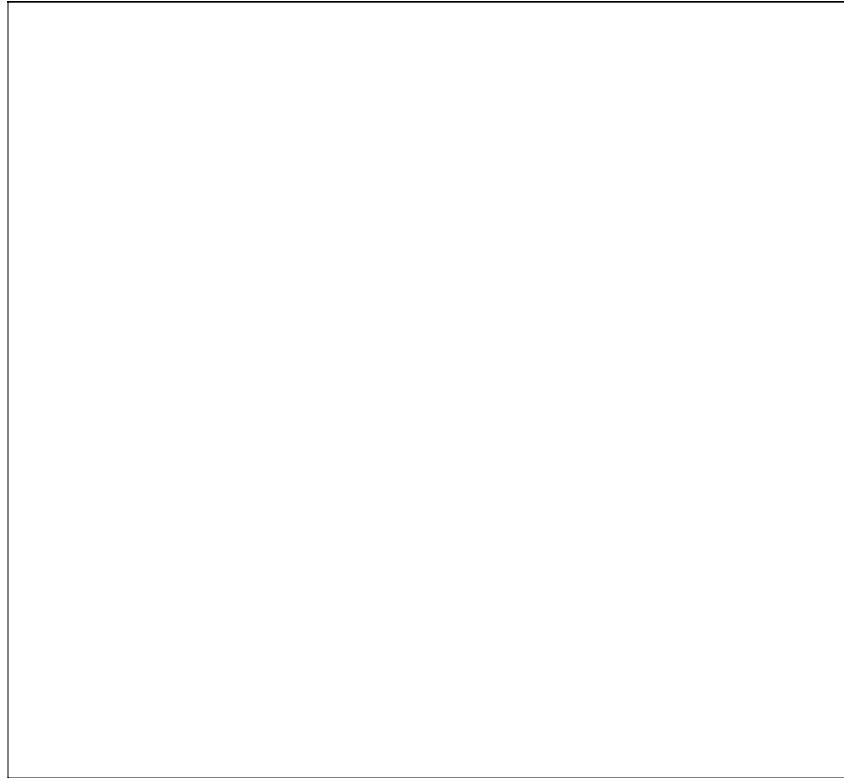
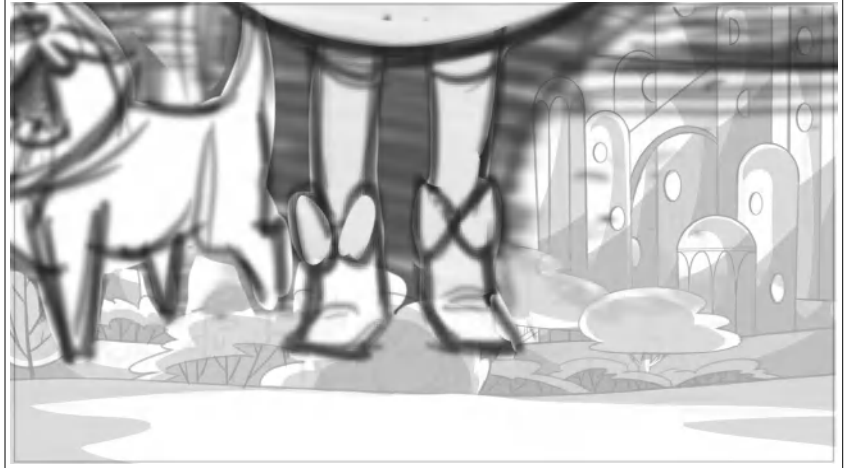
Scene	Duration	Panel	Duration
154	04:04	10 / 10	00:08



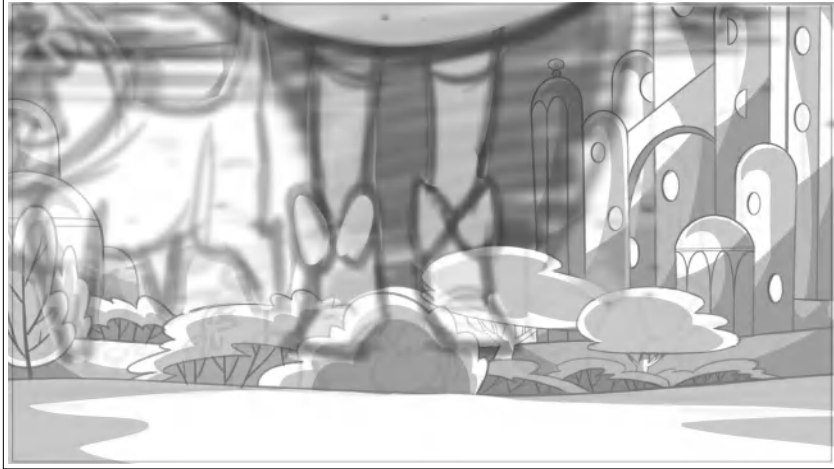
Dissolve	Duration
	00:07



Scene	Duration	Panel	Duration
155	02:16	1 / 9	00:10



Scene	Duration	Panel	Duration
155	02:16	2 / 9	00:04



Scene	Duration	Panel	Duration
155	02:16	3 / 9	00:04



Scene	Duration	Panel	Duration
155	02:16	4 / 9	00:08



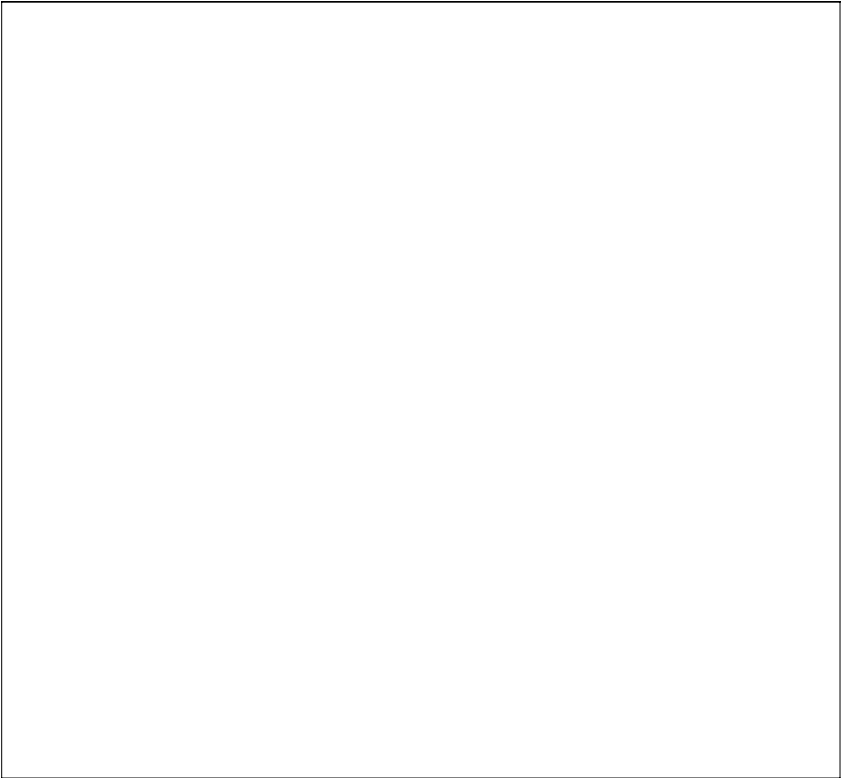
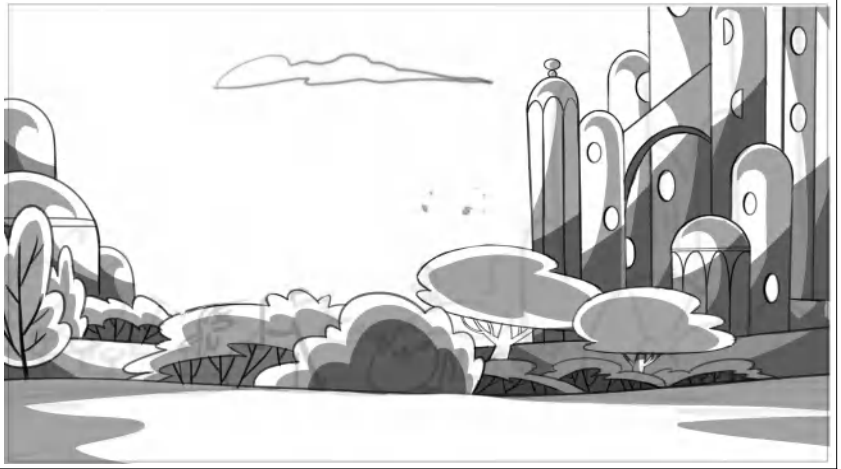
Scene	Duration	Panel	Duration
155	02:16	5 / 9	00:08



Scene	Duration	Panel	Duration
155	02:16	6 / 9	00:08



Scene	Duration	Panel	Duration
155	02:16	7 / 9	00:08





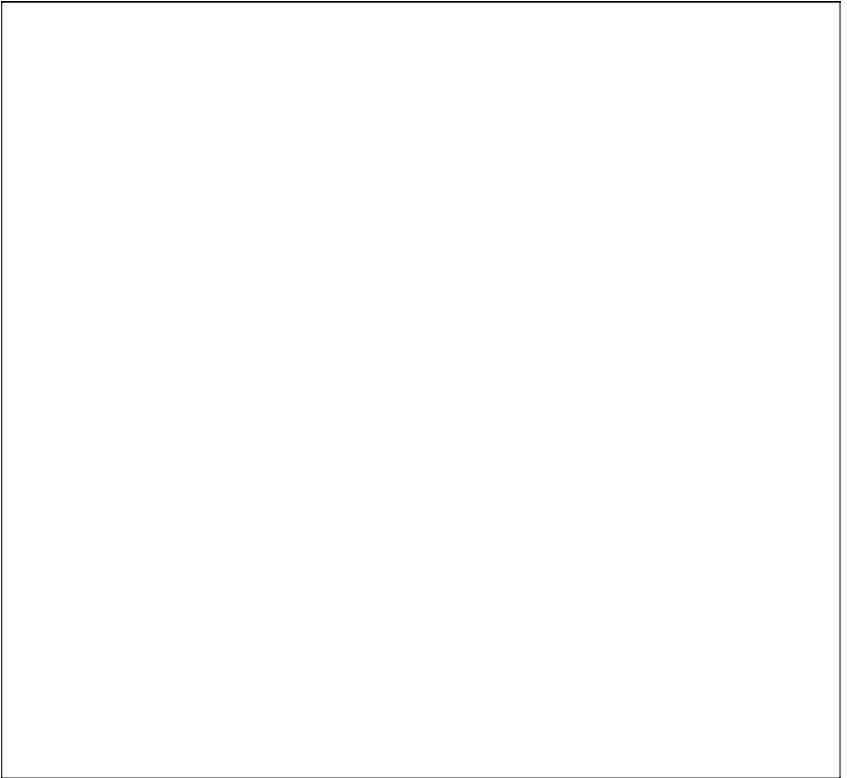
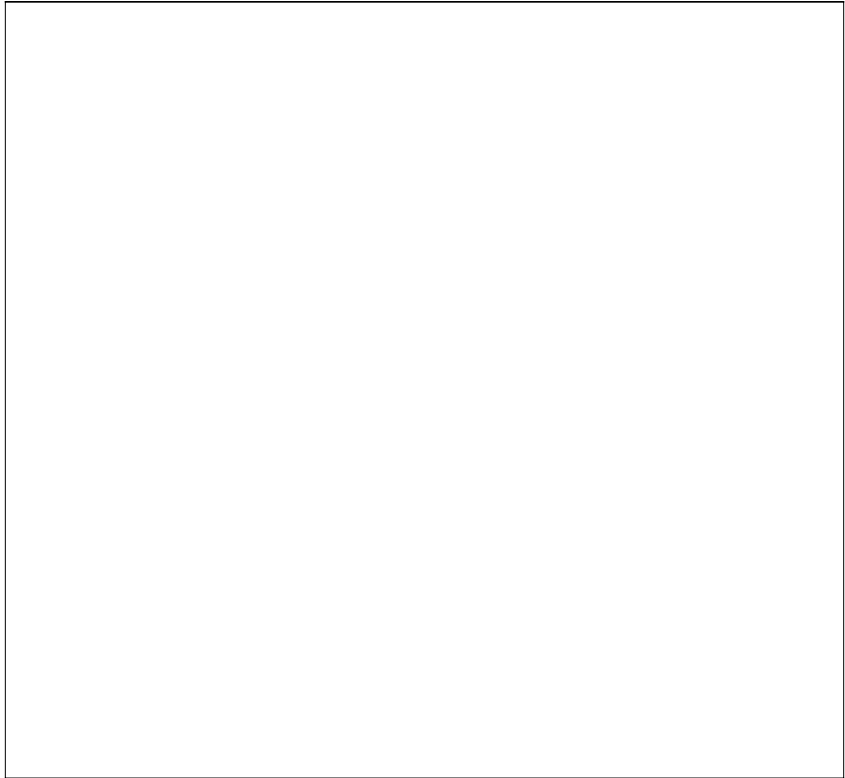
Scene	Duration	Panel	Duration
155	02:16	8 / 9	00:05



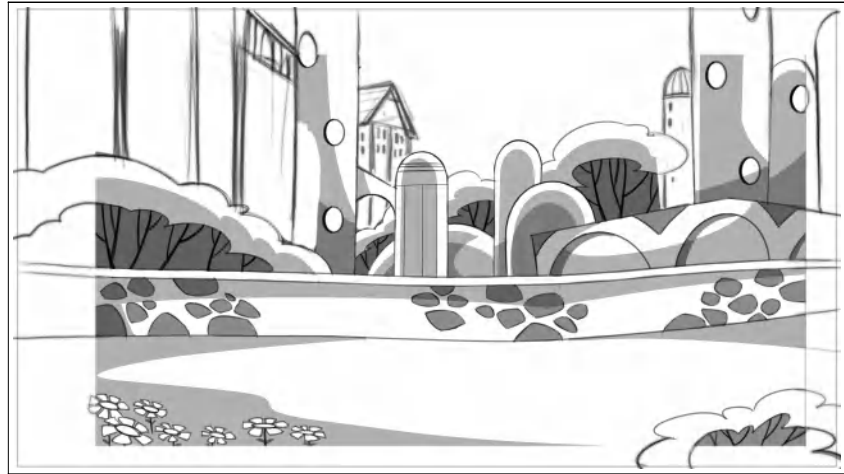
Scene	Duration	Panel	Duration
155	02:16	9 / 9	00:09



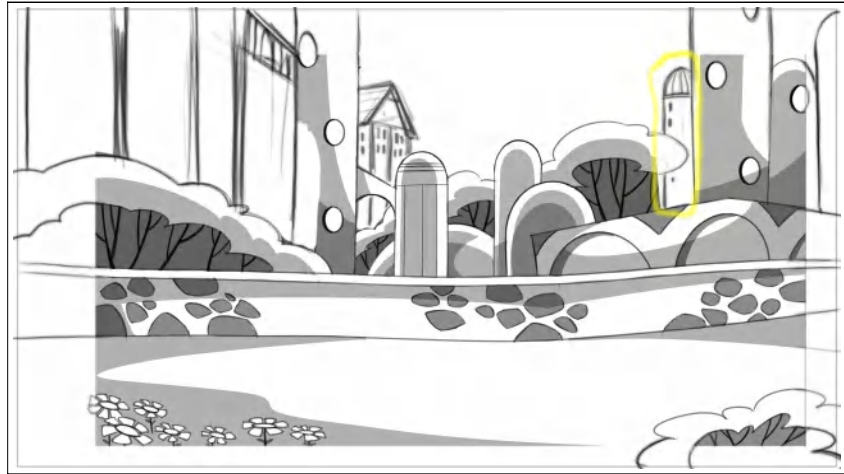
Dissolve	Duration
	00:02



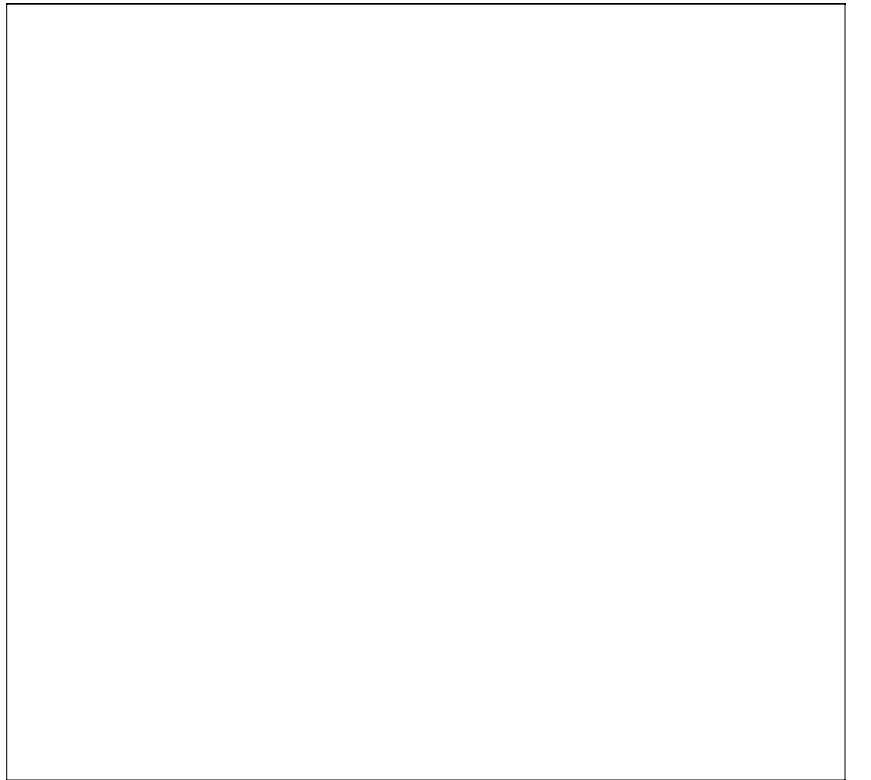
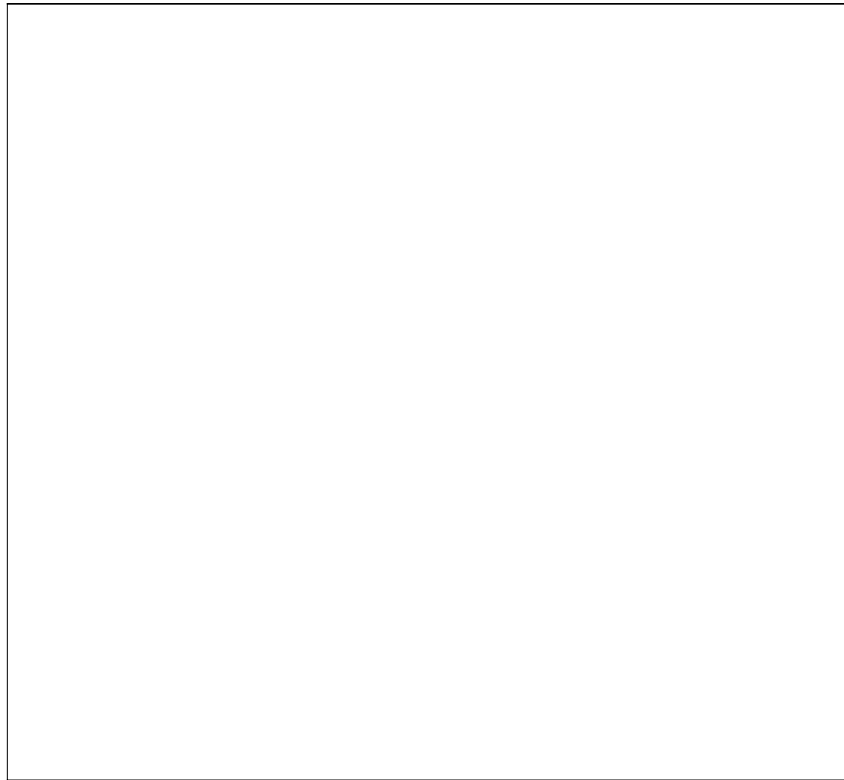
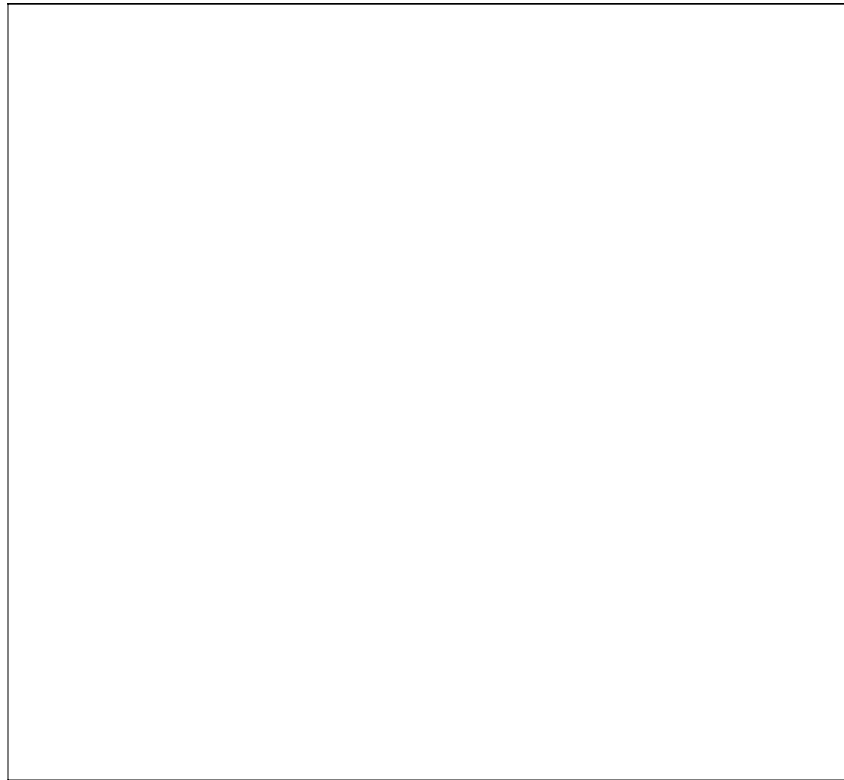
Scene	Duration	Panel	Duration
156	03:00	1 / 8	00:12



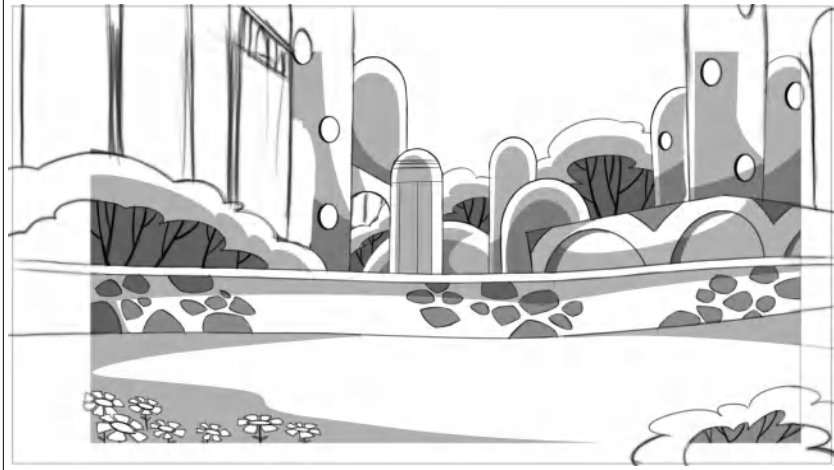
Scene	Duration	Panel	Duration
156	03:00	2 / 8	00:08



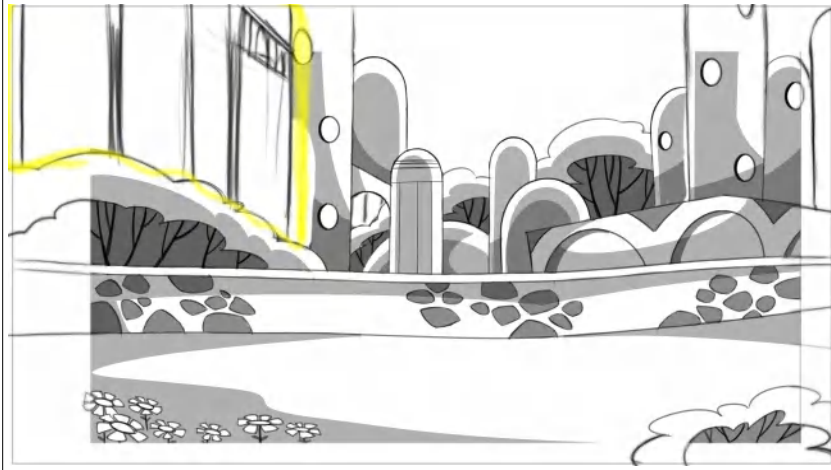
Scene	Duration	Panel	Duration
156	03:00	3 / 8	00:08



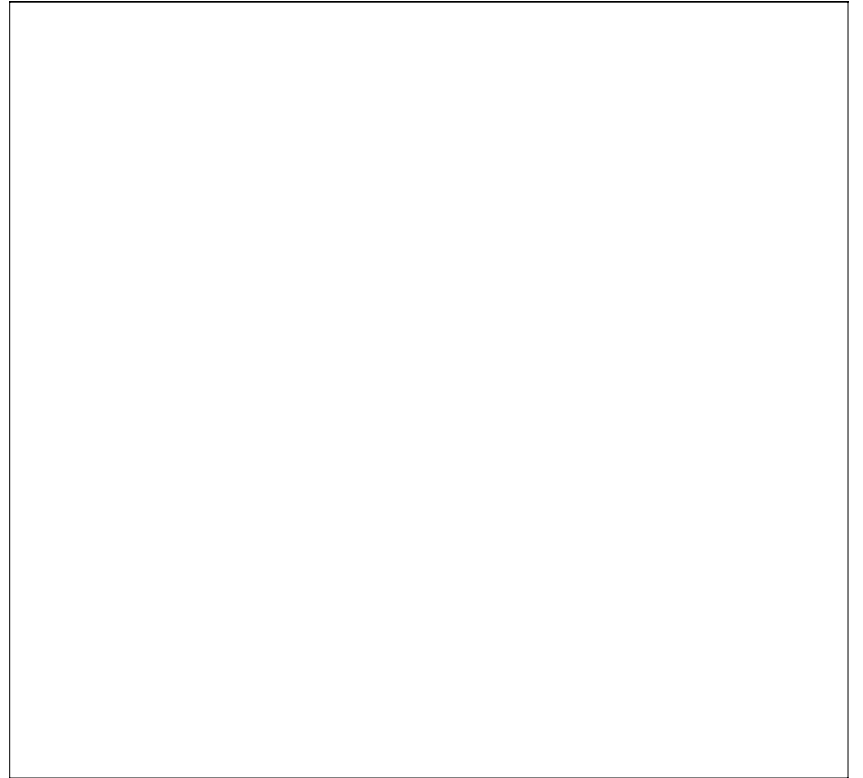
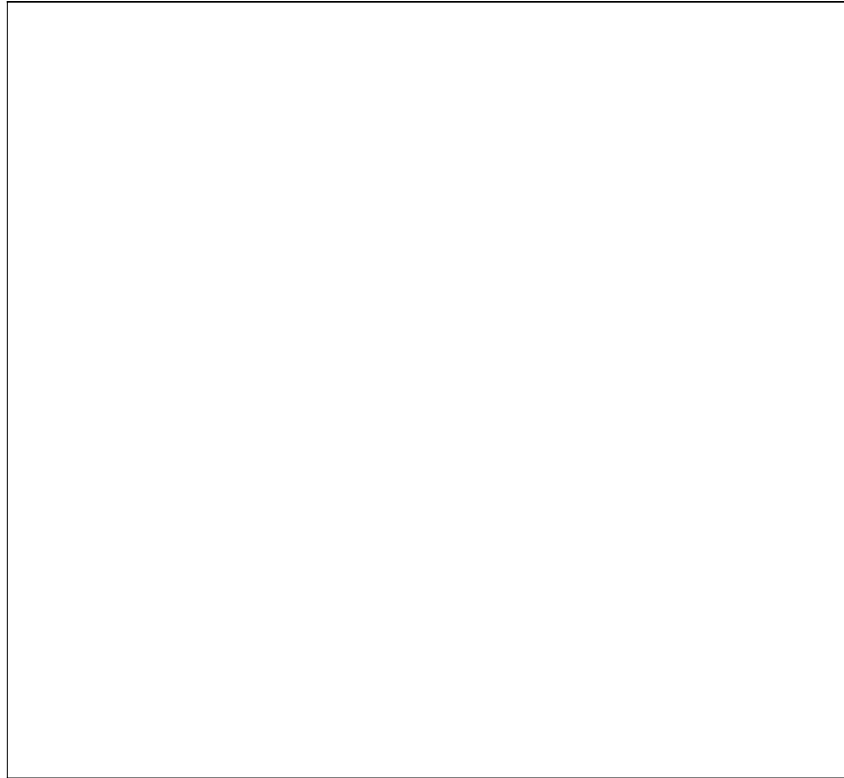
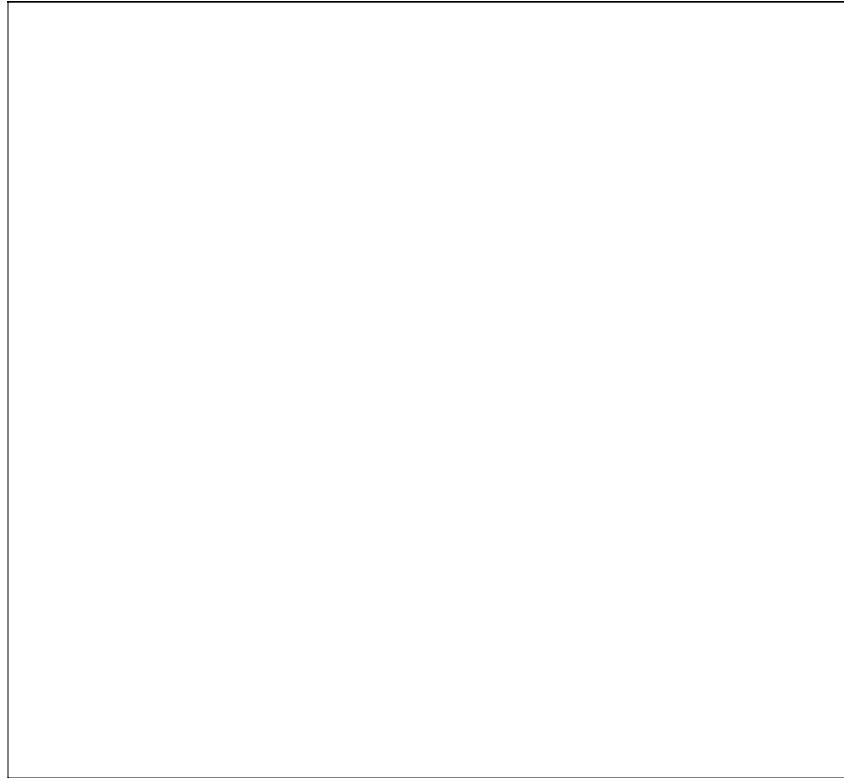
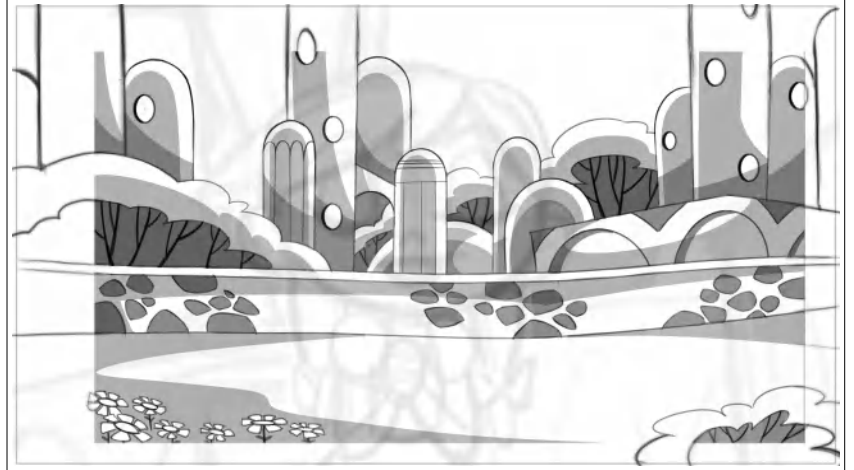
Scene	Duration	Panel	Duration
156	03:00	4 / 8	00:08



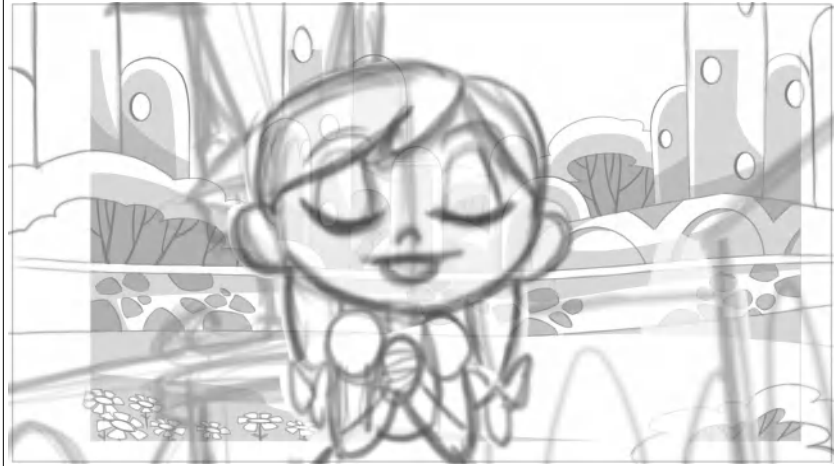
Scene	Duration	Panel	Duration
156	03:00	5 / 8	00:08



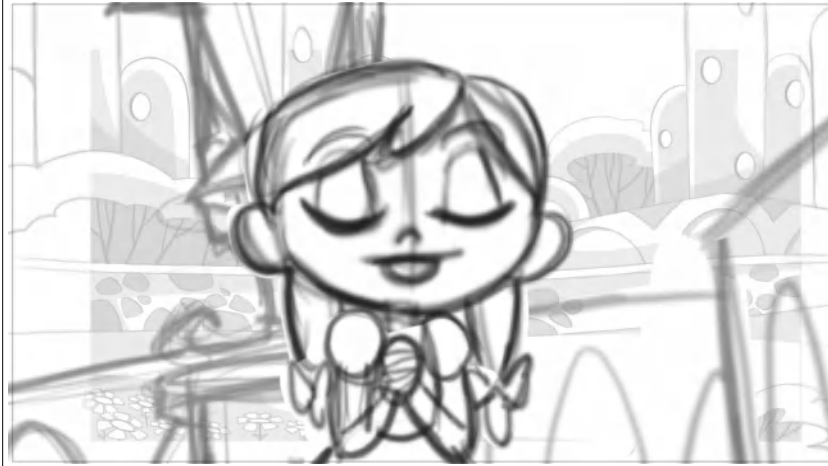
Scene	Duration	Panel	Duration
156	03:00	6 / 8	00:08



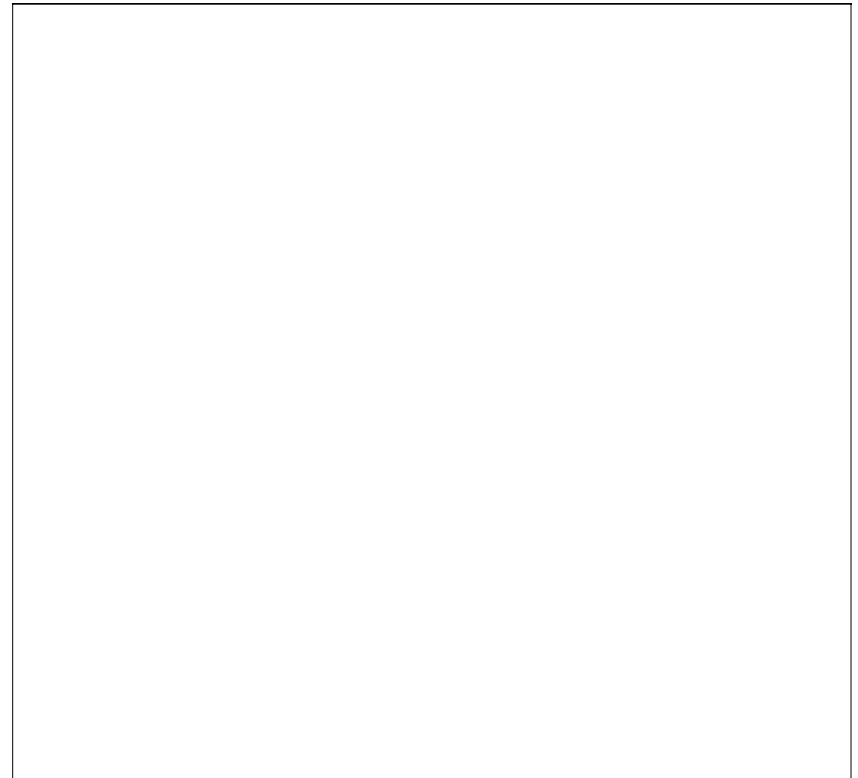
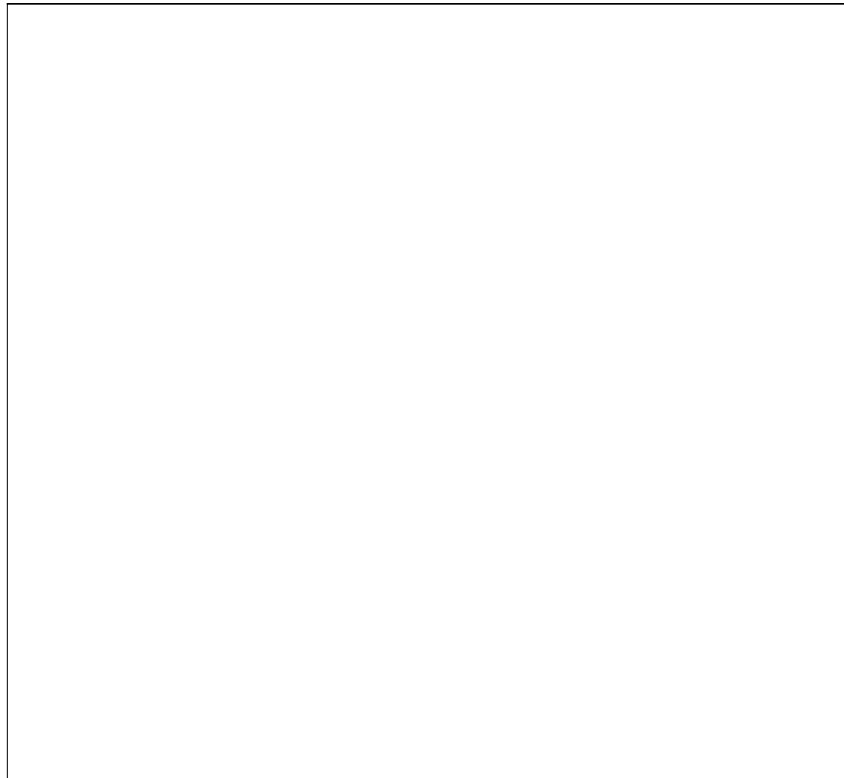
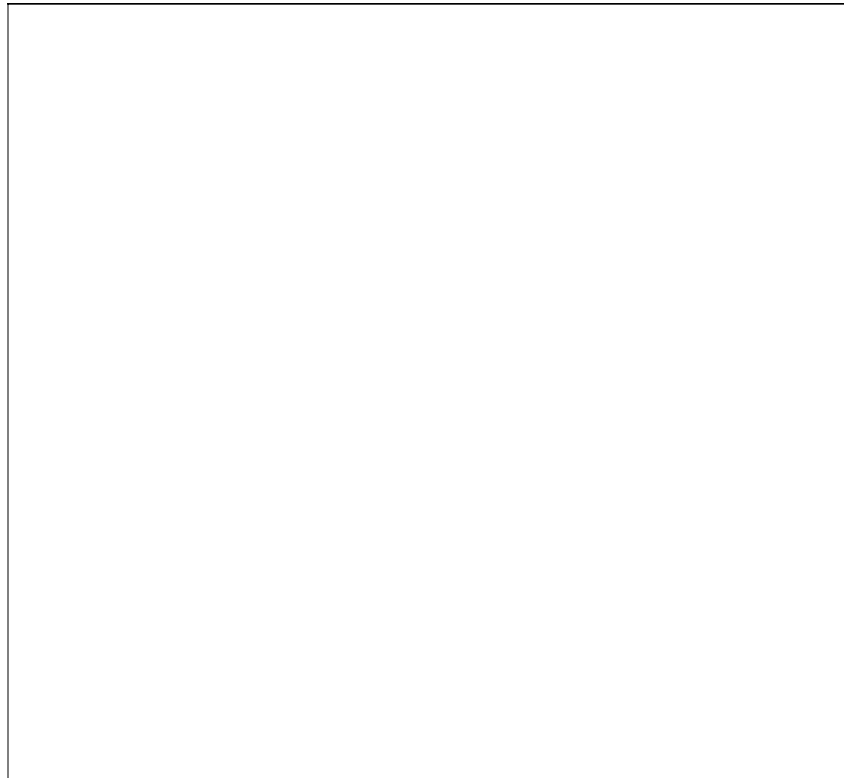
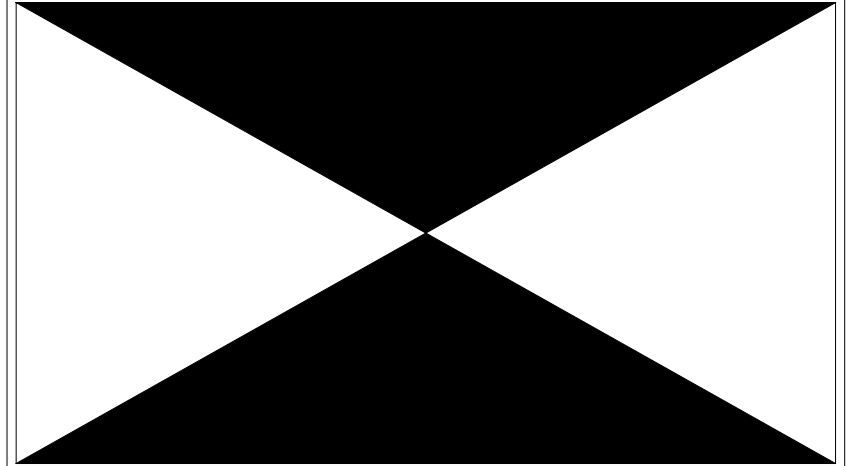
Scene	Duration	Panel	Duration
156	03:00	7 / 8	00:08



Scene	Duration	Panel	Duration
156	03:00	8 / 8	00:12



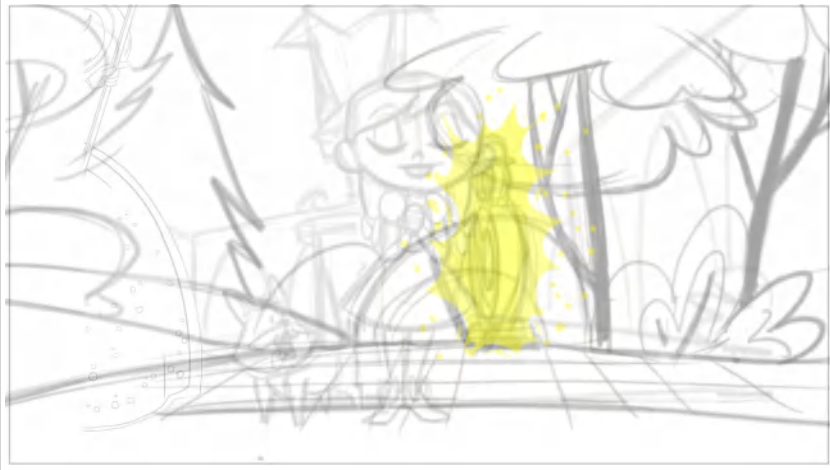
Dissolve	Duration
	00:07



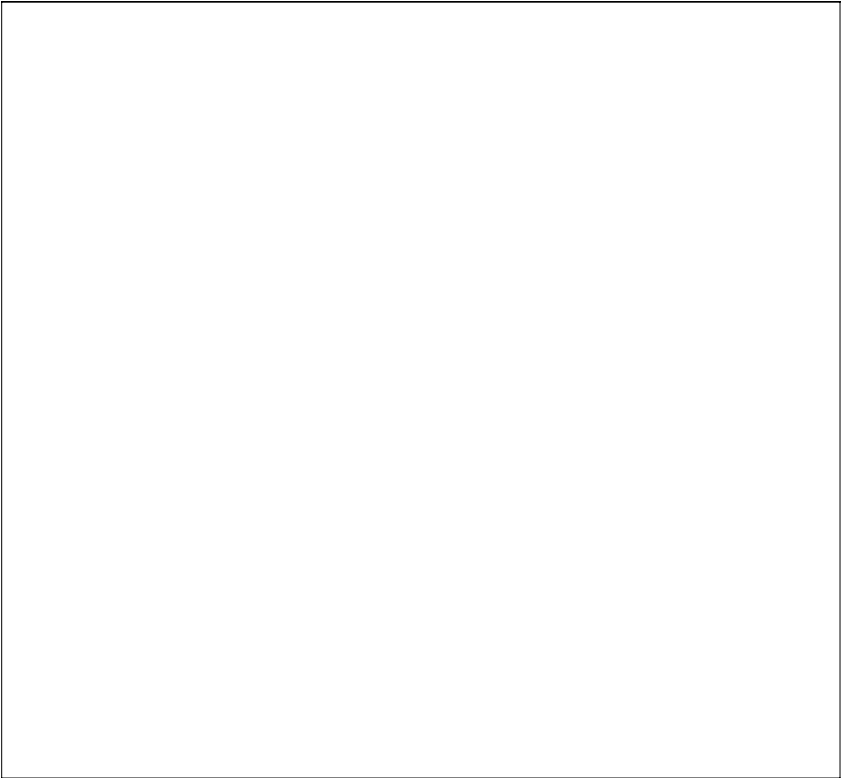
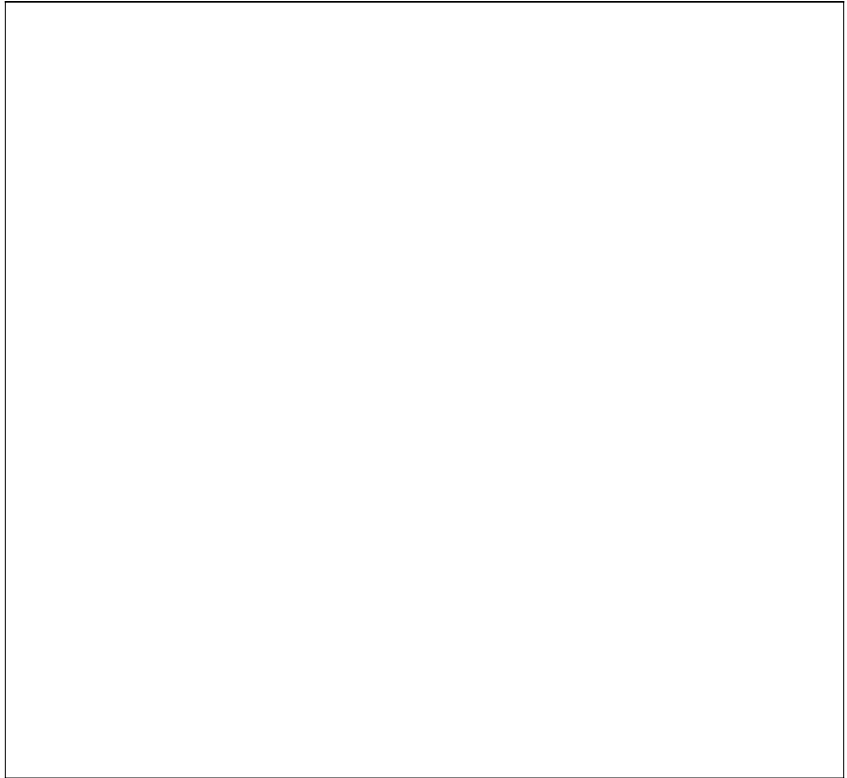
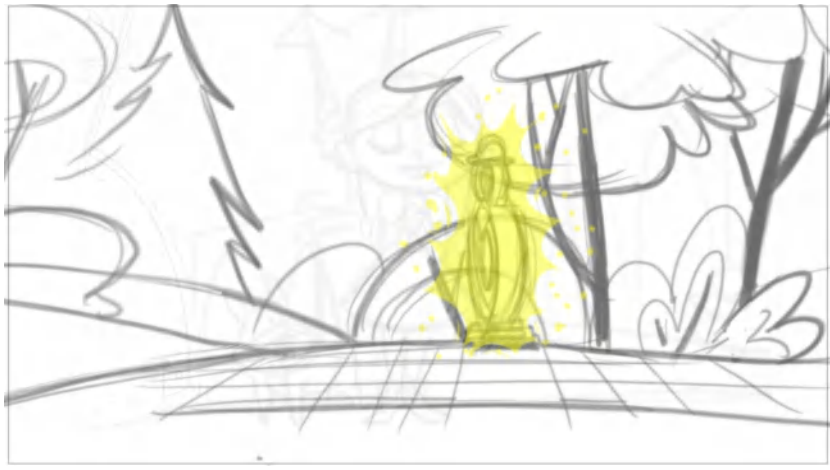
Scene	Duration	Panel	Duration
157	02:08	1 / 6	00:16



Scene	Duration	Panel	Duration
157	02:08	2 / 6	00:08

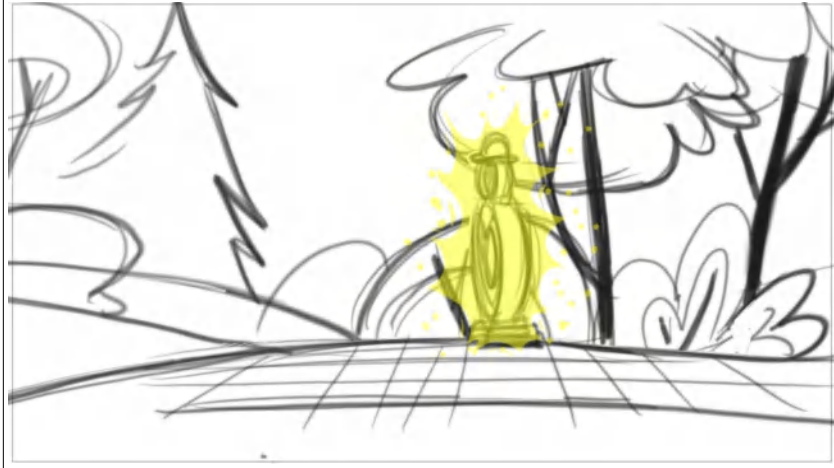


Scene	Duration	Panel	Duration
157	02:08	3 / 6	00:08

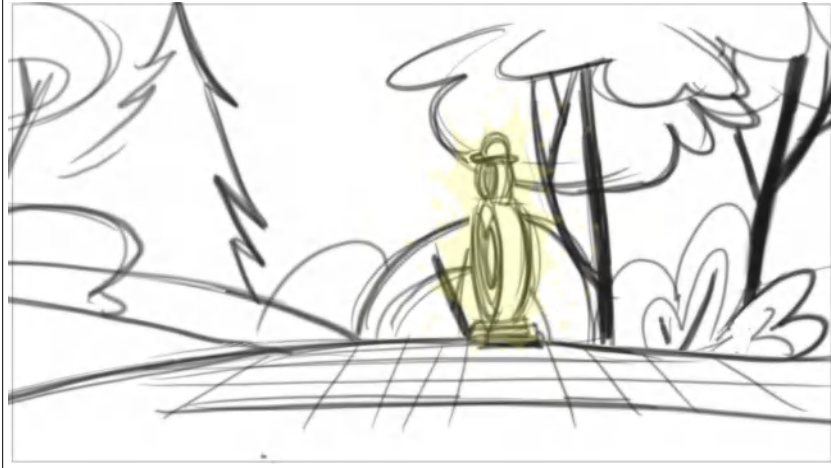




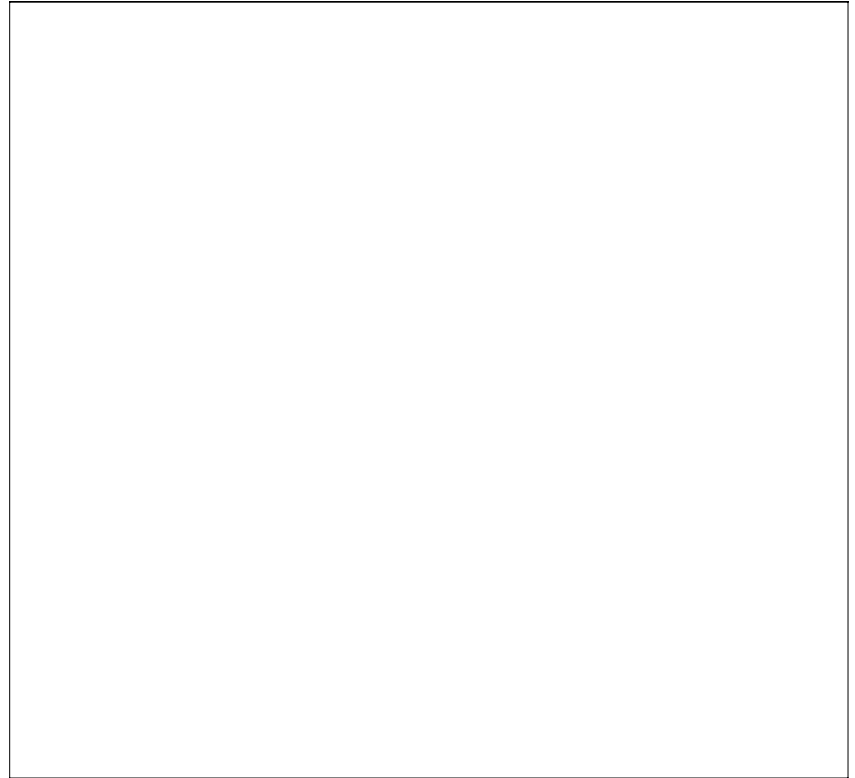
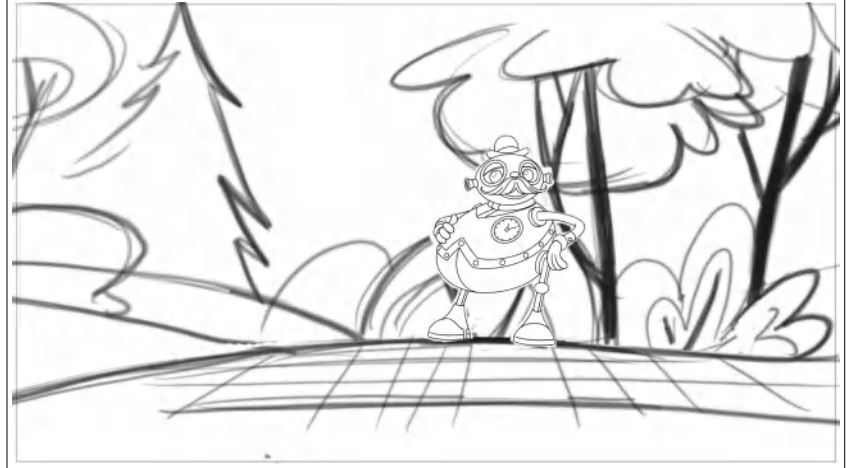
Scene	Duration	Panel	Duration
157	02:08	4 / 6	00:08



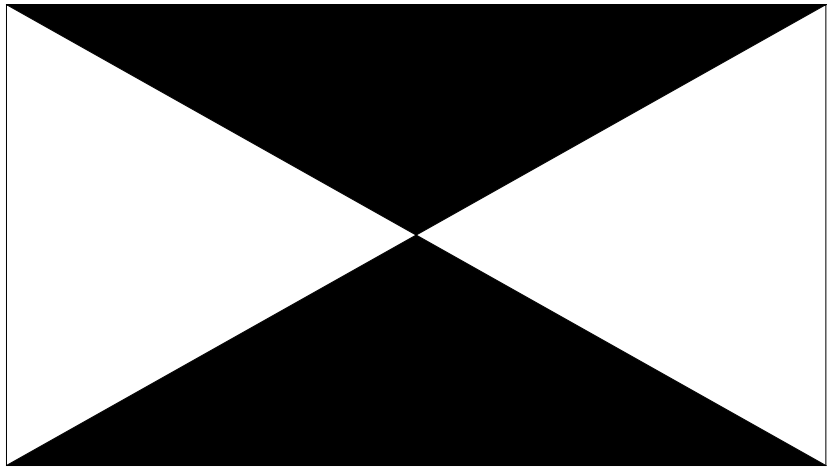
Scene	Duration	Panel	Duration
157	02:08	5 / 6	00:08



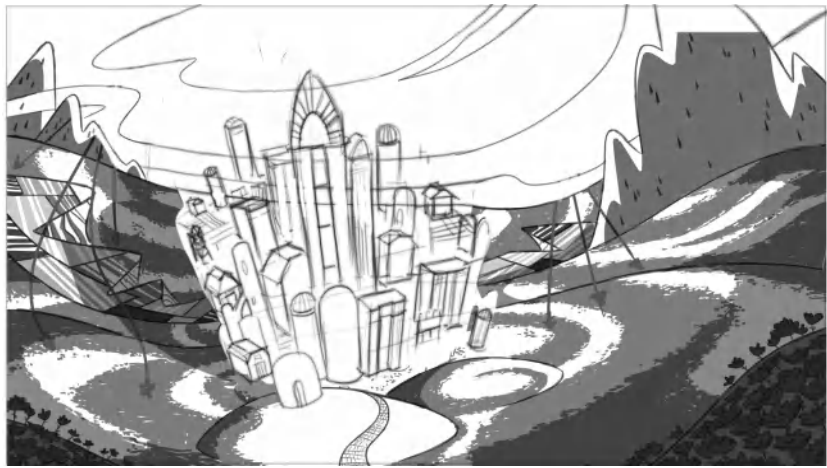
Scene	Duration	Panel	Duration
157	02:08	6 / 6	00:08



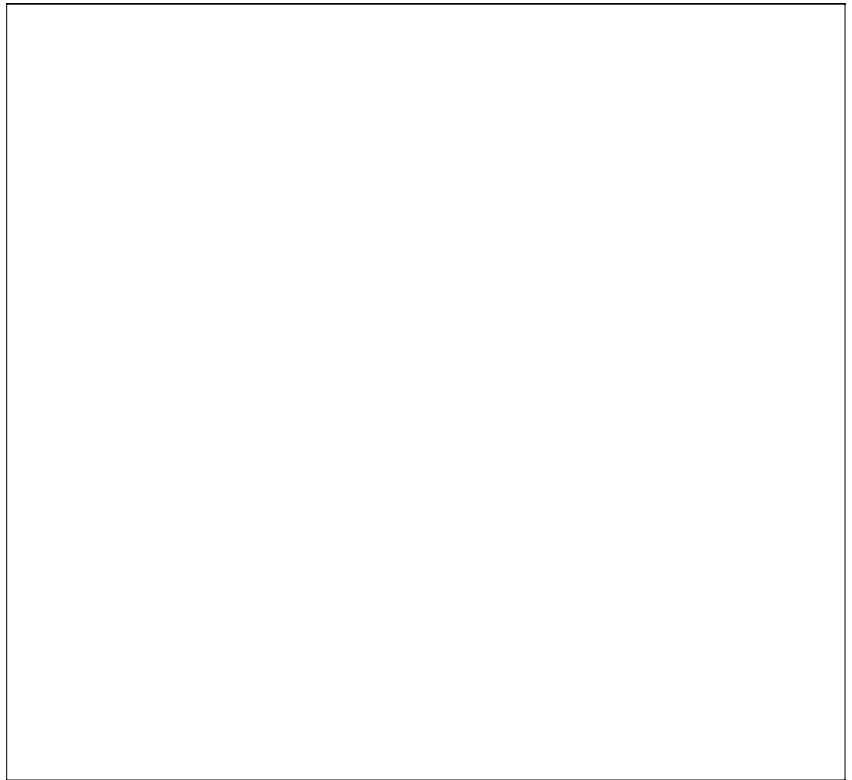
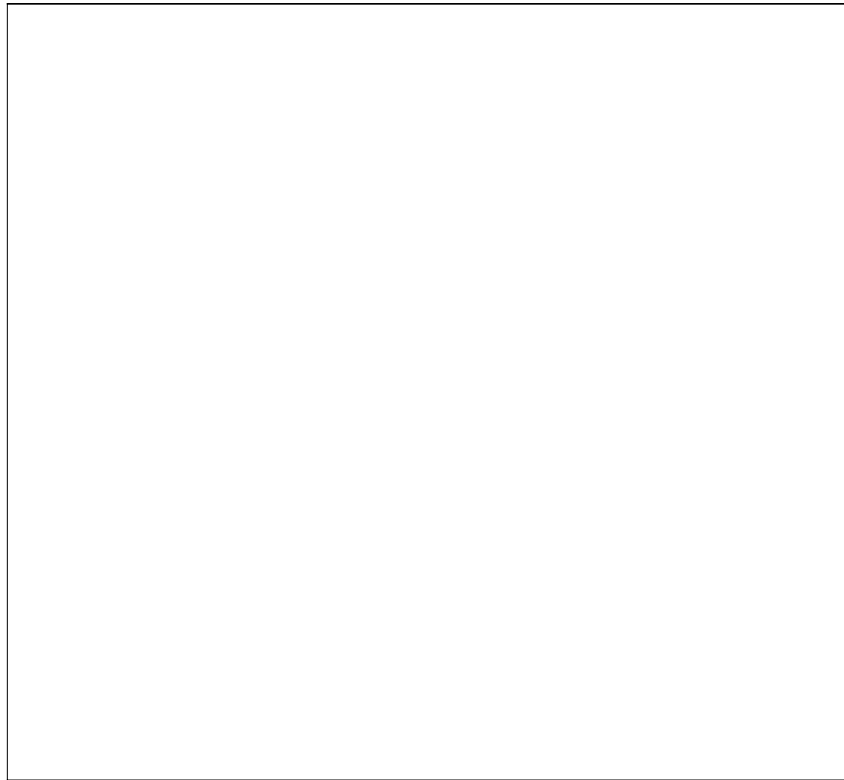
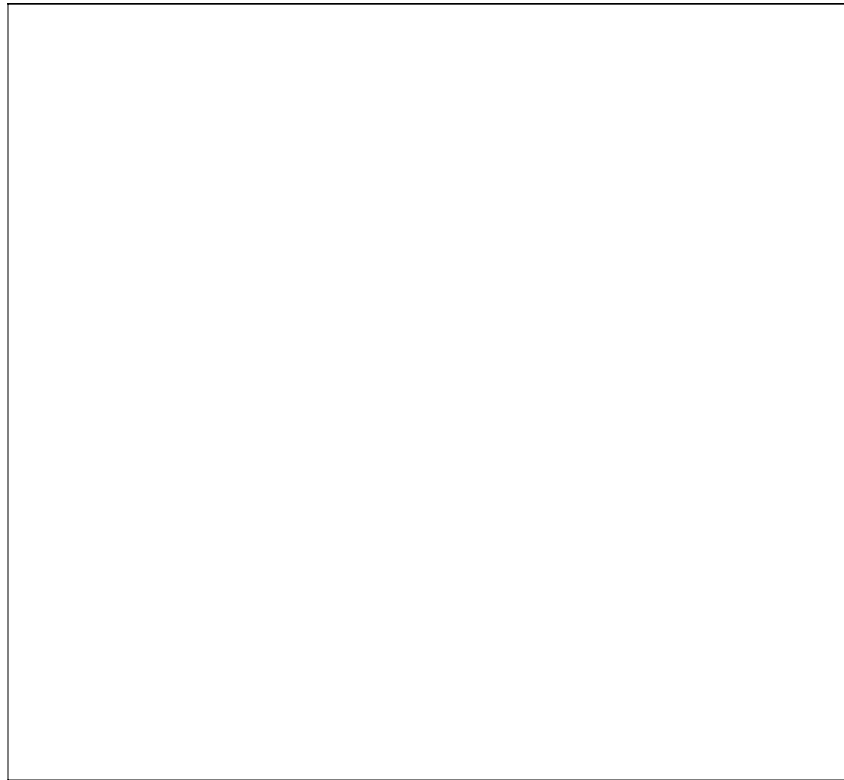
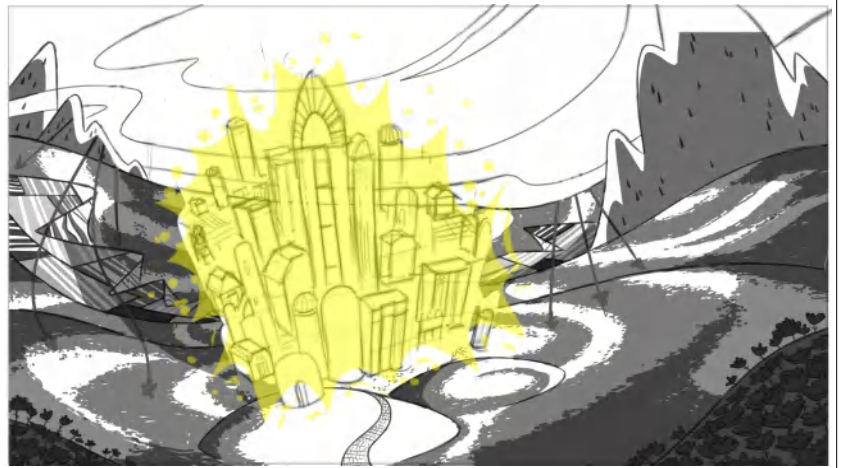
Dissolve	Duration 00:04
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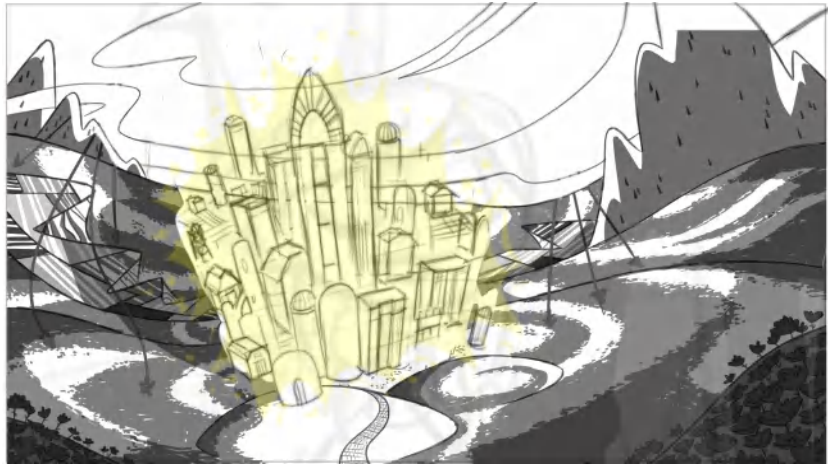
Scene	Duration	Panel	Duration
158	03:14	1 / 7	00:14



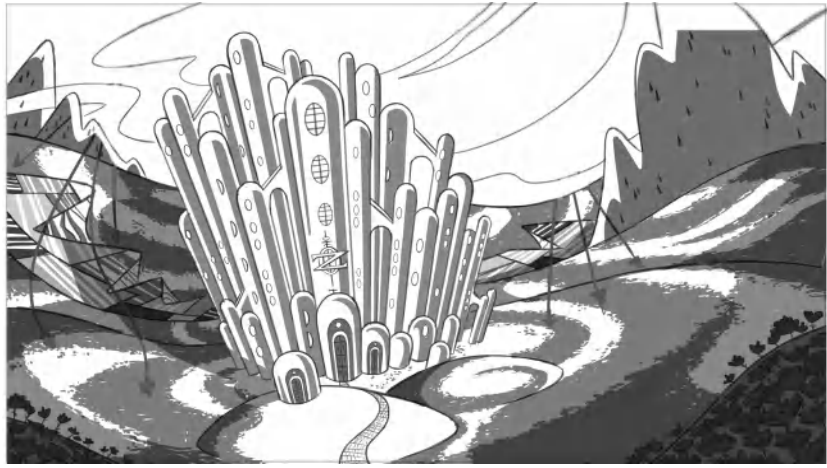
Scene	Duration	Panel	Duration
158	03:14	2 / 7	00:12



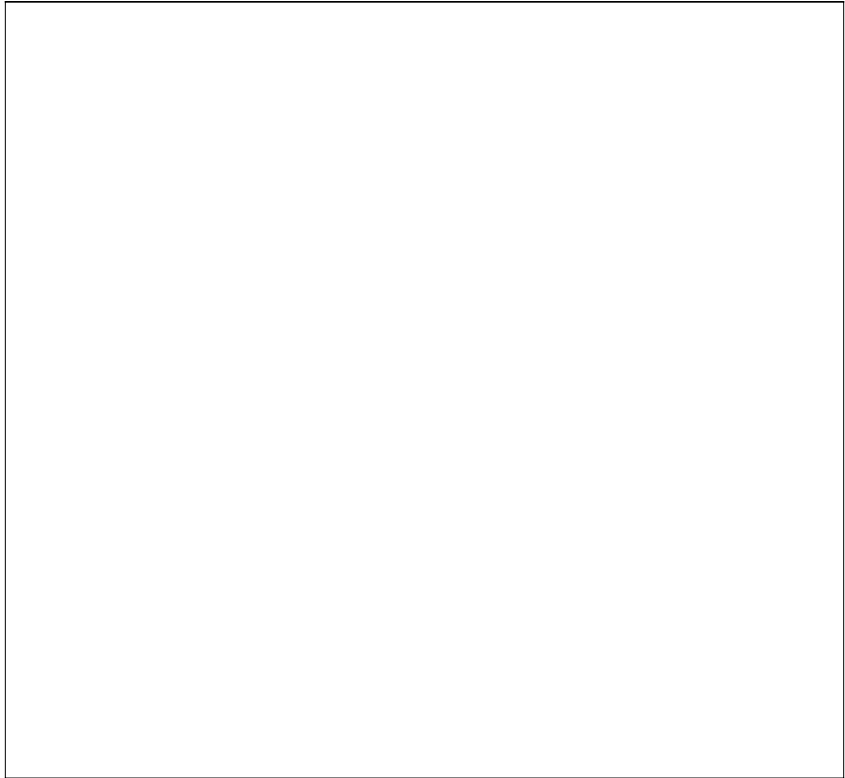
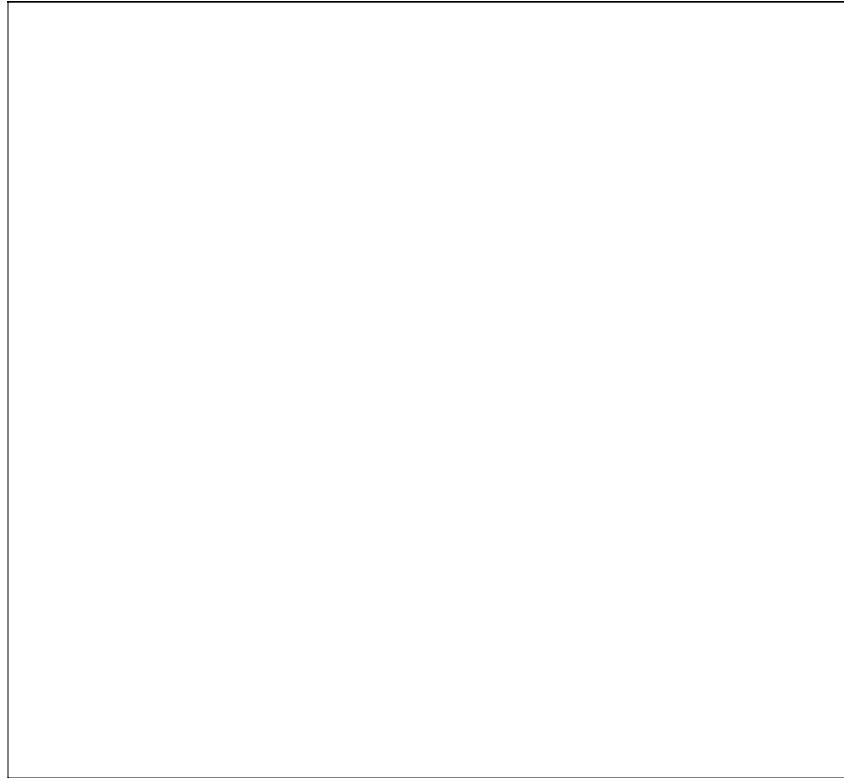
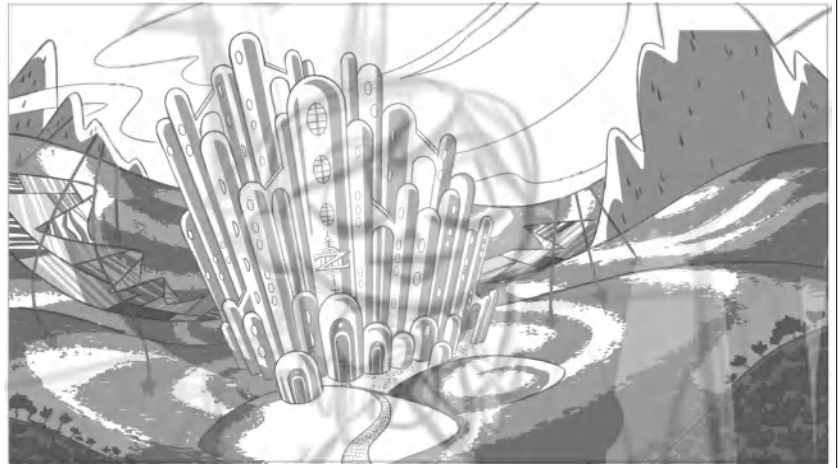
Scene	Duration	Panel	Duration
158	03:14	3 / 7	00:10



Scene	Duration	Panel	Duration
158	03:14	4 / 7	00:12



Scene	Duration	Panel	Duration
158	03:14	5 / 7	00:08



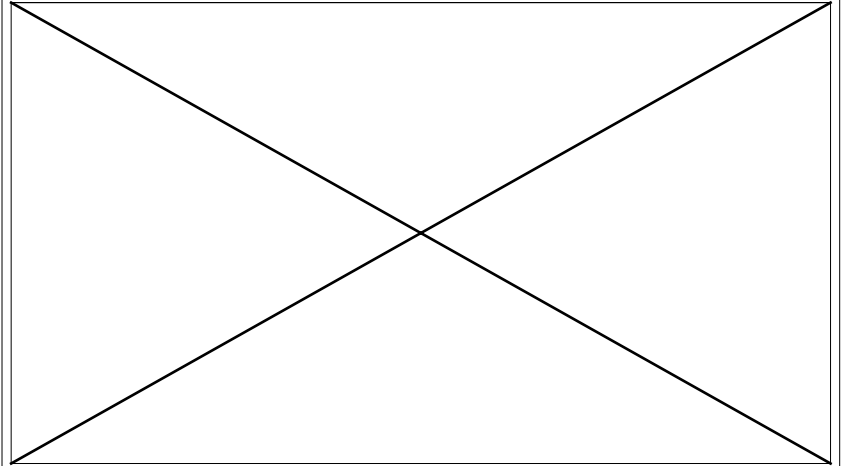
Scene	Duration	Panel	Duration
158	03:14	6 / 7	00:12



Scene	Duration	Panel	Duration
158	03:14	7 / 7	00:18



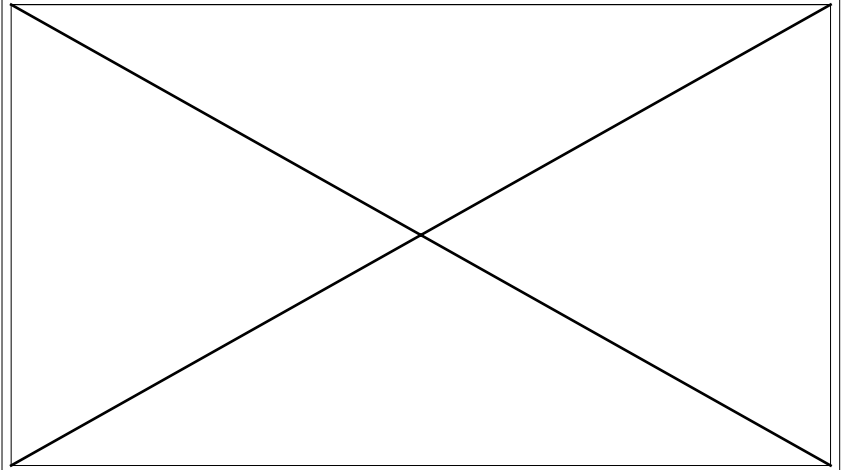
NO PANEL





Scene	Duration	Panel	Duration
159	01:01	1 / 4	00:10

NO PANEL



TRUCK OUT

**Dialog**  
143 DOROTHY  
We did it! Glinda, ...

**Action Notes**  
MATCH CUT TO  
SEQ 20. EXT. EMERALD CASTLE GARDEN - CONTINUOUS



Scene	Duration	Panel	Duration
159	01:01	2 / 4	00:05



**Dialog**

143 DOROTHY (contd)  
 ...I don't know how to thank you.  
 142 TOTO  
 (Barks)

**Action Notes**

Dorothy turns to look but Glinda is gone.

Scene	Duration	Panel	Duration
159	01:01	3 / 4	00:04



**Dialog**

139 SCARECROW  
 This is comfortable.

Scene	Duration	Panel	Duration
159	01:01	4 / 4	00:06



**Dialog**

139 SCARECROW  
 This is comfortable.

Scene	Duration	Panel	Duration
160	02:05	1 / 2	01:02



Scene	Duration	Panel	Duration
160	02:05	2 / 2	01:03



**Dialog**  
 139 SCARECROW  
 This is comfortable.

Scene	Duration	Panel	Duration
161	04:18	1 / 6	00:04



Scene	Duration	Panel	Duration
161	04:18	2 / 6	02:14



**Dialog**

140 LION

You're back!

**Action Notes**

Lion gives Scarecrow a big hug. Scarecrow's head expands with the hug.

Scene	Duration	Panel	Duration
161	04:18	3 / 6	00:09



**Action Notes**

Dorothy and the others joyfully greet his return.

Scene	Duration	Panel	Duration
161	04:18	4 / 6	00:07



**Action Notes**

Dorothy and the others joyfully greet his return.

Scene	Duration	Panel	Duration
161	04:18	5 / 6	00:18



Scene	Duration	Panel	Duration
161	04:18	6 / 6	00:14



Scene	Duration	Panel	Duration
162	02:01	1 / 6	00:03



**Action Notes**

Tin Man reaches into his chest....

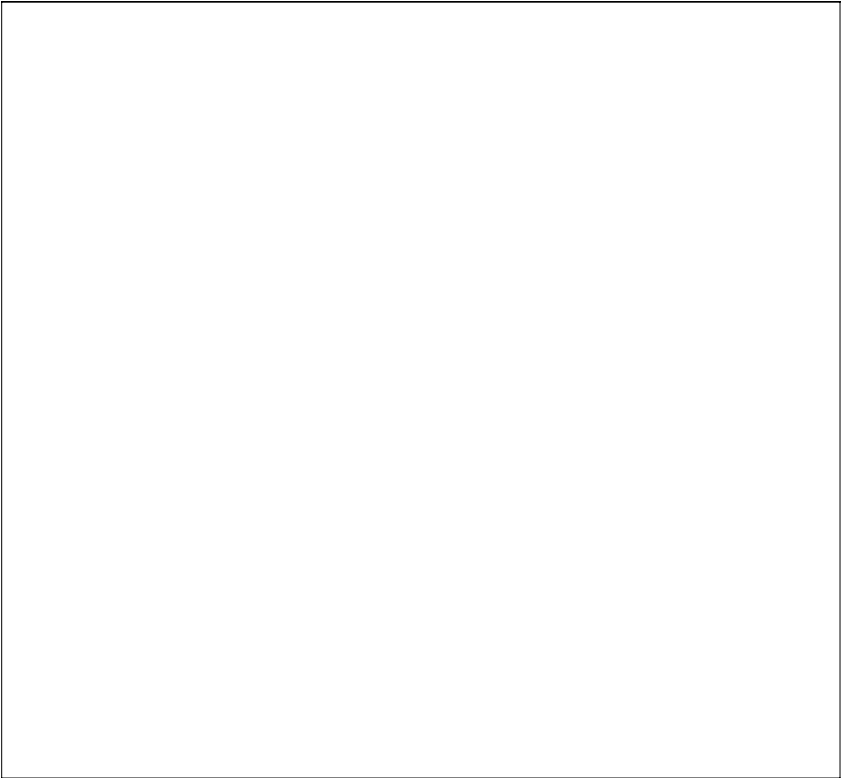
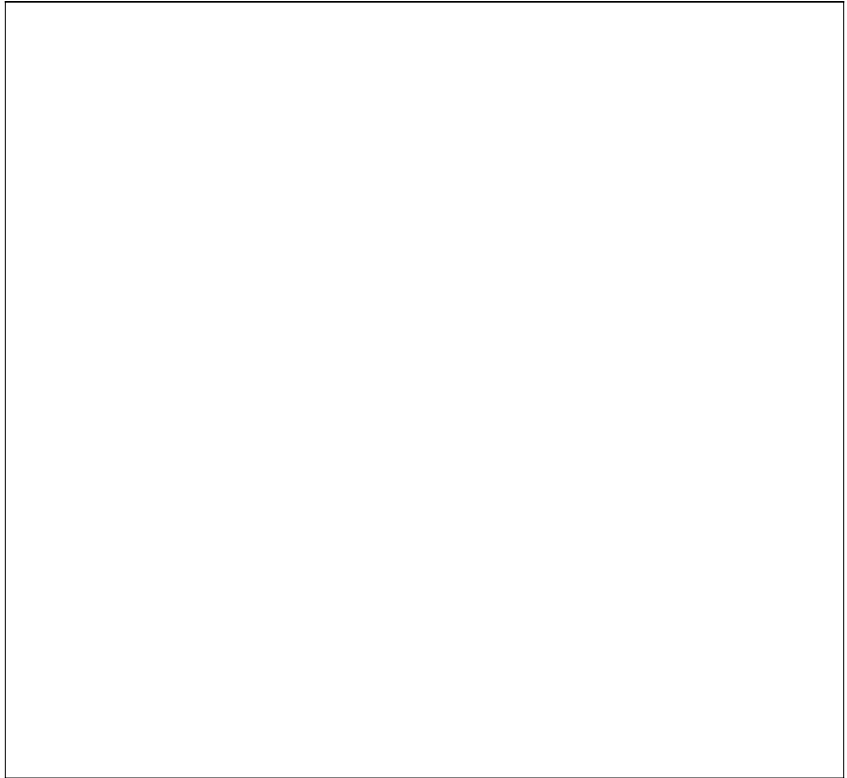
Scene	Duration	Panel	Duration
162	02:01	2 / 6	00:04



Scene	Duration	Panel	Duration
162	02:01	3 / 6	00:04



Scene	Duration	Panel	Duration
162	02:01	4 / 6	00:03





Scene	Duration	Panel	Duration
162	02:01	5 / 6	00:04



**Action Notes**

... and pulls out his list.

Scene	Duration	Panel	Duration
162	02:01	6 / 6	01:07

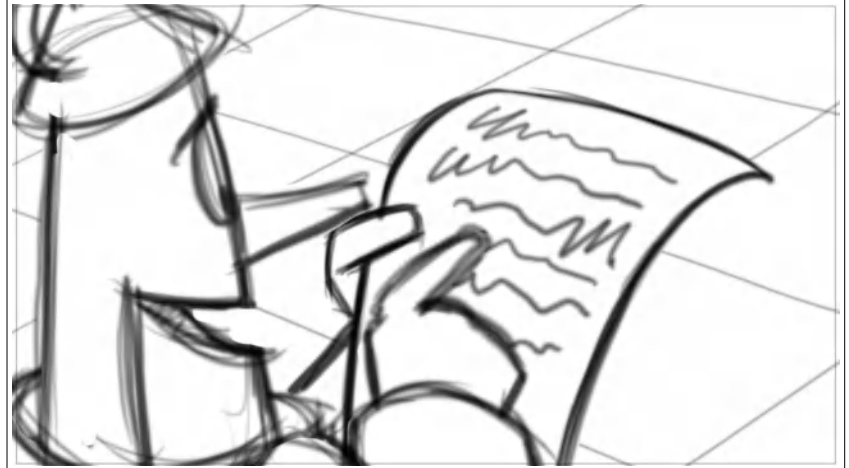


**Dialog**

141 TIN MAN

I'm so happy... (Scans list of emotions) And overjoyed and elated!

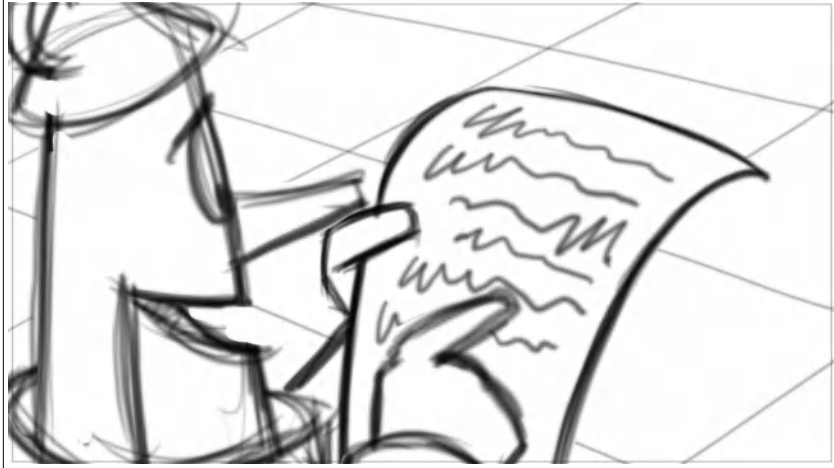
Scene	Duration	Panel	Duration
163	03:10	1 / 3	01:07



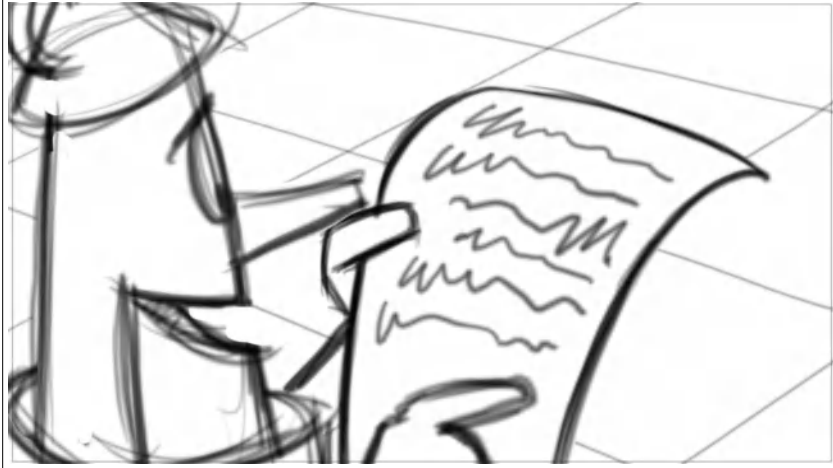
**Action Notes**

OTS Tin man looking over his list.

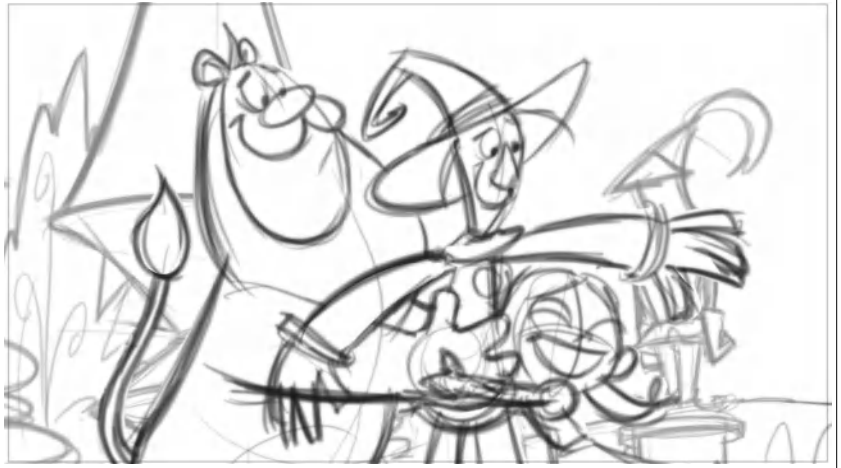
Scene	Duration	Panel	Duration
163	03:10	2 / 3	01:10



Scene	Duration	Panel	Duration
163	03:10	3 / 3	00:17



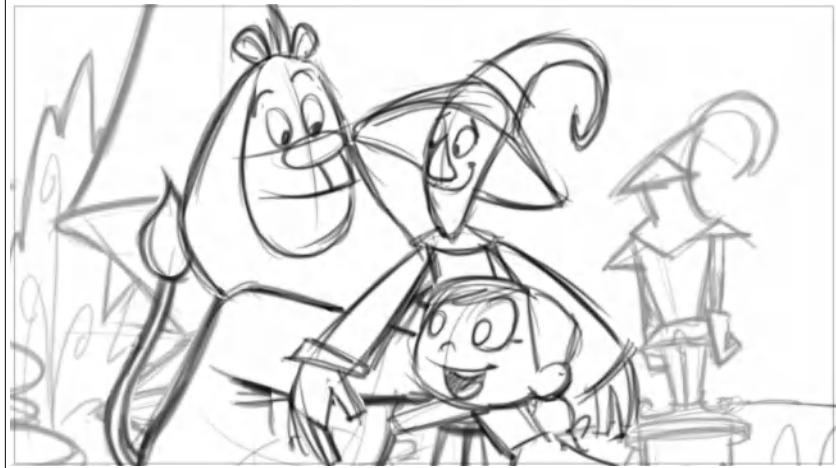
Scene	Duration	Panel	Duration
164	03:15	1 / 3	00:06



**Action Notes**

Dorothy hugs Scarecrow.

Scene	Duration	Panel	Duration
164	03:15	2 / 3	03:03



**Dialog**

143 DOROTHY

We did it! Glinda, I don't know how to thank you.

Scene	Duration	Panel	Duration
164	03:15	3 / 3	00:06

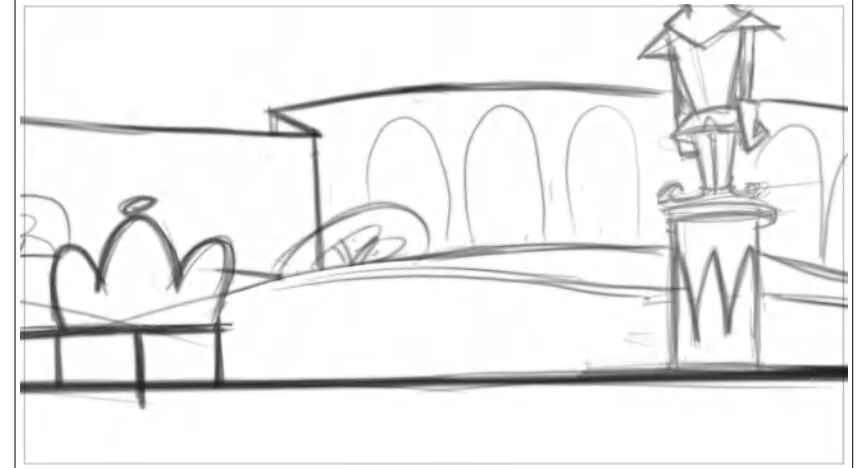


**Dialog**

143 DOROTHY

We did it! Glinda, I don't know how to thank you.

Scene	Duration	Panel	Duration
165	01:23	1 / 1	01:23



**Action Notes**

Glinda is gone...

Scene	Duration	Panel	Duration
166	00:12	1 / 2	00:06



**Action Notes**

Back on the Dorothy and the group. They look confused

Scene	Duration	Panel	Duration
166	00:12	2 / 2	00:06



**Dialog**

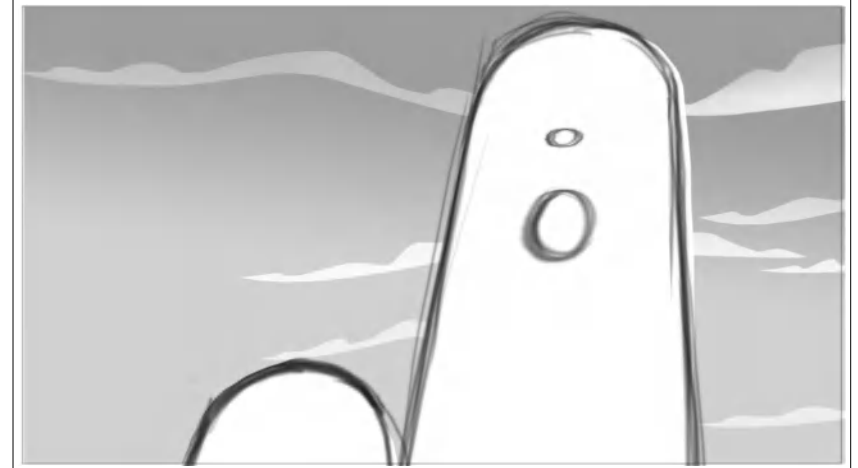
144 WICKED WITCH (O.S.)

AHHHHHH

**Action Notes**

They hear something and turn to look up.

Scene	Duration	Panel	Duration
167	03:20	1 / 9	00:09



**Dialog**

144 WICKED WITCH (O.S.) [Contd]

AHHHHHH

**Action Notes**

Angle on an Emerald City Tower As the Wicked Witch and Wilhemina fly through scene.

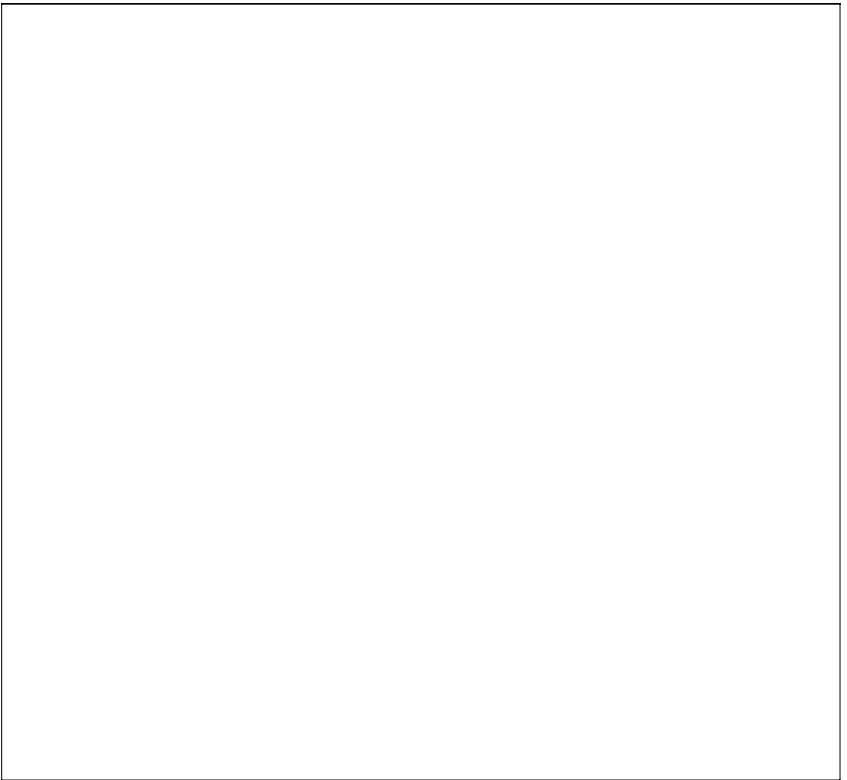
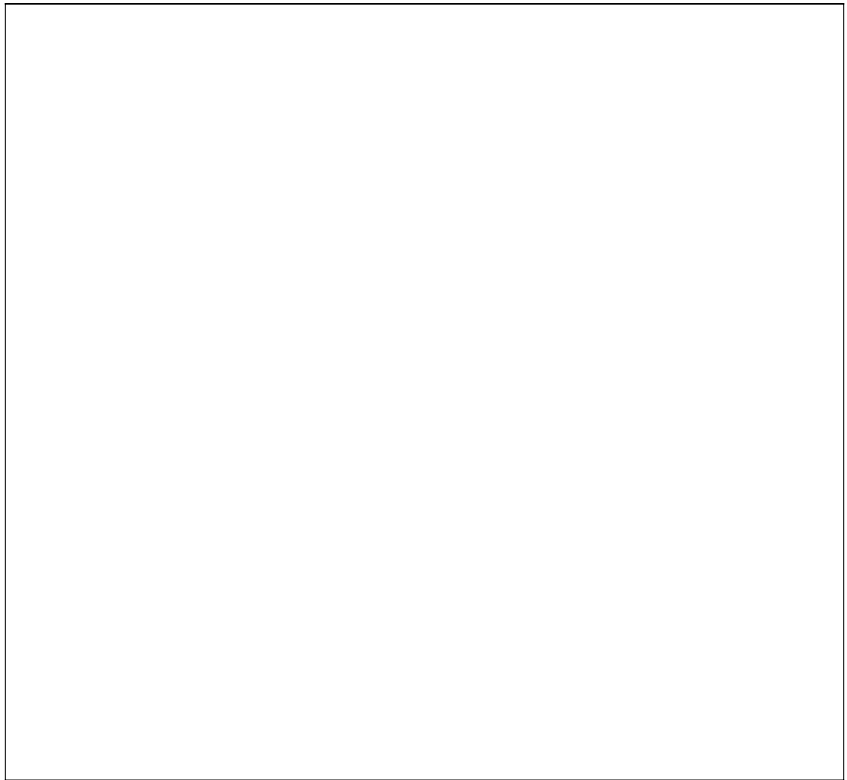
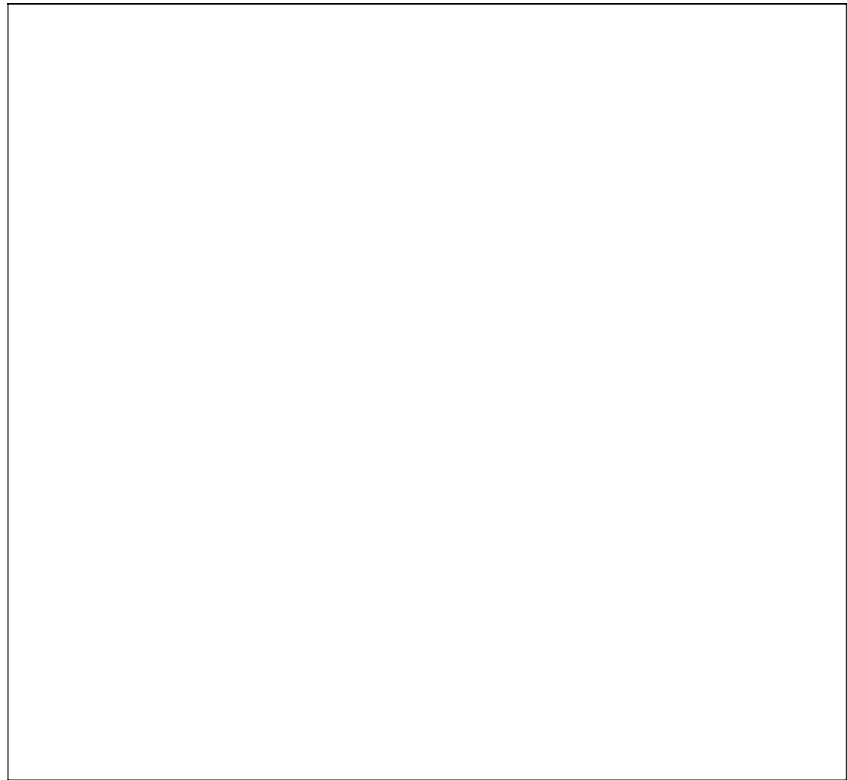
Scene	Duration	Panel	Duration
167	03:20	2 / 9	00:12



Scene	Duration	Panel	Duration
167	03:20	3 / 9	00:11

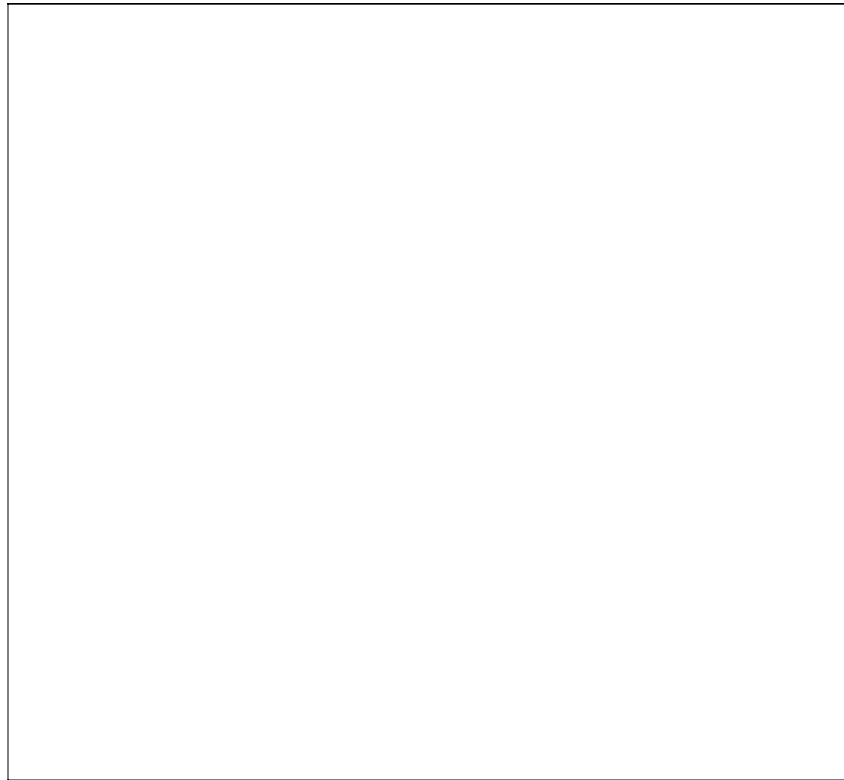


Scene	Duration	Panel	Duration
167	03:20	4 / 9	00:09

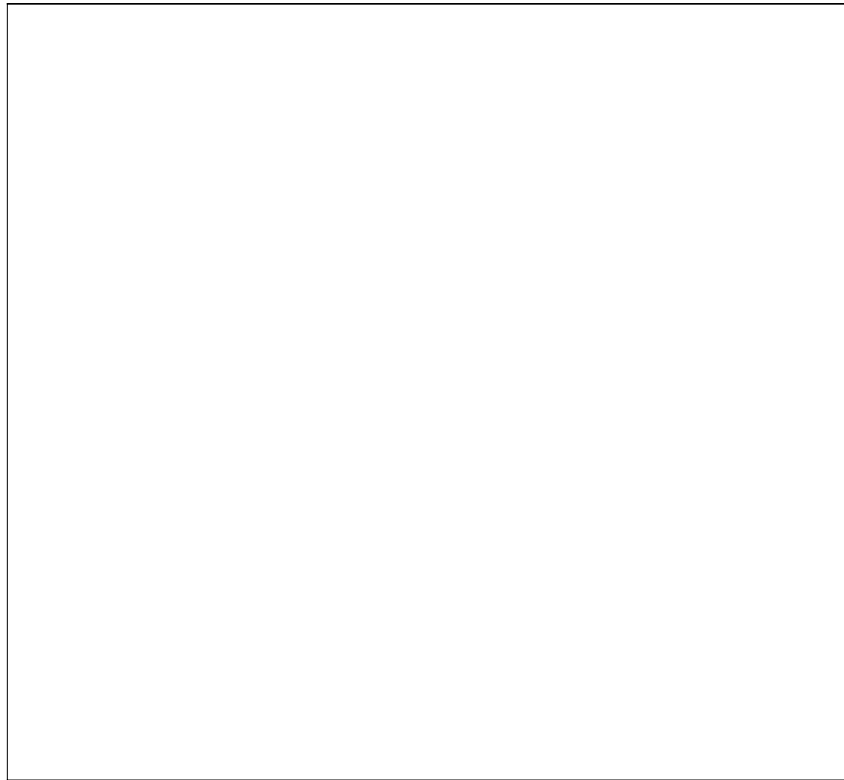




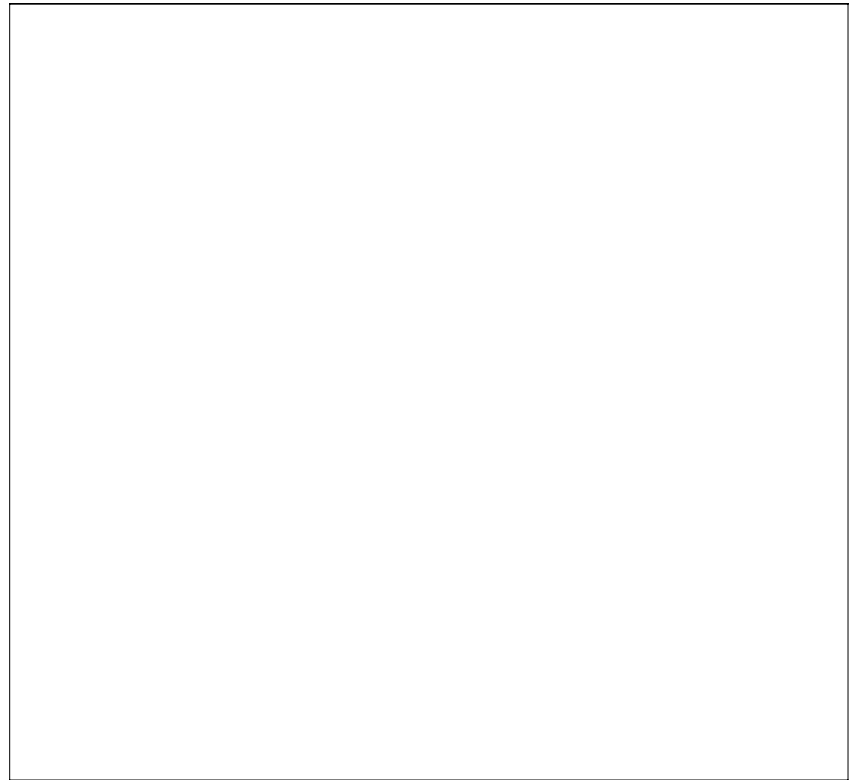
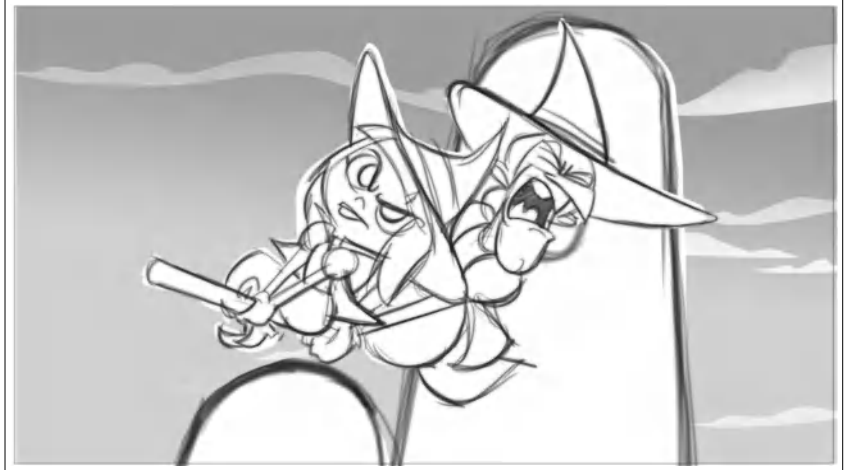
Scene	Duration	Panel	Duration
167	03:20	5 / 9	00:08



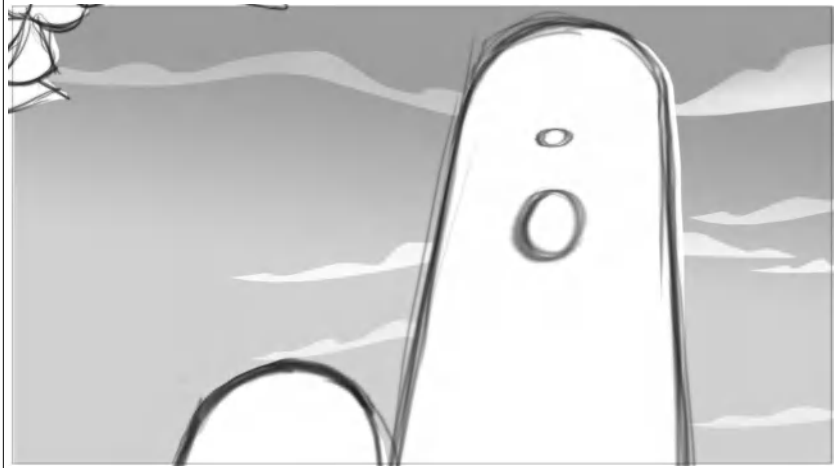
Scene	Duration	Panel	Duration
167	03:20	6 / 9	00:08



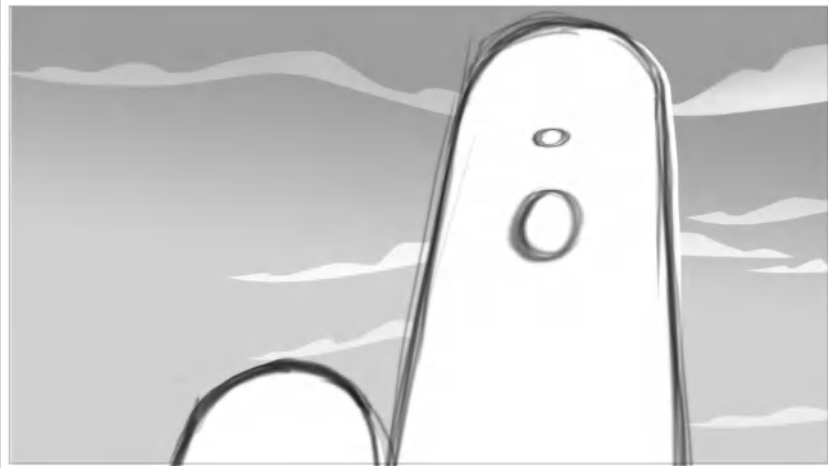
Scene	Duration	Panel	Duration
167	03:20	7 / 9	00:10



Scene	Duration	Panel	Duration
167	03:20	8 / 9	00:12



Scene	Duration	Panel	Duration
167	03:20	9 / 9	00:13



Scene	Duration	Panel	Duration
168	05:16	1 / 3	02:20



**Dialog**

145 TIN MAN

Hm, now that's a new feeling.

**Action Notes**

Closer on LION and TINMAN.

Scene	Duration	Panel	Duration
168	05:16	2 / 3	01:11



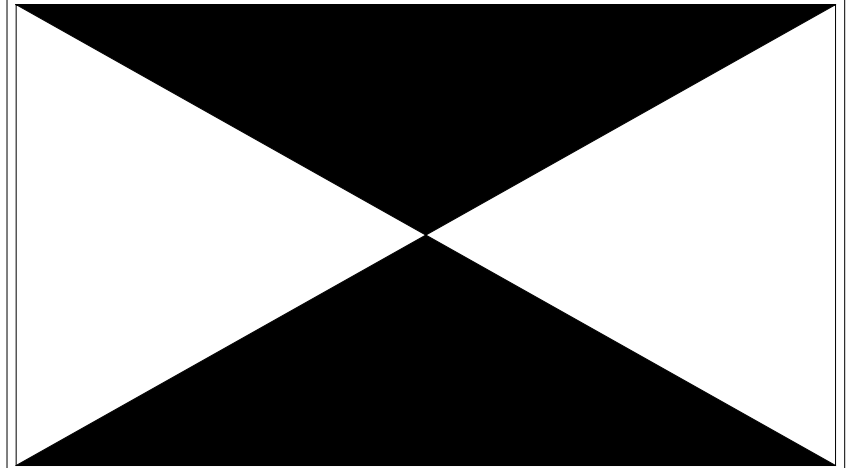
**Dialog**  
146 LION  
Sympathy?

Scene	Duration	Panel	Duration
168	05:16	3 / 3	01:09

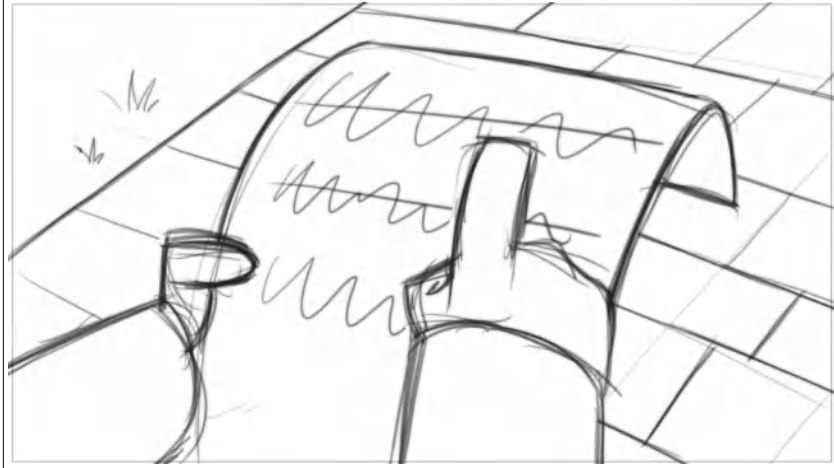


**Dialog**  
147 TIN MAN  
(Smirks) Yeah, something like that.

Dissolve	Duration
	00:02



Scene	Duration	Panel	Duration
169	00:12	1 / 1	00:12

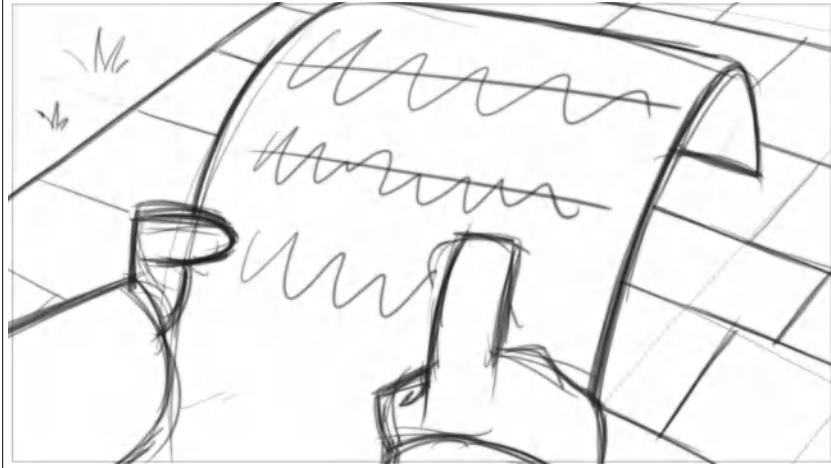


**Dialog**

148 DOROTHY (OS)

Are you going to try more emotions?

Scene	Duration	Panel	Duration
170	04:15	1 / 6	00:05



**Dialog**

148 DOROTHY (OS)

Are you going to try more emotions?

**Action Notes**

SEQ 21. EXT. YELLOW BRICK ROAD - DAY

Close on Tin Mans List.

Scene	Duration	Panel	Duration
170	04:15	2 / 6	02:01



**Action Notes**

Tin Man glances at his list as the group heads out for further adventures.

Scene	Duration	Panel	Duration
170	04:15	3 / 6	01:15



**Dialog**

149 TIN MAN  
Every one.

Scene	Duration	Panel	Duration
170	04:15	4 / 6	00:06



**Action Notes**

Dorothy nods her head in understanding.

Scene	Duration	Panel	Duration
170	04:15	5 / 6	00:06



**Action Notes**

Dorothy nods her head in understanding.



Scene	Duration	Panel	Duration
170	04:15	6 / 6	00:06



**Action Notes**

Dorothy nods her head in understanding.

Scene	Duration	Panel	Duration
171	06:20	1 / 3	02:03



**Dialog**

150 TIN MAN (CONT'D)

But I discovered you don't need magic to cure homesickness.

**Action Notes**

Close on Tin Man

Scene	Duration	Panel	Duration
171	06:20	2 / 3	01:21



**Dialog**

150 TIN MAN (CONT'D)

You just have to keep a piece of home in your heart.

Scene	Duration	Panel	Duration
171	06:20	3 / 3	02:20



**Dialog**

150 TIN MAN (CONT'D)

You just have to keep a piece of home in your heart.

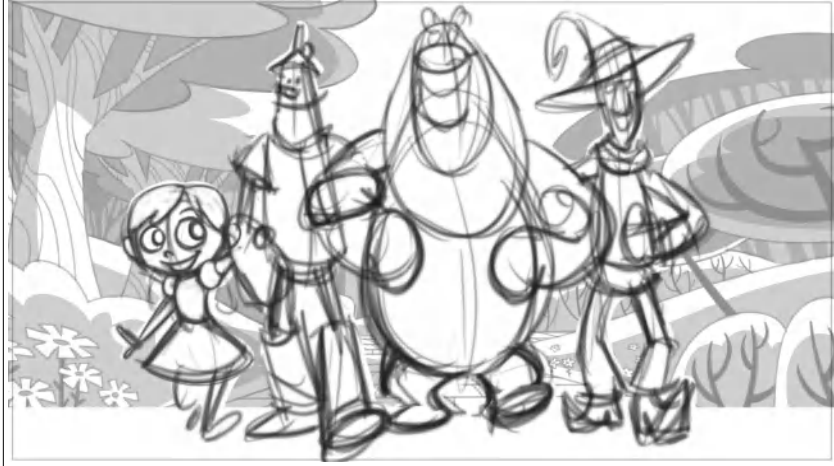
Scene	Duration	Panel	Duration
172	01:17	1 / 7	00:06



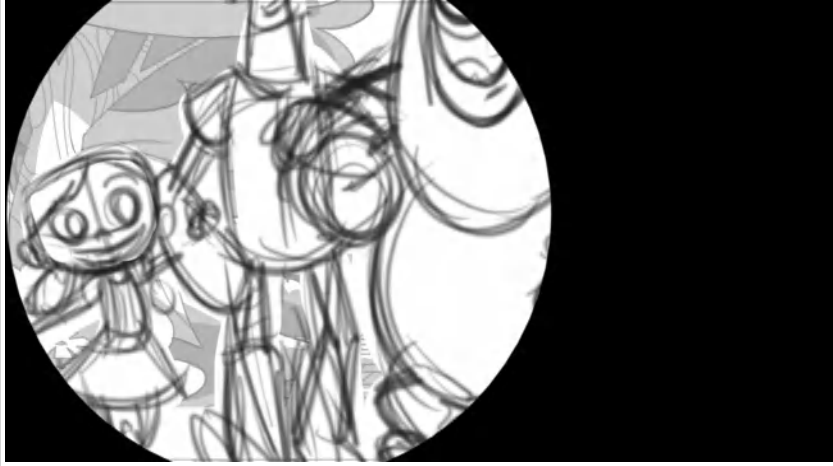
Scene	Duration	Panel	Duration
172	01:17	2 / 7	00:06



Scene	Duration	Panel	Duration
172	01:17	3 / 7	00:06



Scene	Duration	Panel	Duration
172	01:17	4 / 7	00:06



Scene	Duration	Panel	Duration
172	01:17	5 / 7	00:06



**Action Notes**  
IRIS OUT.

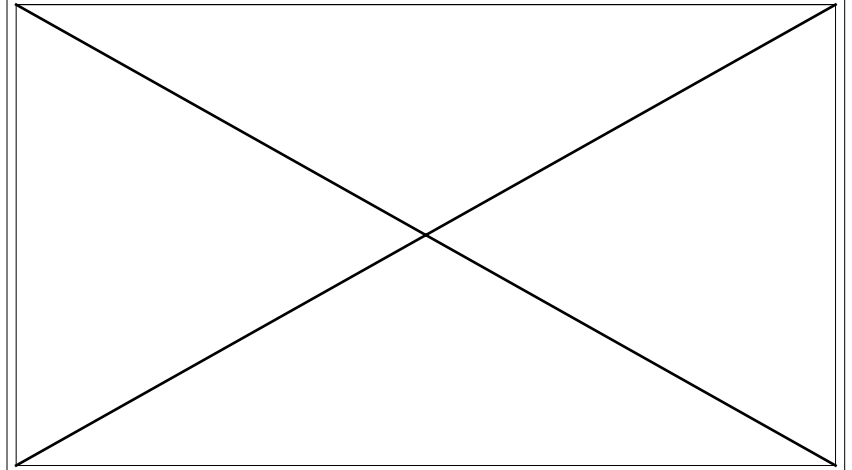
Scene	Duration	Panel	Duration
172	01:17	6 / 7	00:06



Scene	Duration	Panel	Duration
172	01:17	7 / 7	00:05



NO PANEL



**Action Notes**  
THE END