



**FHT257-786 'SAIL AWAY'**



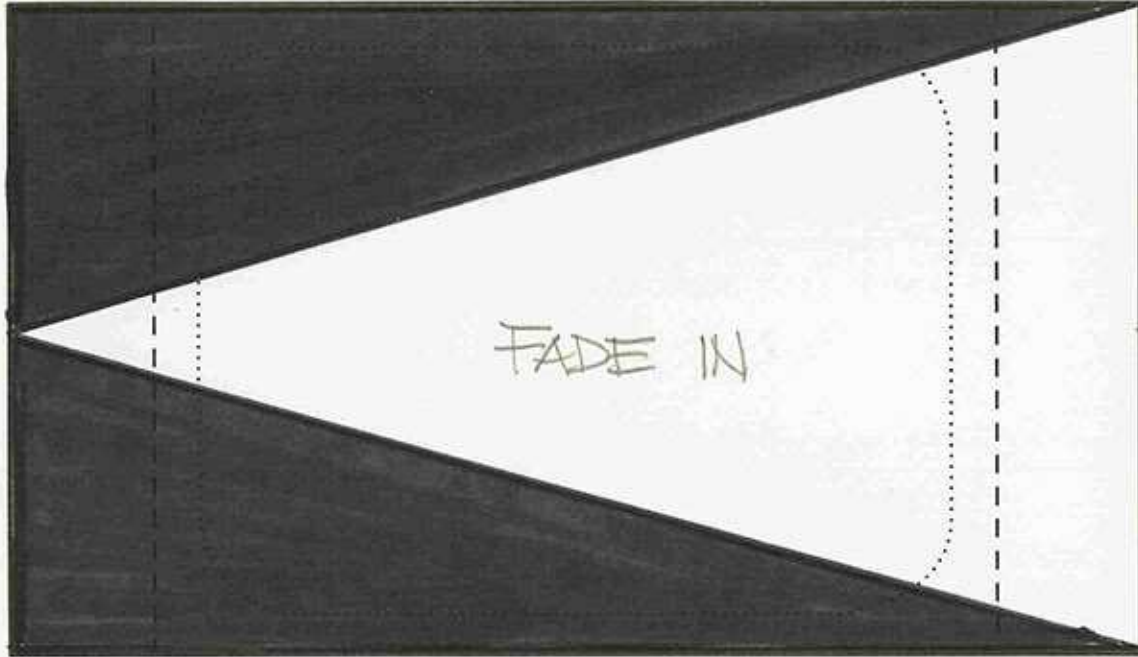
# FIREHOUSE TALES

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Page |

Sc.

Panel



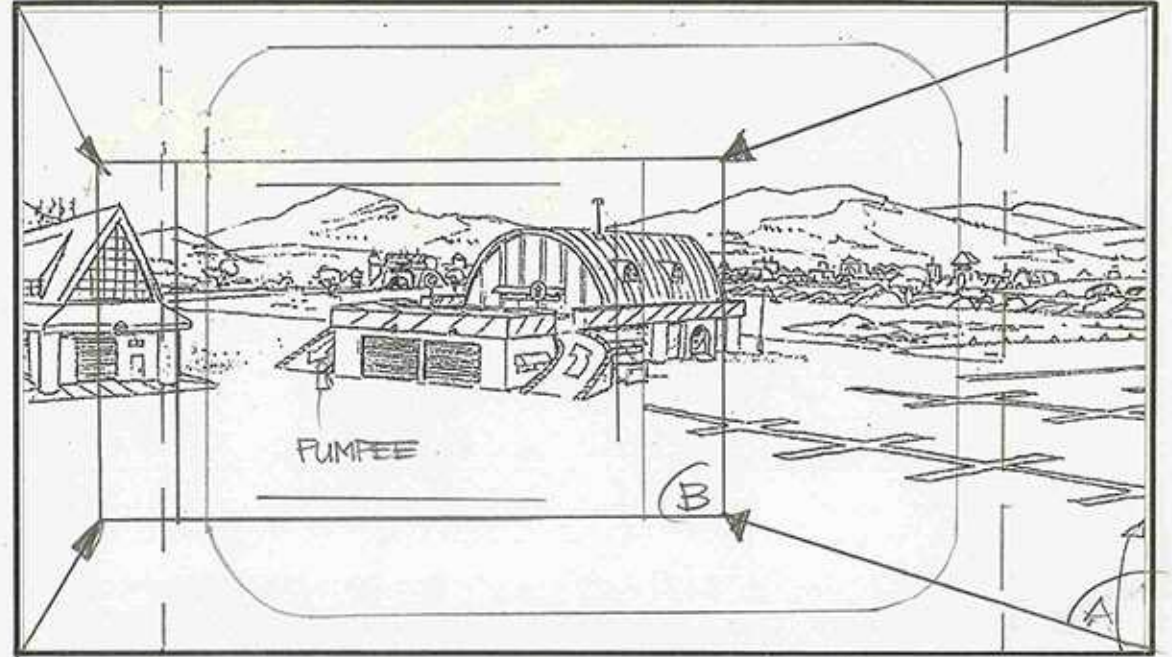
Dialogue Action

Three horizontal lines for dialogue and action.

Sc. |

Panel

(A)



Dialogue Action

EXT. FIREHOUSE GARAGE AREA - (DAY)  
ANGLE ON TECH'S GARAGE.  
TRUCK IN ON GARAGE. AN EXCITED PUMPEE LOOKS AROUND

CUT

① WISER: (VO)

ON THE FIRST MONDAY OF EVERY MONTH,  
THERE ARE TWO THINGS YOU CAN COUNT ON...

Three horizontal lines for dialogue and action.

257-786



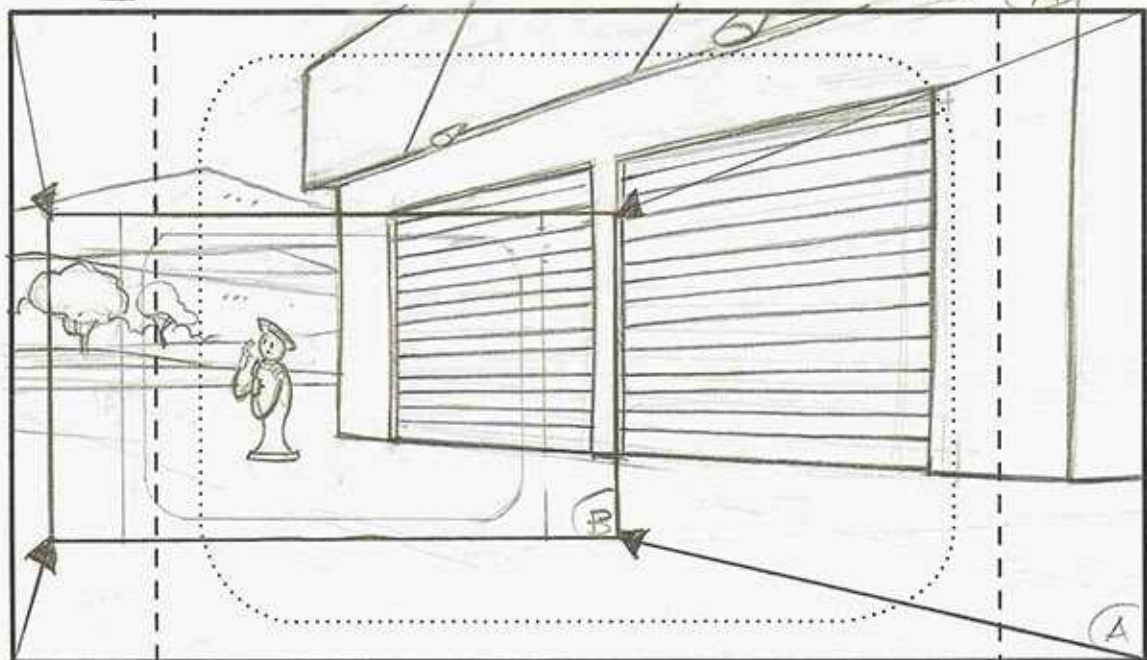


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Sc. 2

Panel A



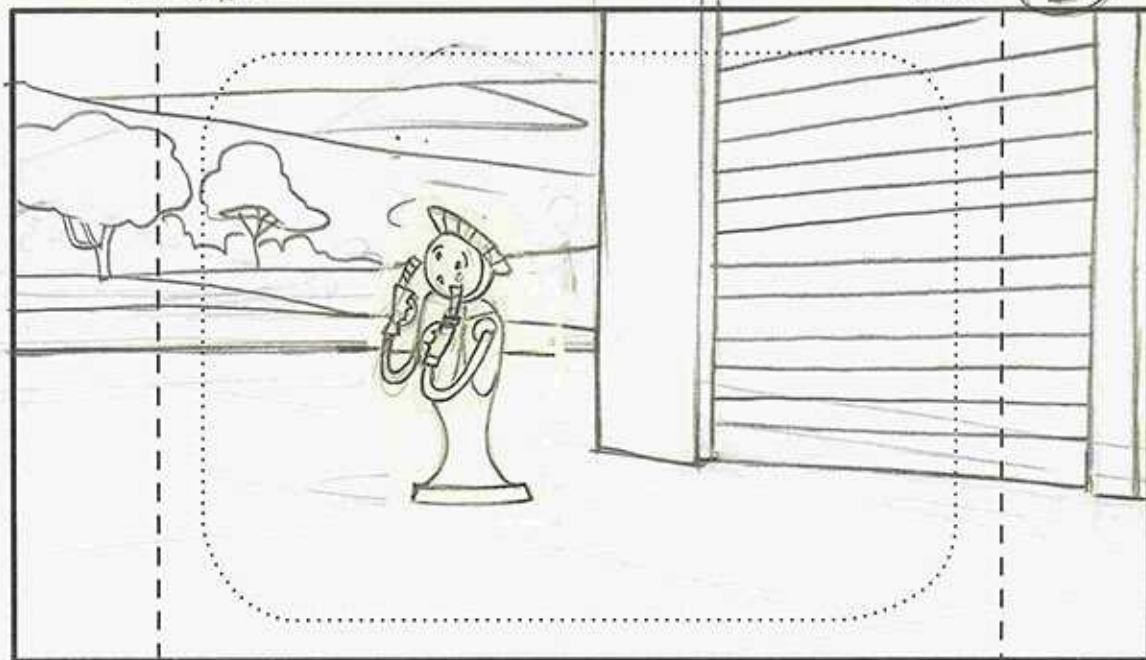
CUT

**Action** EXT. GARAGE AREA - (CONTINUOUS)  
ANGLE ON PUMPEE LOOKING AROUND.  
TRUCK IN (A) → (B)

**Dialogue** ① WISER : (VO) (CONTD)  
.. THAT TANK THE GAS TRUCK WILL BE ROLLING INTO TOWN ...

Sc. CONTD

Panel B



**Action** PUMPEE LOOKS LEFT: ...

**Dialogue** ① WISER : (VO) (CONTD)  
.. AND THAT PUMPEE THE GAS PUMP WILL BE ..

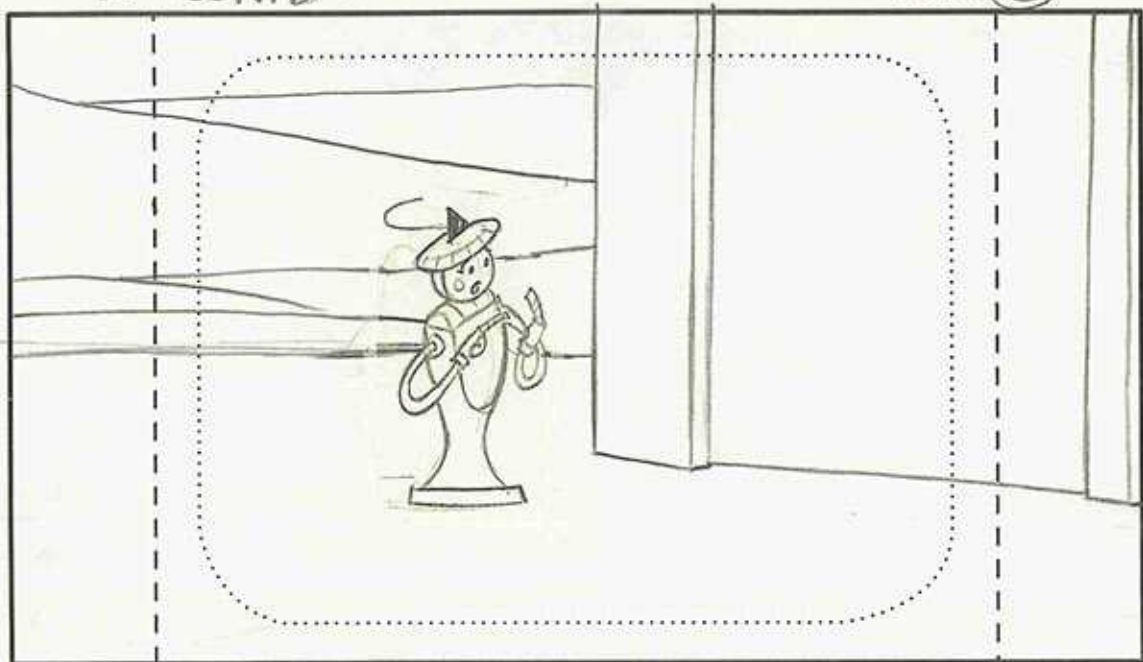


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Sc. 2 CONTD

Panel C



.. THEN RIGHT.

CUT

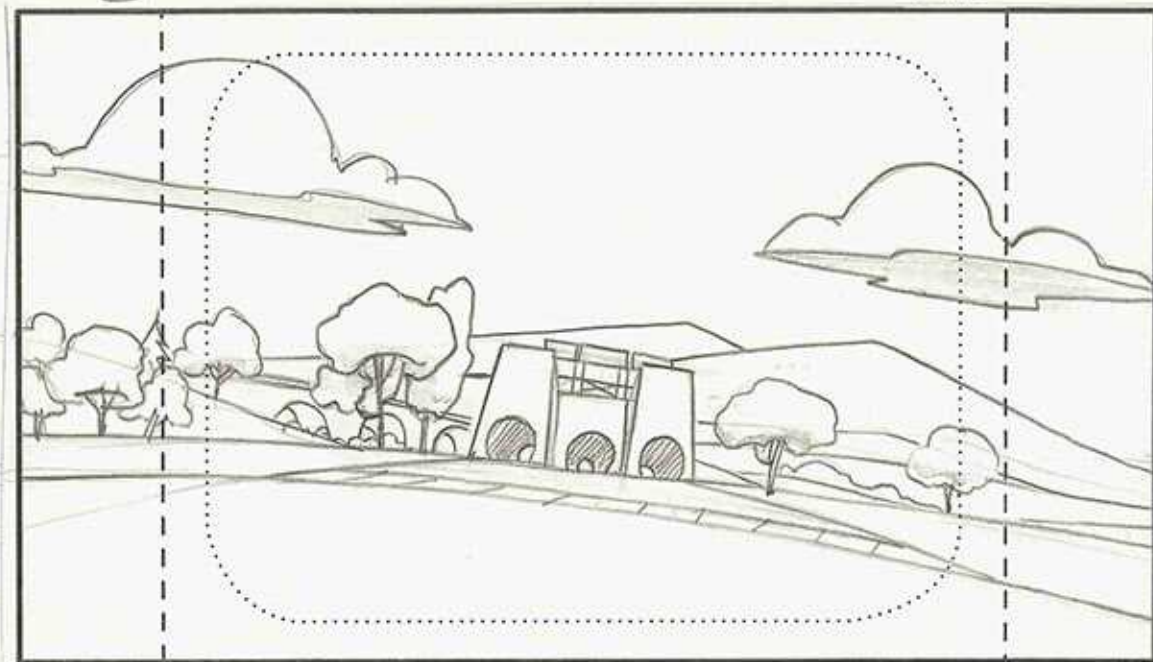
Dialogue Action

① WISER : (VO) CONTD :

.. THE VERY FIRST PUMP HE VISITS.

Sc. 3

Panel



EXT. ROADWAY - DAY.  
PUMPEE'S P.D.V. OF THE EMPTY ROAD.

CUT

Dialogue Action

② WISER ! (VO) CONTD :

BUT THIS MONDAY WAS DIFFERENT.

257-786



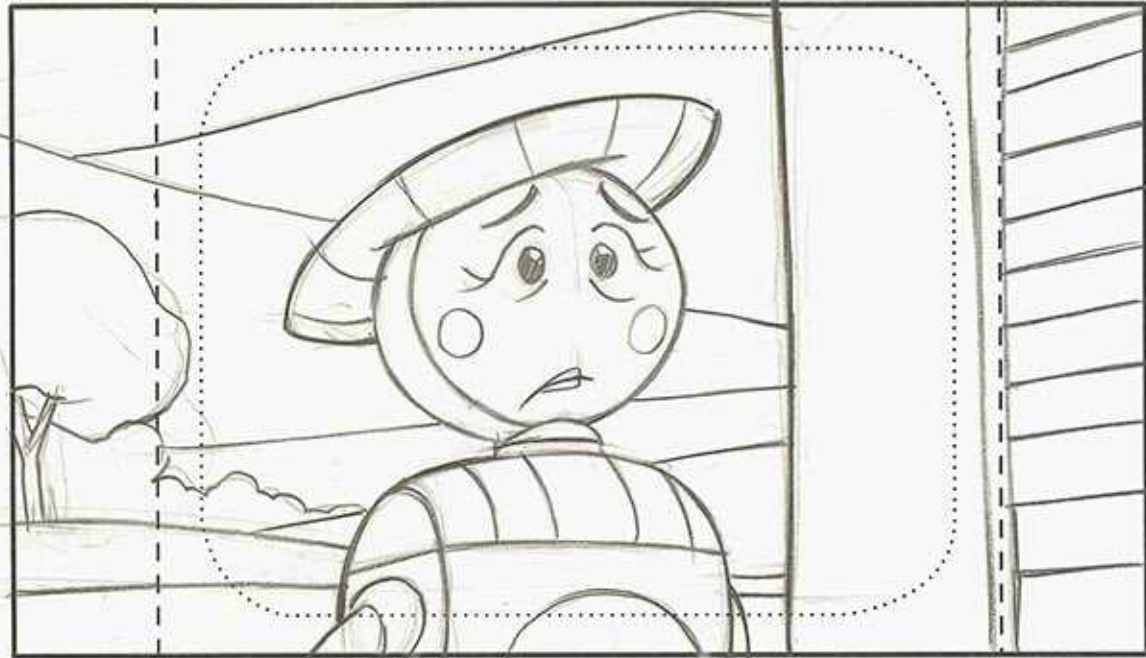


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Sc. 4

Panel (A)



CLOSE ON PUMPEE. LOOKING WORRIED.

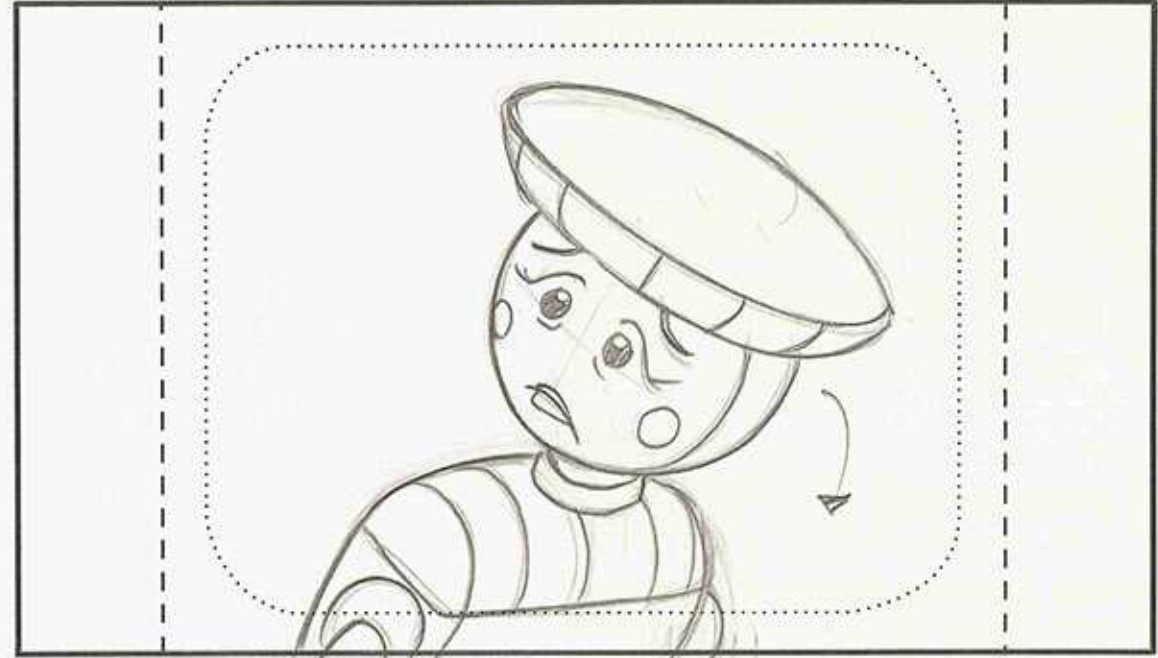
Dialogue Action

(2) WISER: (VO) (CONTD)

..TANK DIDN'T ROLL INTO TOWN, AND PUMPEE WAS GETTING WORRIED.

Sc. CONTD

Panel (B)



PUMPEE LOOKS DEJECTED!

Dialogue Action

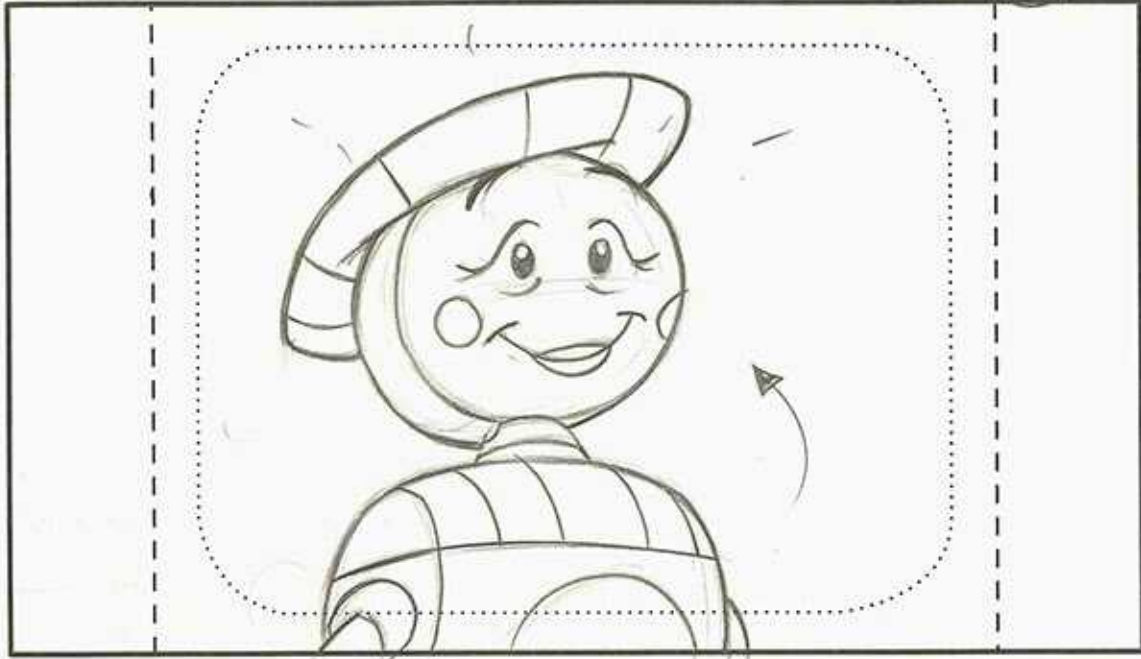


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Sc. 4 CONTD.

Panel C



Dialogue Action

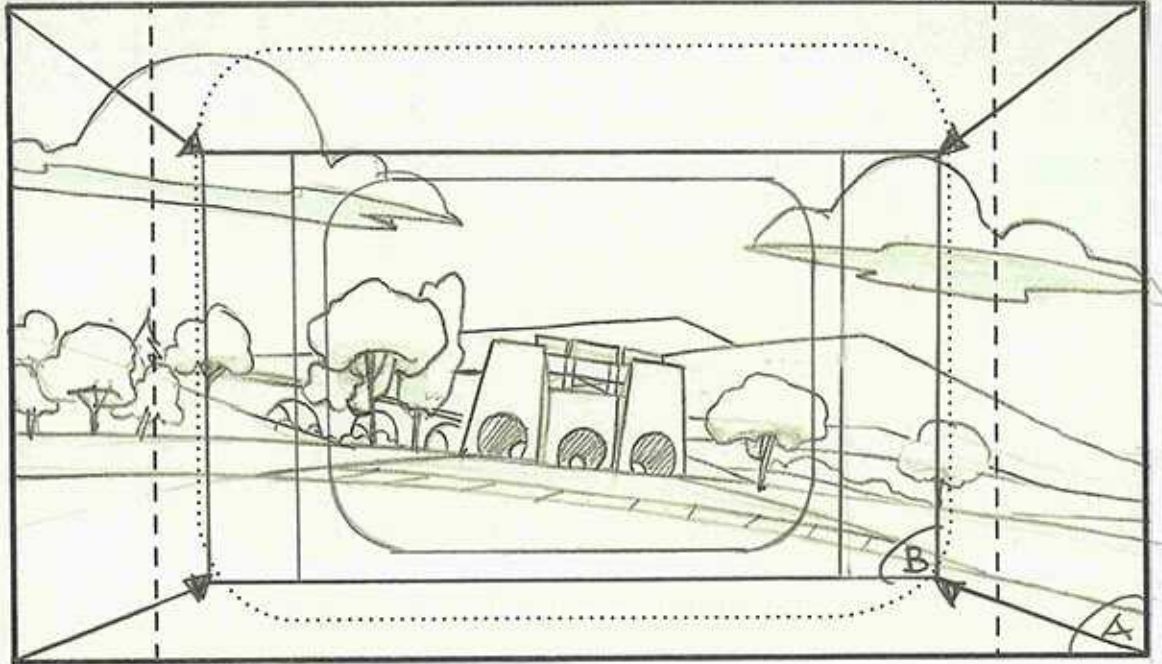
PUMPEE PERKS UP, SHE HEARS AN ENGINE IN THE DISTANCE.

CUT

SFX: (ENGINE IN DISTANCE)

Sc. 5

S/A 3 Panel A



Dialogue Action

PUMPEE'S P.O.V. THE ENGINE NOISES GETS LOUDER. TRUCK IN (A) → (B)

SFX: (ENGINES GETTING CLOSER)



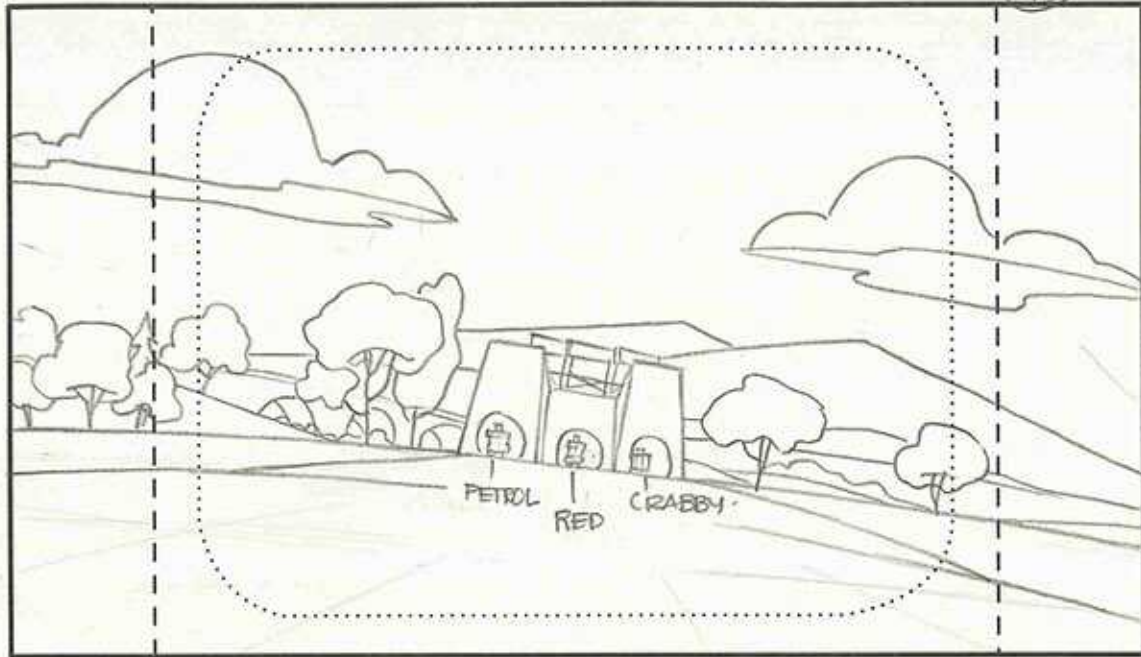


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Sc. 5 CONTD.

Panel B



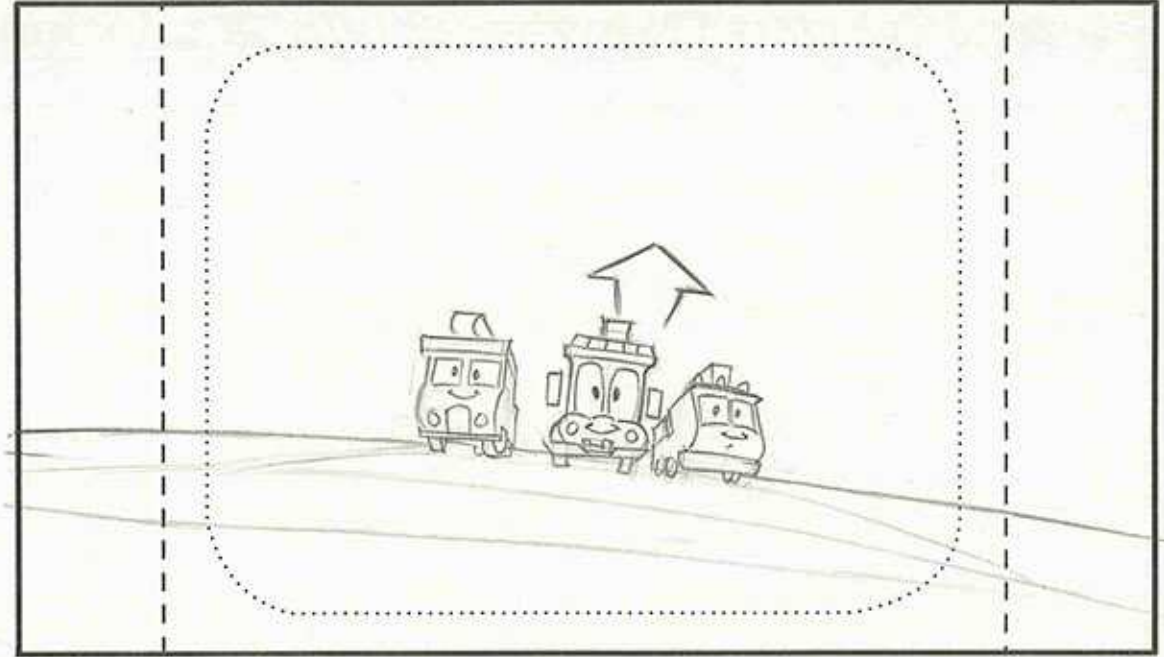
**Dialogue Action** THE SILHOUETTES OF PETROL, RED & CRABBY APPEAR IN THE TUNNEL.

EFX: (SILHOUETTES)

SFX: (ENGINES)

Sc. CONTD.

Panel C



**Dialogue Action** THE TRUCKS DRIVE FORWARD.

CUT

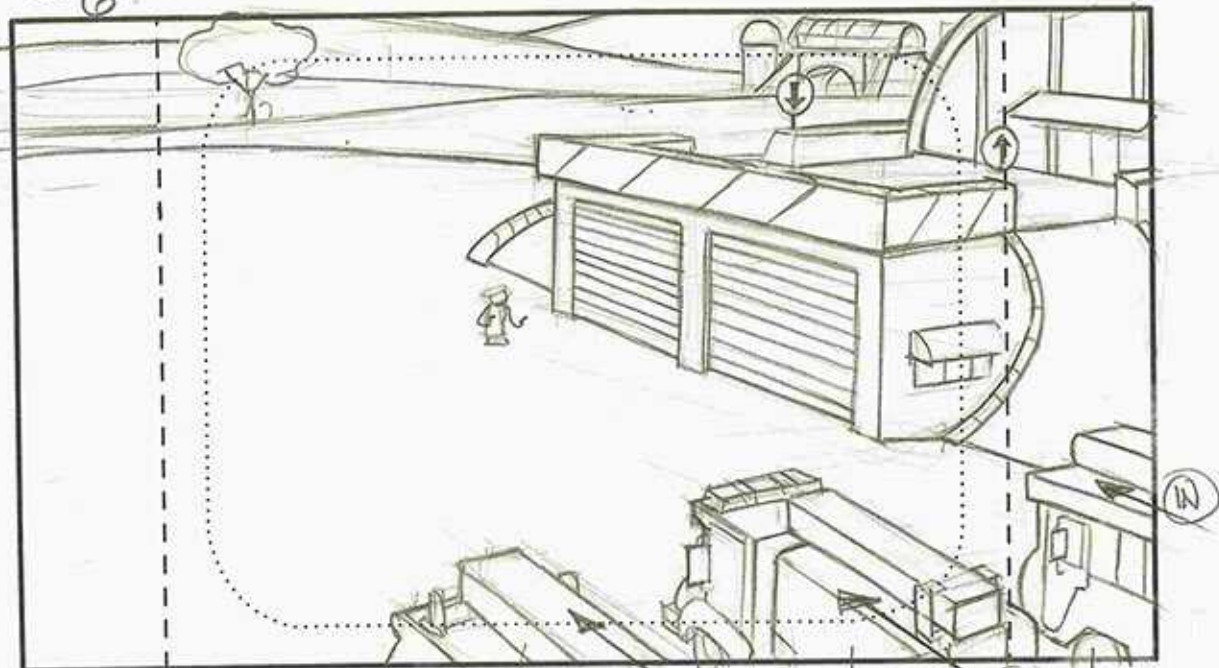


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Sc. 6

Panel



CRABBY (W) RED (W) PETROL (W)

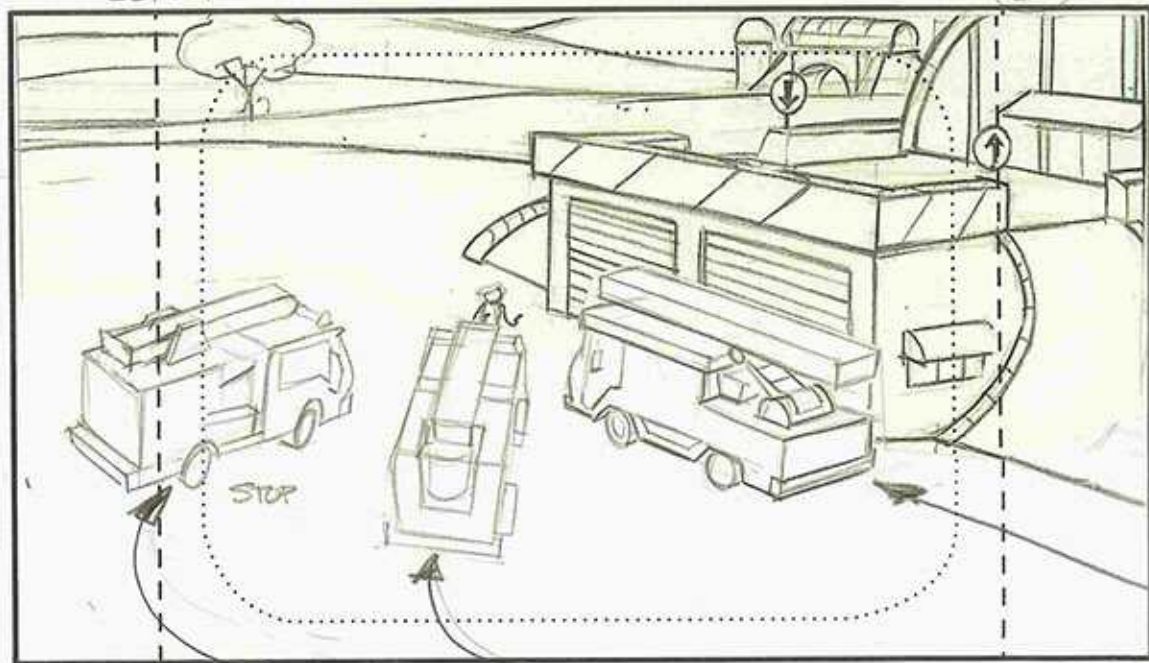
Dialogue Action

(CUT) WIDE ON GARAGE.  
RED, PETROL & CRABBY DRIVE INTO SCENE

SFX: <ENGINES>

Sc. CONTD

Panel (5)



THE GUYS STOP IN FRONT OF PUMPER

Dialogue Action

(HU)  
(CUT)



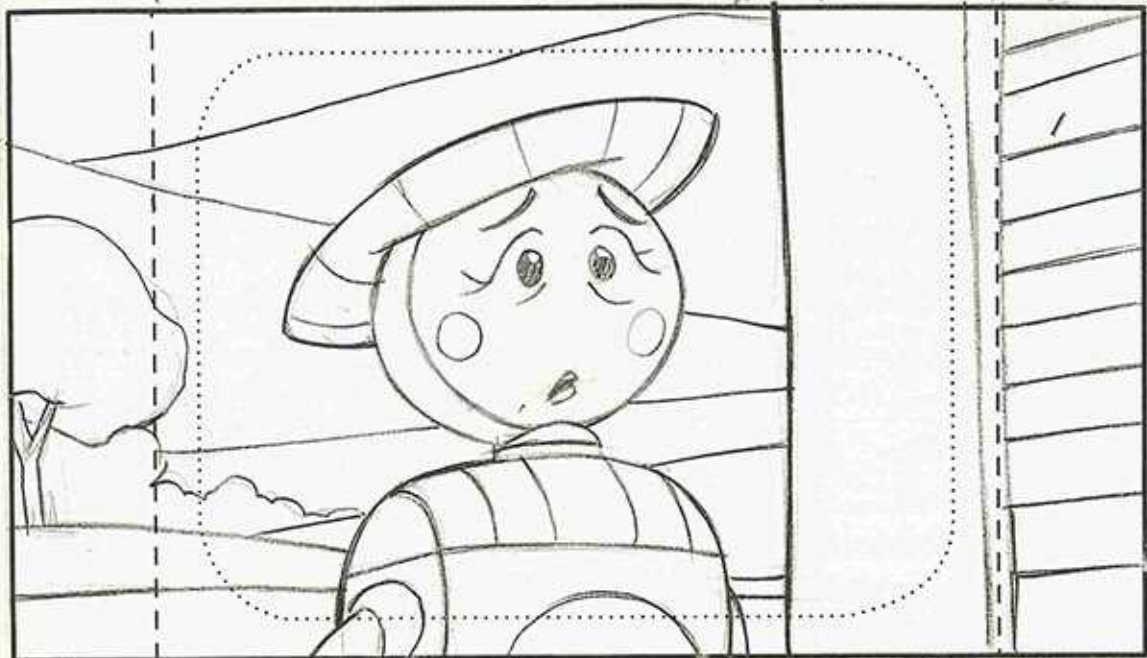


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Sc. 7

S/A A Panel A



[Hy]  
CUT

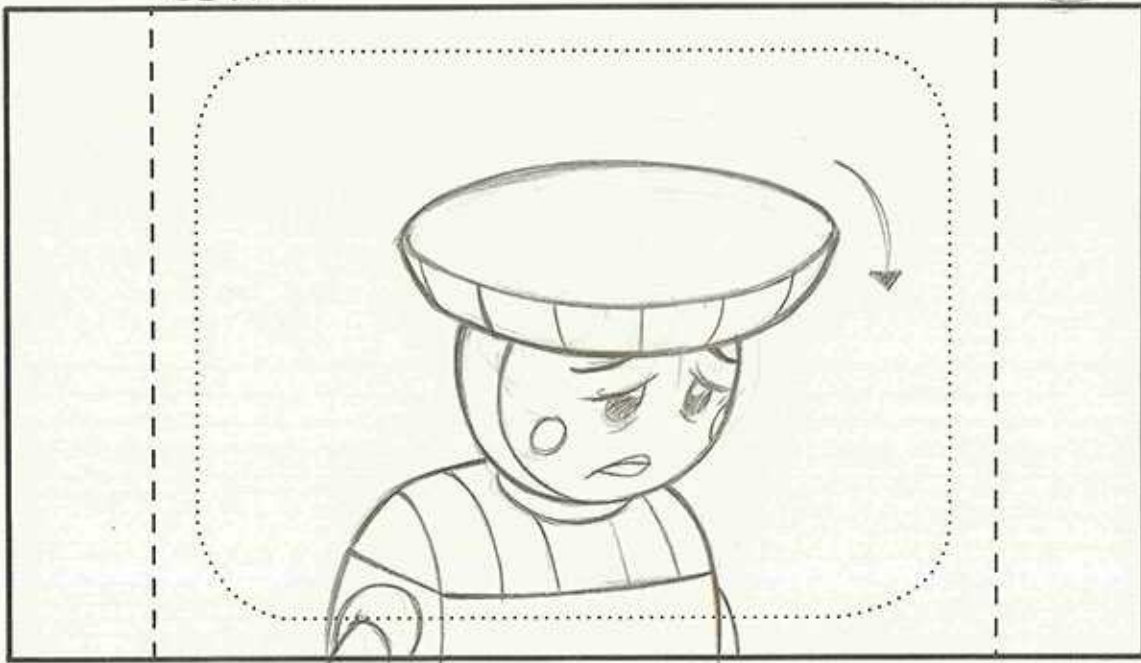
Dialogue Action

CLOSE ON PUMPEE

Sc.

CONTD.

Panel B



Dialogue Action

SHE SLUMPS FORWARD, DISAPPOINTED

CUT

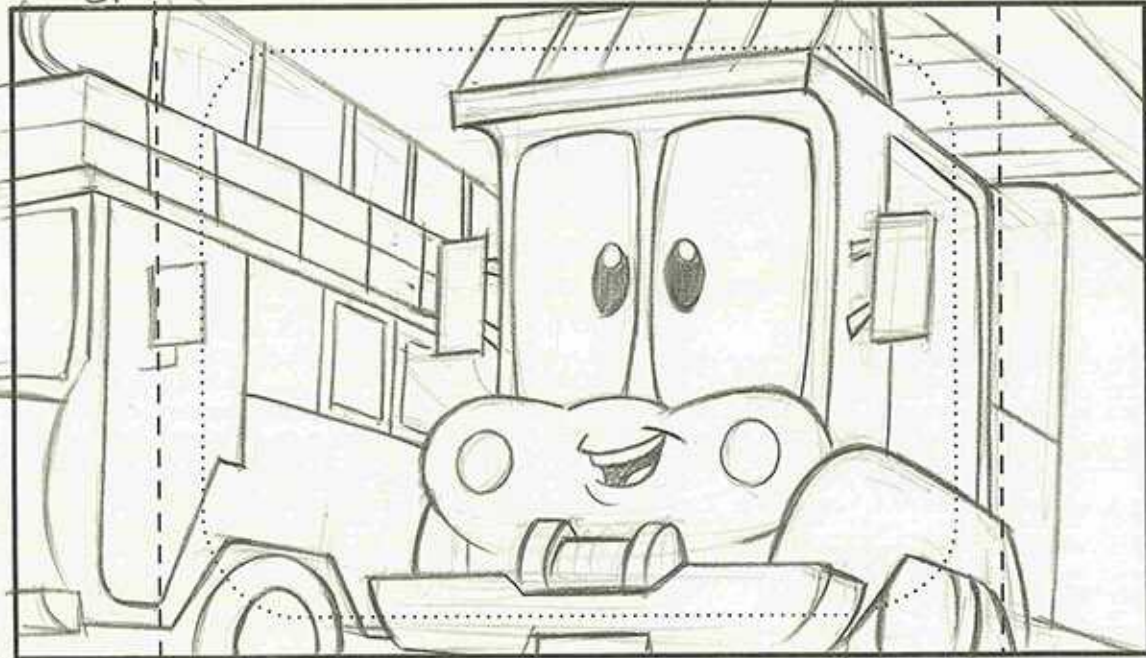


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Sc. 8.

Panel



CUT

Dialogue Action

CLOSE ON RED

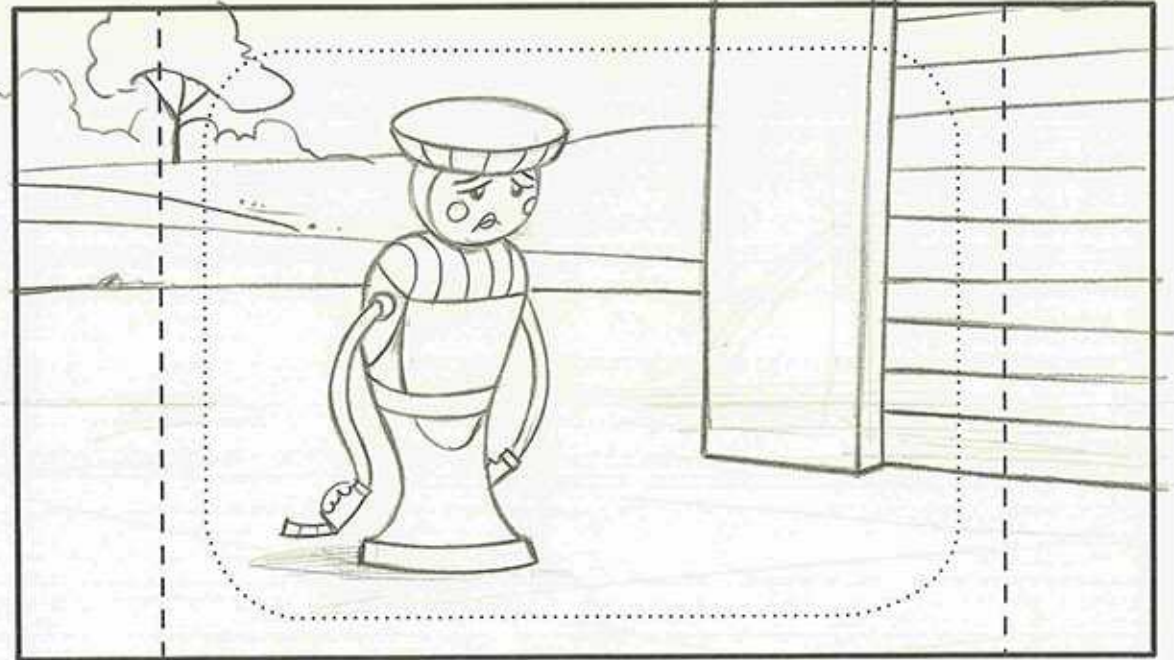
③ RED:

Hi, PUMPEE! READY TO FILL 'ER UP?

Sc. 9.

Panel

A



CUT

Dialogue Action

ANGLE ON A SAD PUMPEE



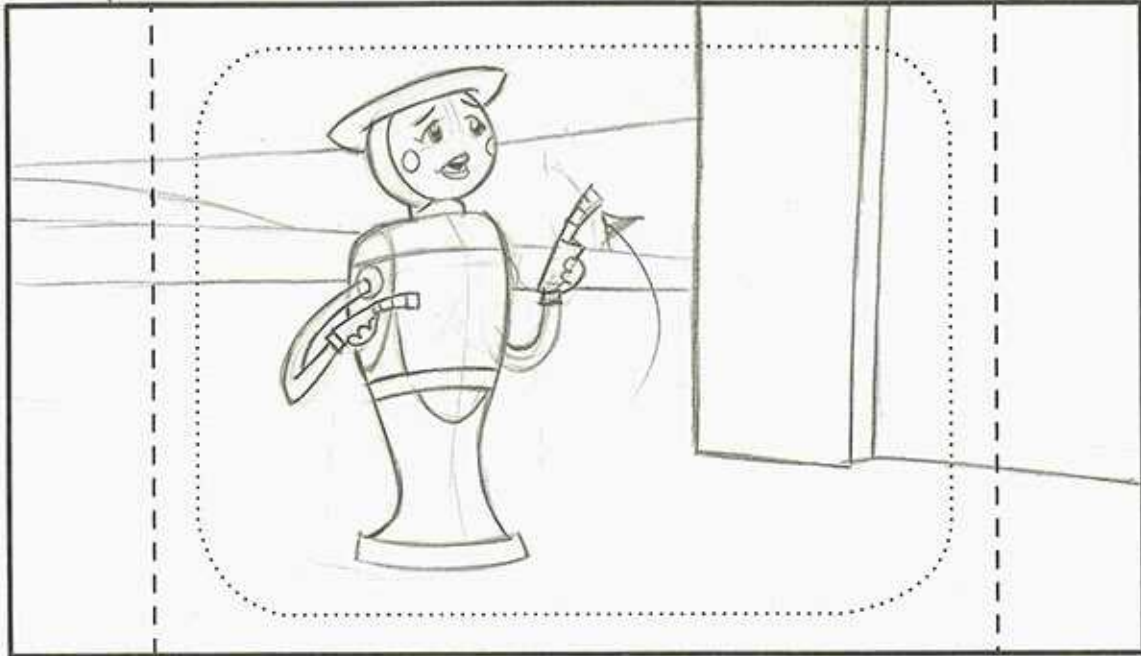


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Sc. 9 CONTD

Panel B



Dialogue Action

PUMPEE LOCKS UP

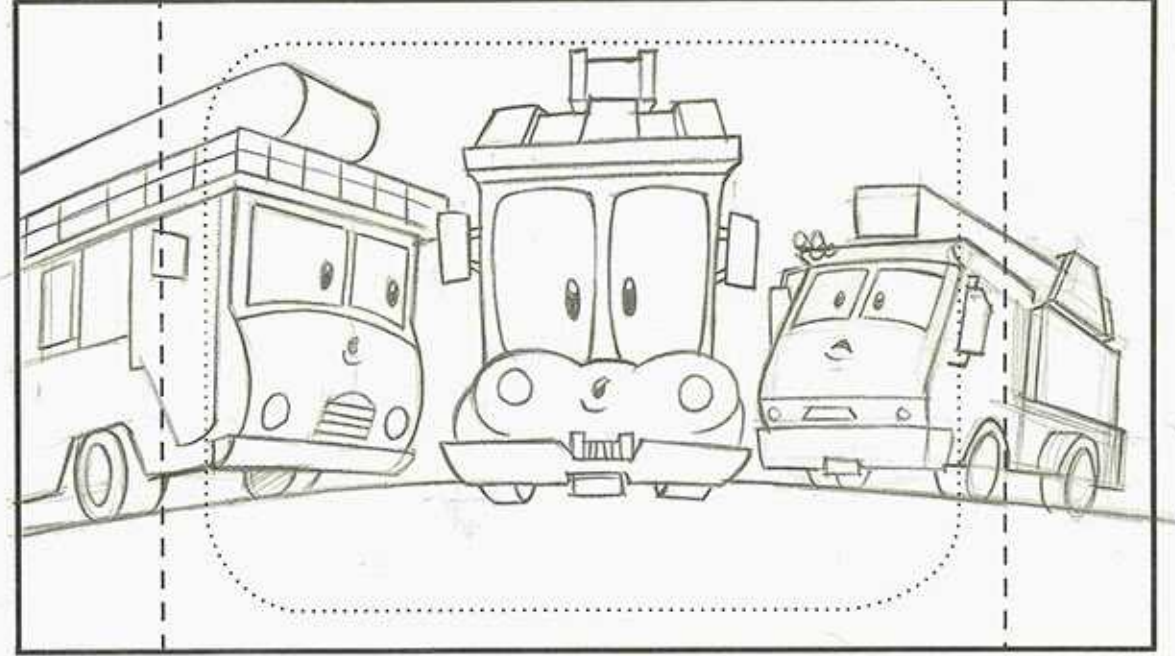
CUT

④ PUMPEE: (WORRIED)

Hi, BOYS, HAVE YOU SEEN TANK THIS MORNING?

Sc. 10

Panel



Dialogue Action

ANGLE ON THE THREE TRUCKS

CUT

⑤ RED/PETROL/CRABBY:

UH UH, NOPE, HAVENT SEEN HIM.

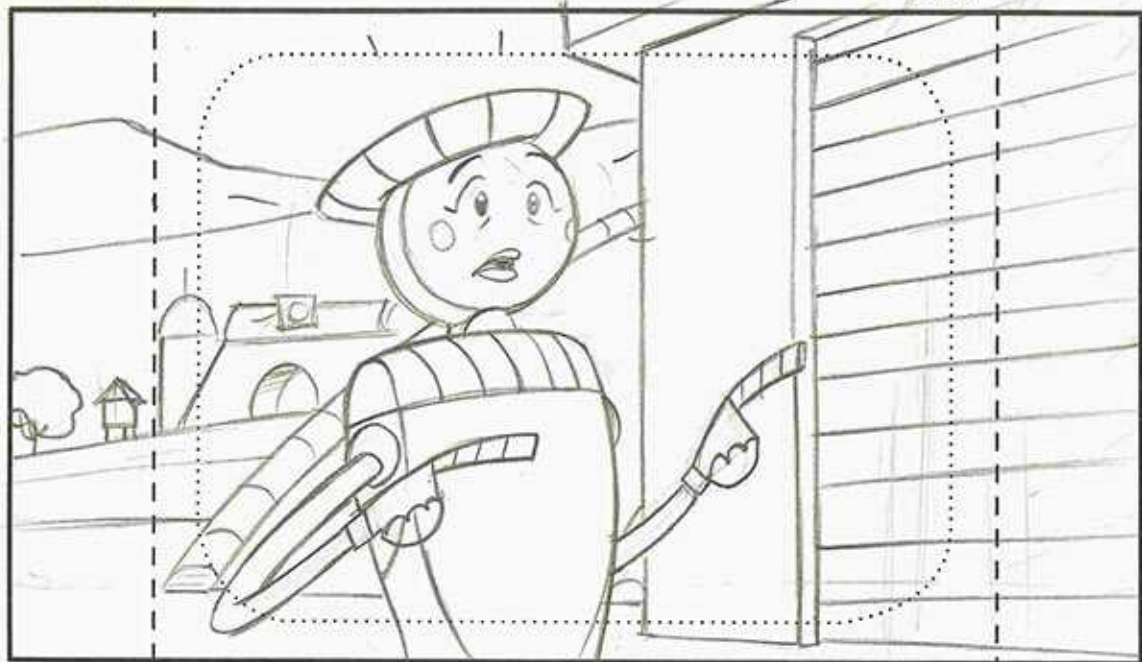


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Sc. 11

Panel



CUT

Action

CLOSE ON PUMPEE REACTING

CUT

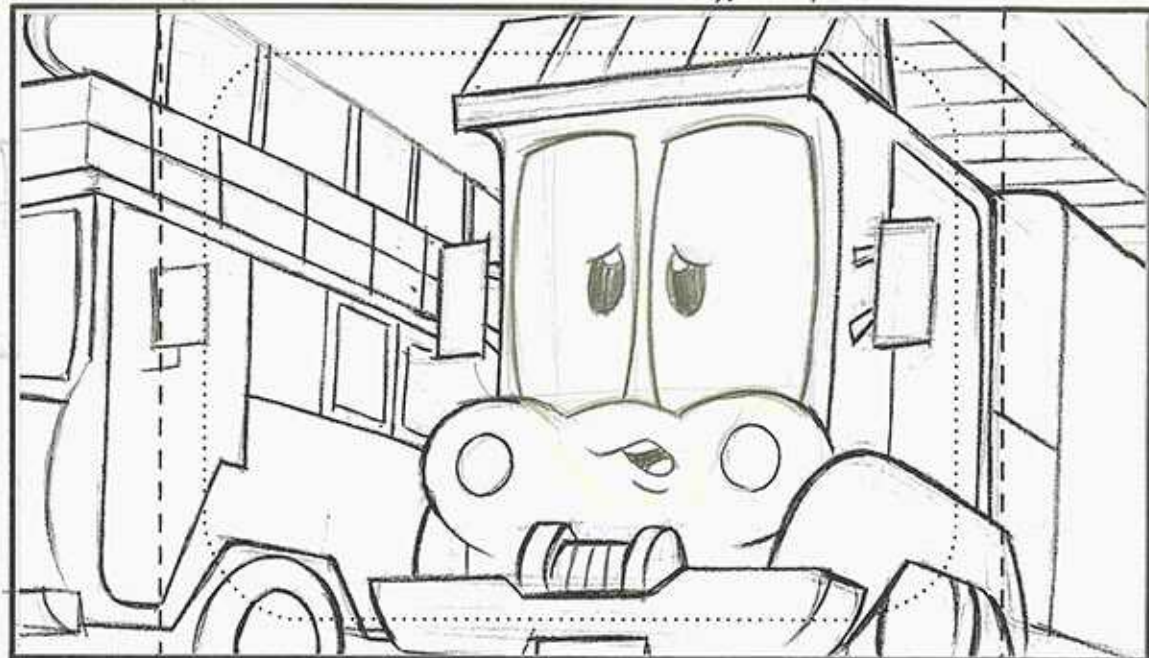
5A PUMPEE:

<REACT>

Sc. 12

5A9

Panel



Action

CLOSE ON A CONCERNED RED

CUT

6 RED: (CONCERNED)

WHAT'S WRONG PUMPEE?



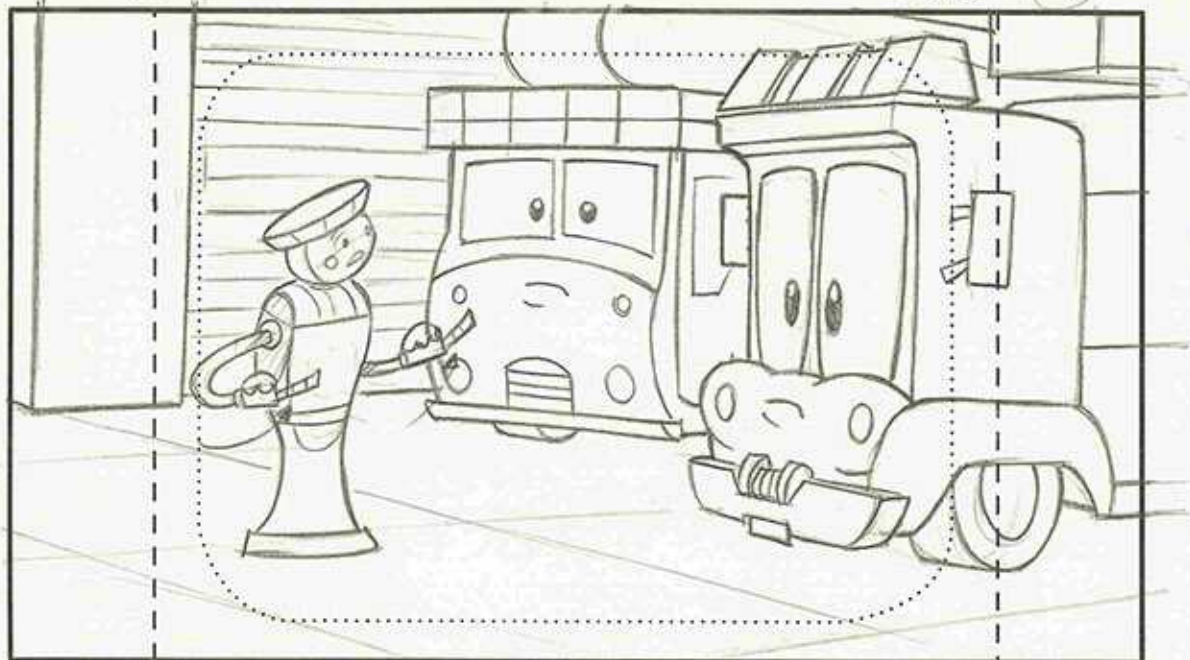


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Sc. 13

Panel A



CUT

Dialogue Action

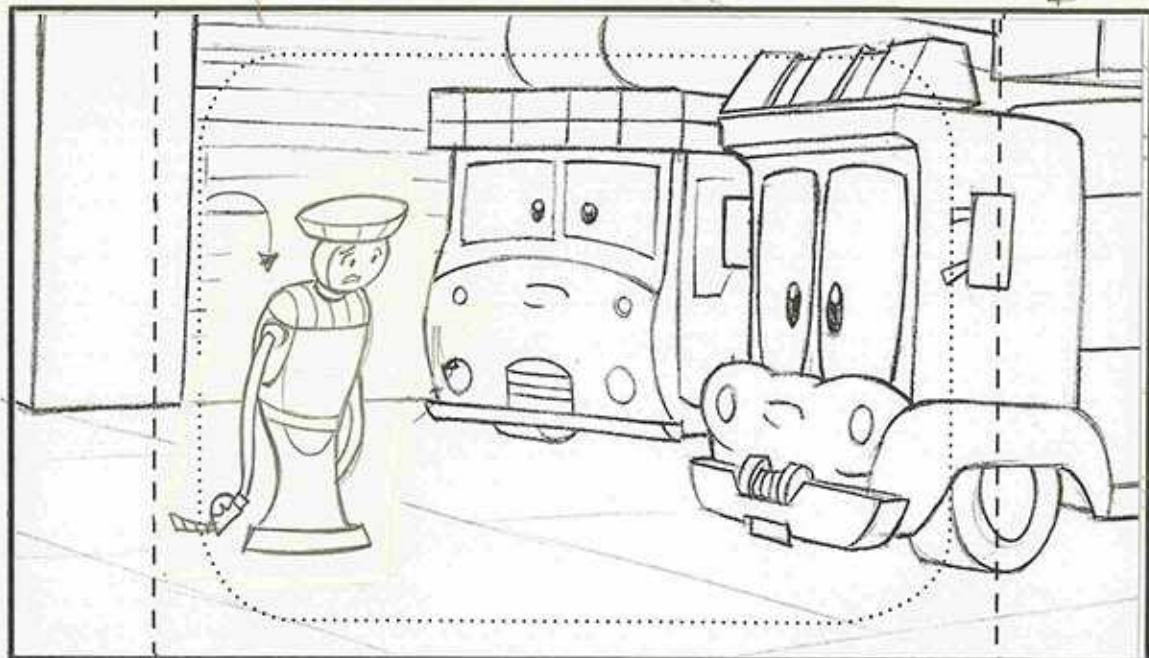
WIDE ON PUMPEE, RED & PETROL.

⑦ PUMPEE:

TANK HASN'T COME TO REFILL THE FIREHOUSE GAS TANKS..

Sc. CONTD

Panel B



Dialogue Action

PUMPEE IS DEJECTED.

Hel

CUT

⑦ PUMPEE: (CONTD)

..YET AND ... AND ..

257-786



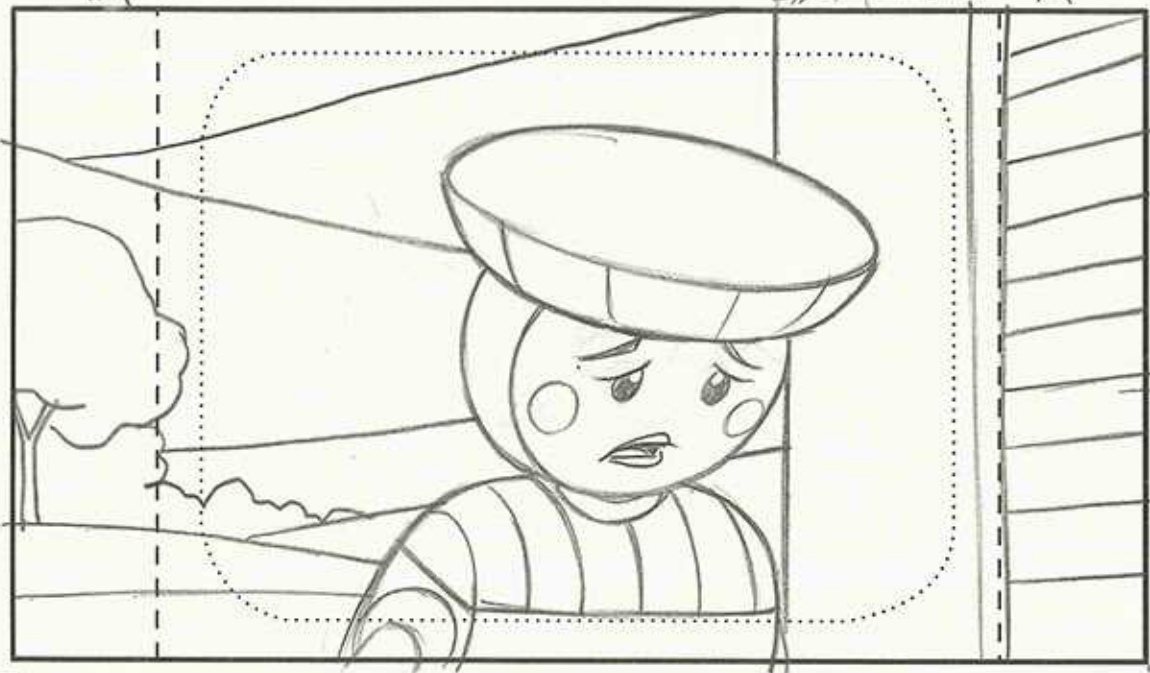
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Page 13

Sc. A

SA 4 Panel A



HU

CUT

Dialogue Action

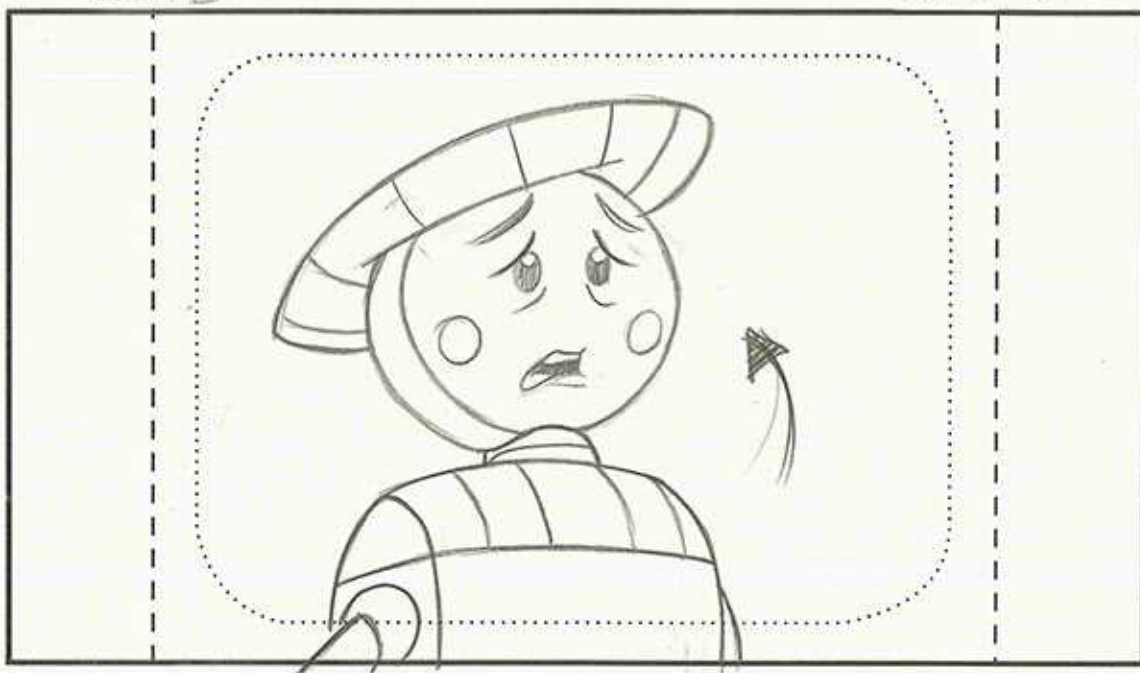
CLOSE ON PUMPEE.

⑦ PUMPEE : (CONTD)

.. AND ..

Sc. CONTD

Panel B



Dialogue Action

PUMPEE LOOKS UP

CUT

⑦ PUMPEE : (CONTD)

.. I'M EMPTY!

257-786





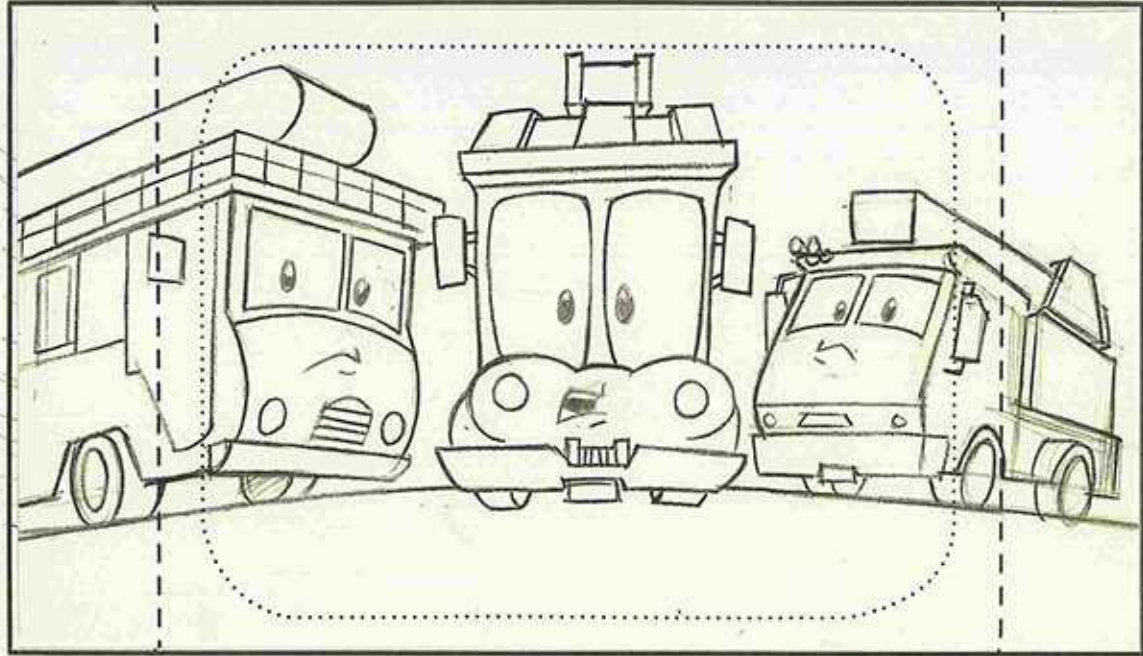
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Sc. 15

SA 11 Panel

(A)



CUT

Dialogue Action

WIDE ON THE TRUCKS REACTING

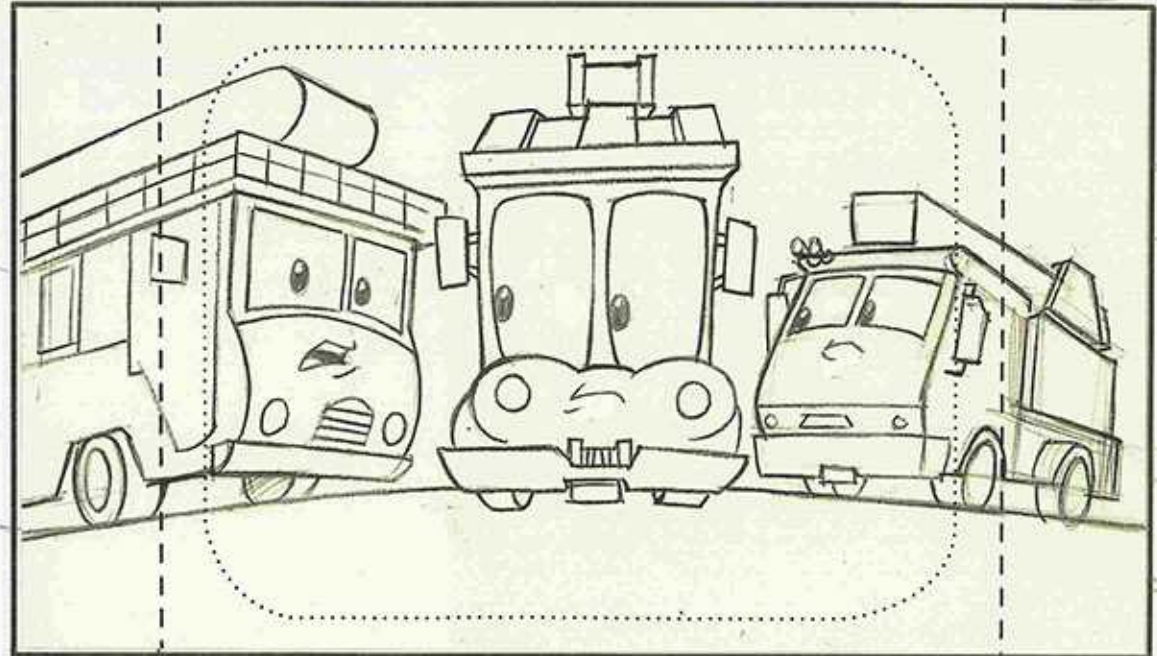
9 RED:

OH NO... AND I'M ALMOST EMPTY!

Sc. CONTD

Panel

(B)



CUT

Dialogue Action

10 PETROL:

BUST ME BLINKERS, ME TOO!



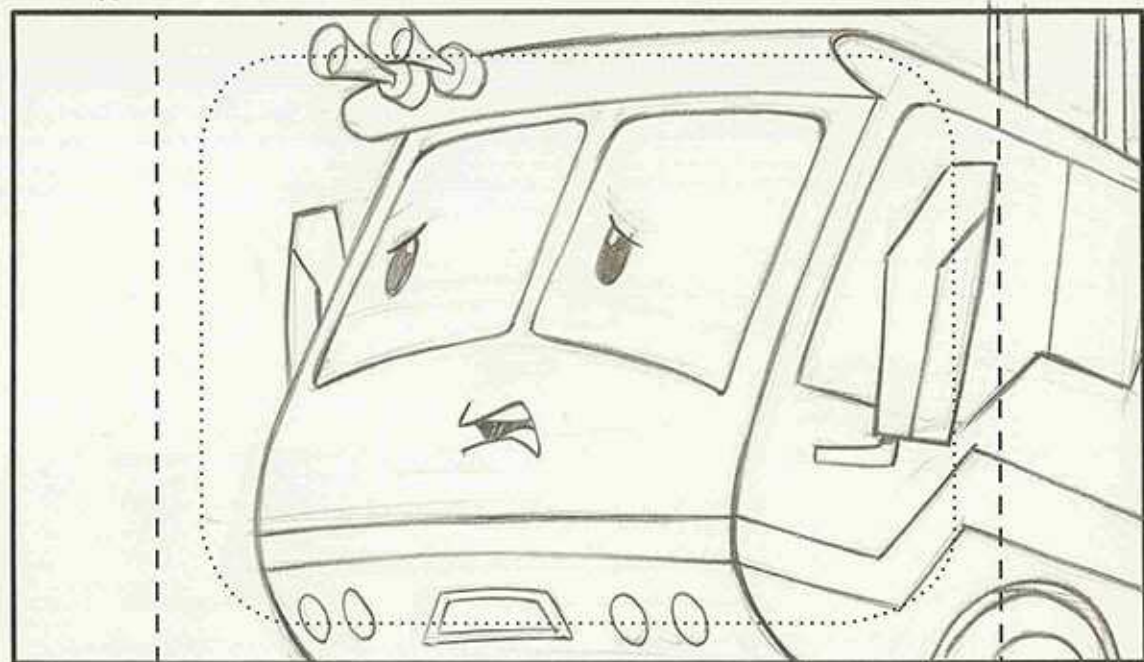


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Sc. 16

Panel



CLOSE ON CRABBY.

Dialogue Action

⑪ CRABBY:

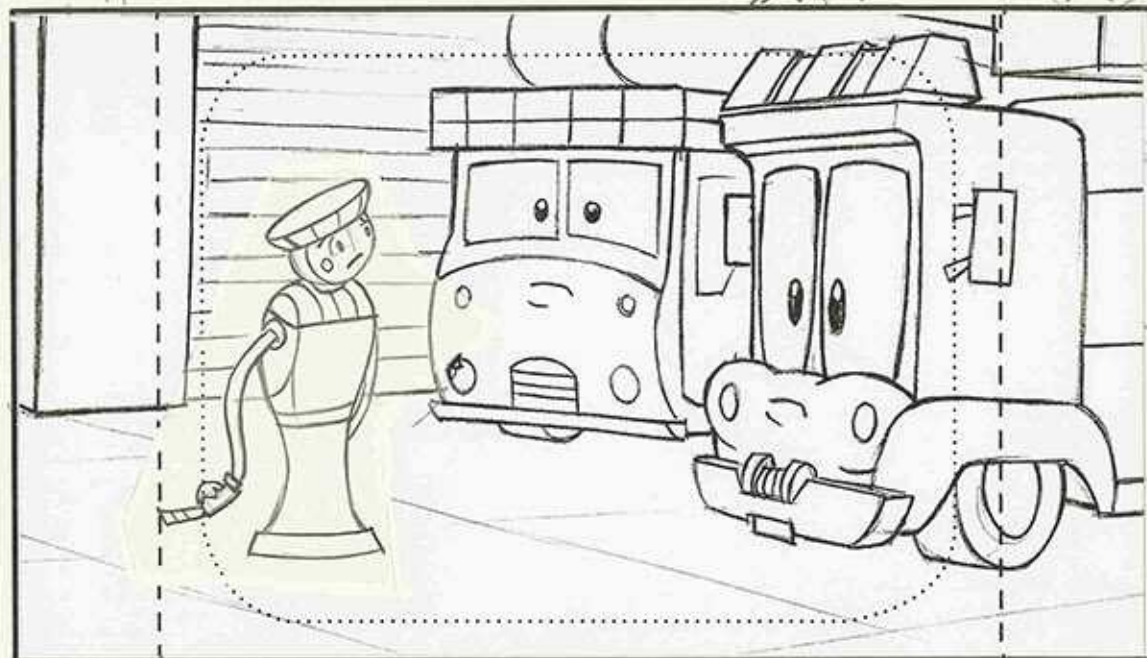
I DROVE HERE ON FUMES!

CUT

Sc. 17

SA.14 Panel

(A)



WIDER ON PUMPEE, PETROL & RED.

Dialogue Action

⑫ RED:

I'M SORRY PUMPEE, BUT IT LOOKS LIKE WE'RE GOING TO HAVE TO GO TO ANOTHER GAS PUMP TODAY.



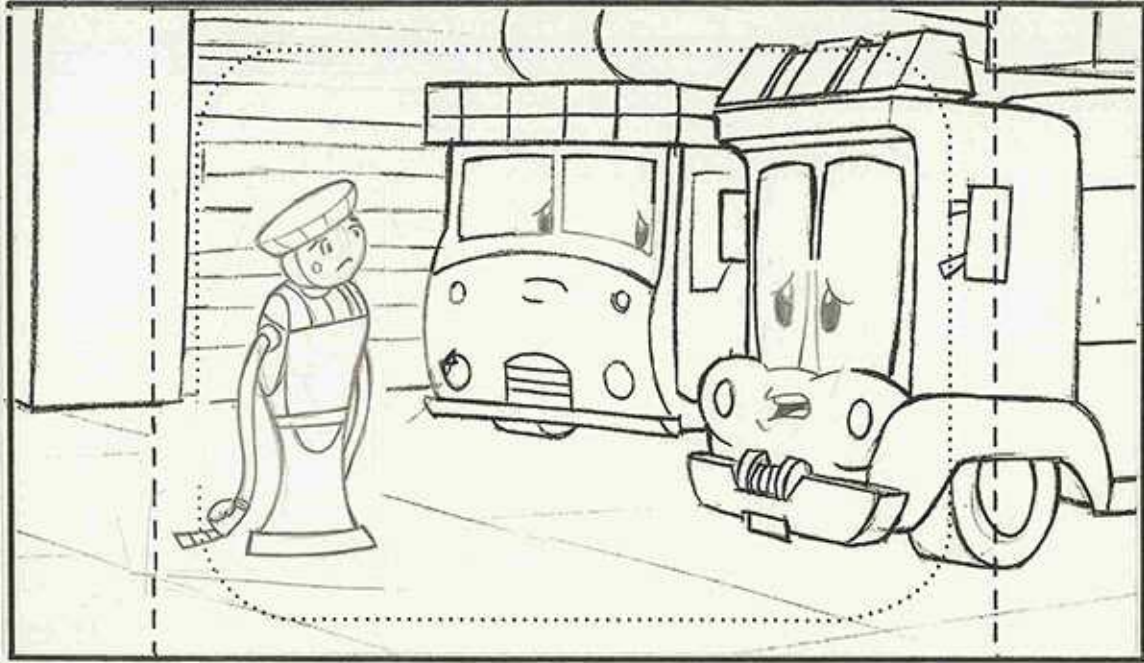


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Sc. 17 CONTD

Panel B



Dialogue Action

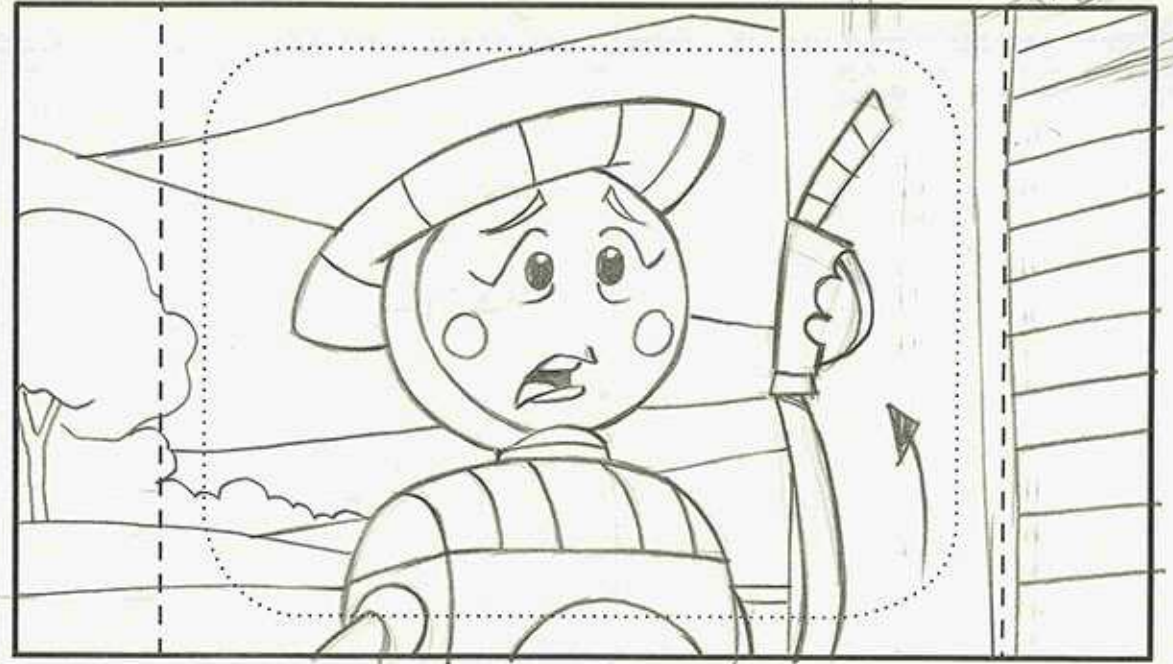
CUT

⑫ RED: (CONTD)

WE NEED GAS!

Sc. 18

S/A 4 Panel A



Dialogue Action

CUT

CLOSE ON PUMPEE

⑬ PUMPEE:

BUT TANK ALWAYS COMES TO MY PUMP FIRST...

257-786

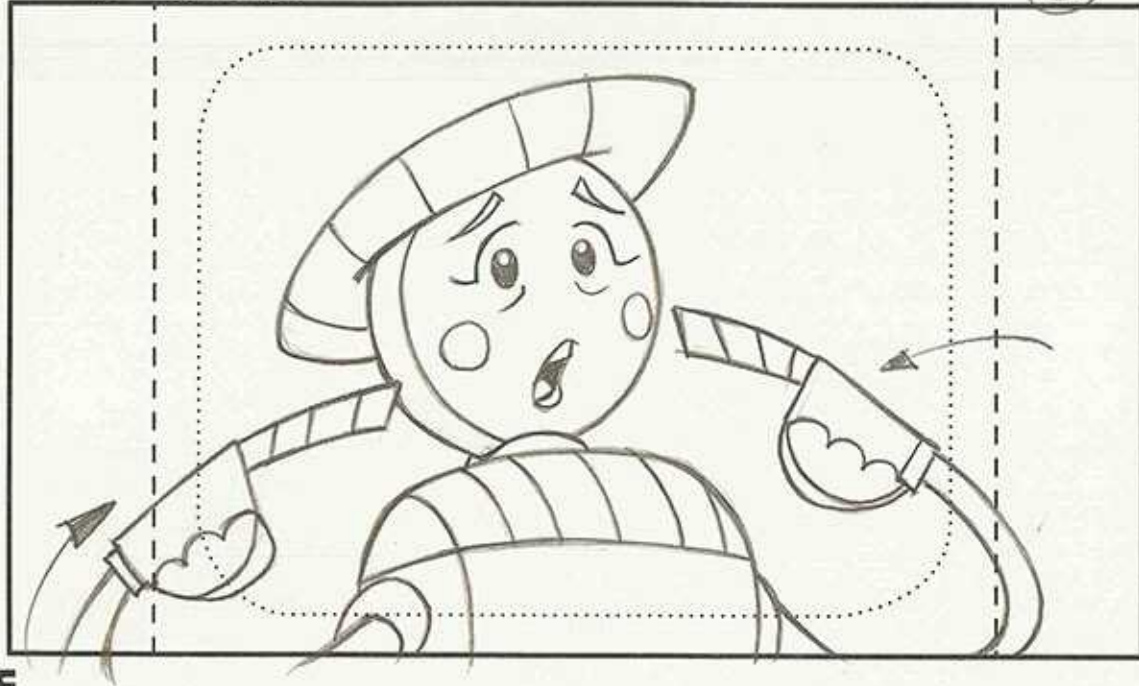


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Sc. 18 CONTD

Panel (B)



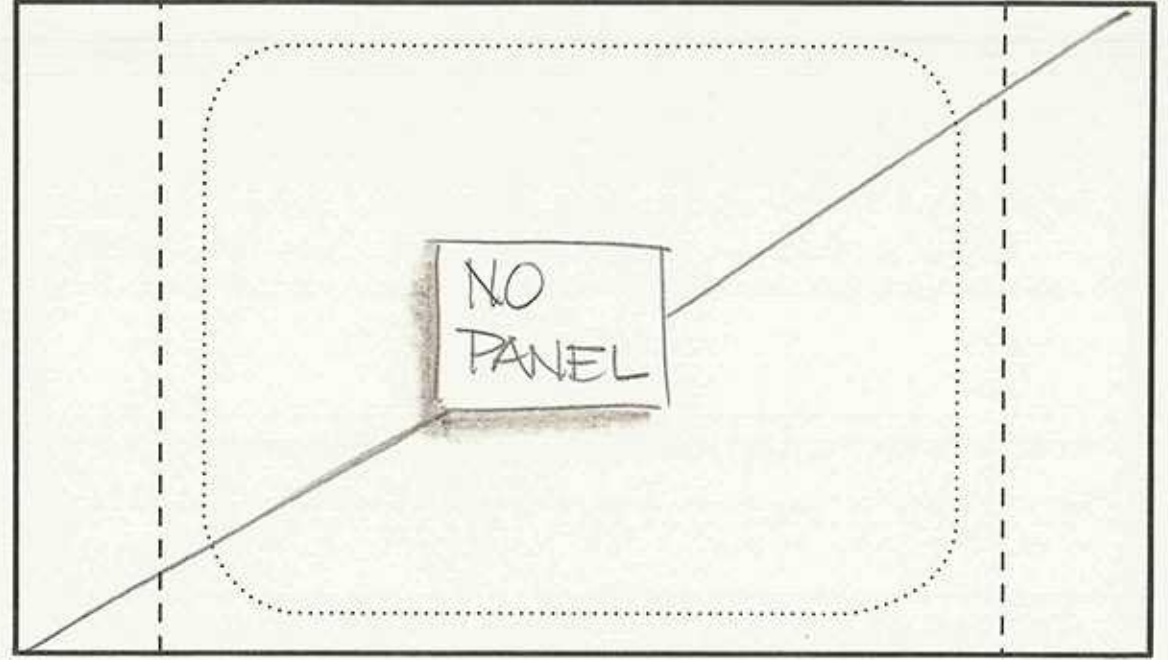
Dialogue Action

(13) PUMPEE: (CONTD)

.. WHICH MEANS I'M NOT THE ONLY EMPTY TANK IN GREEN MEADOWS.

Sc.

Panel



Dialogue Action





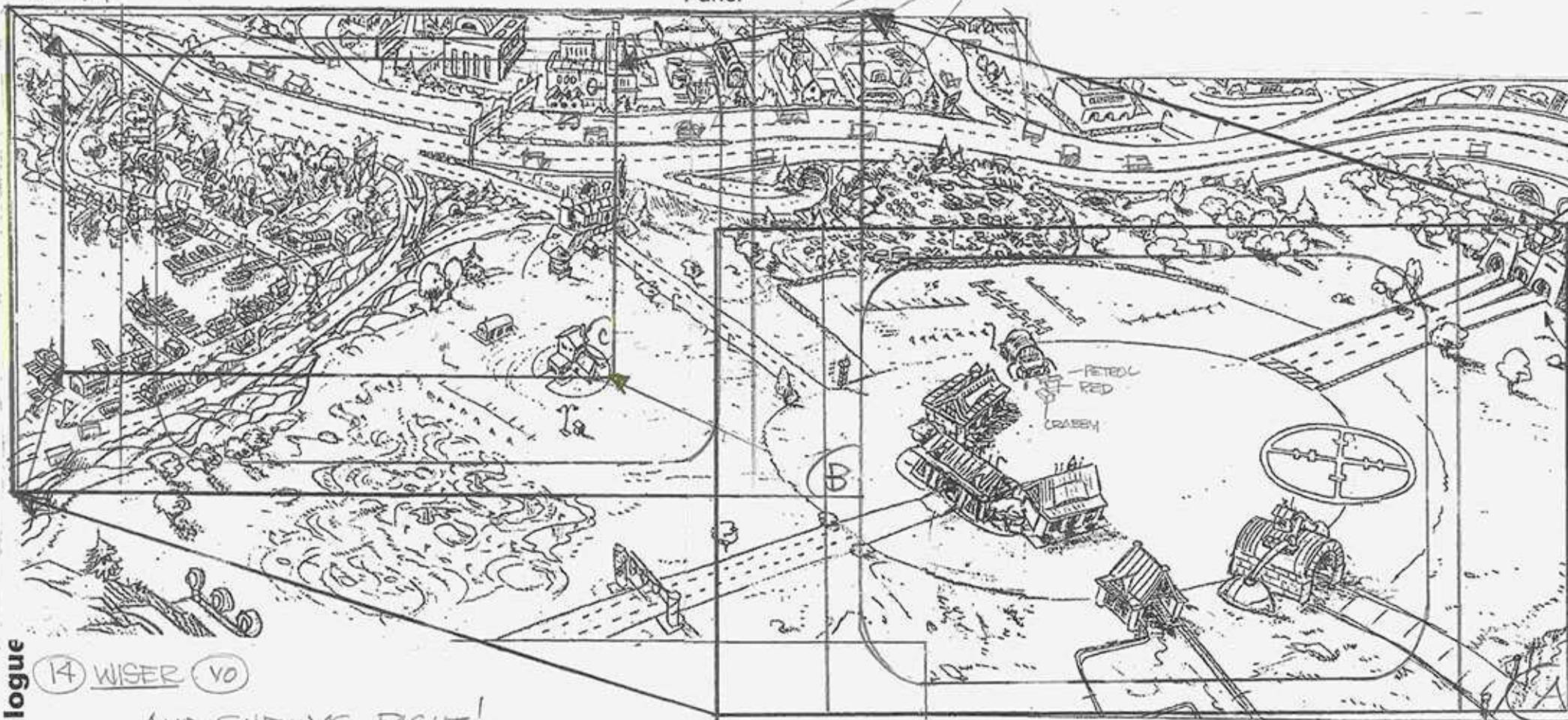
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Sc. 19

Panel

CARS



EXT. D.N.SHOT  
FIREHOUSE -DAY  
DA PAN (A) ->(B)  
NO HOLD  
CONTINUE PAN  
& TRK IN (B) ->(C)  
CARS ALONG THE  
ROADS SLOW TO A  
STOP.



Dialogue

(14) WISER (VO)

AND SHE WAS RIGHT!

257-786





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Page 18.

Sc. 20

Panel

EXT. STREET #1 - (DAY)

D.I.A PAN (A) → (B)

PAN ALONG ROAD. CARS ARE STOPPED

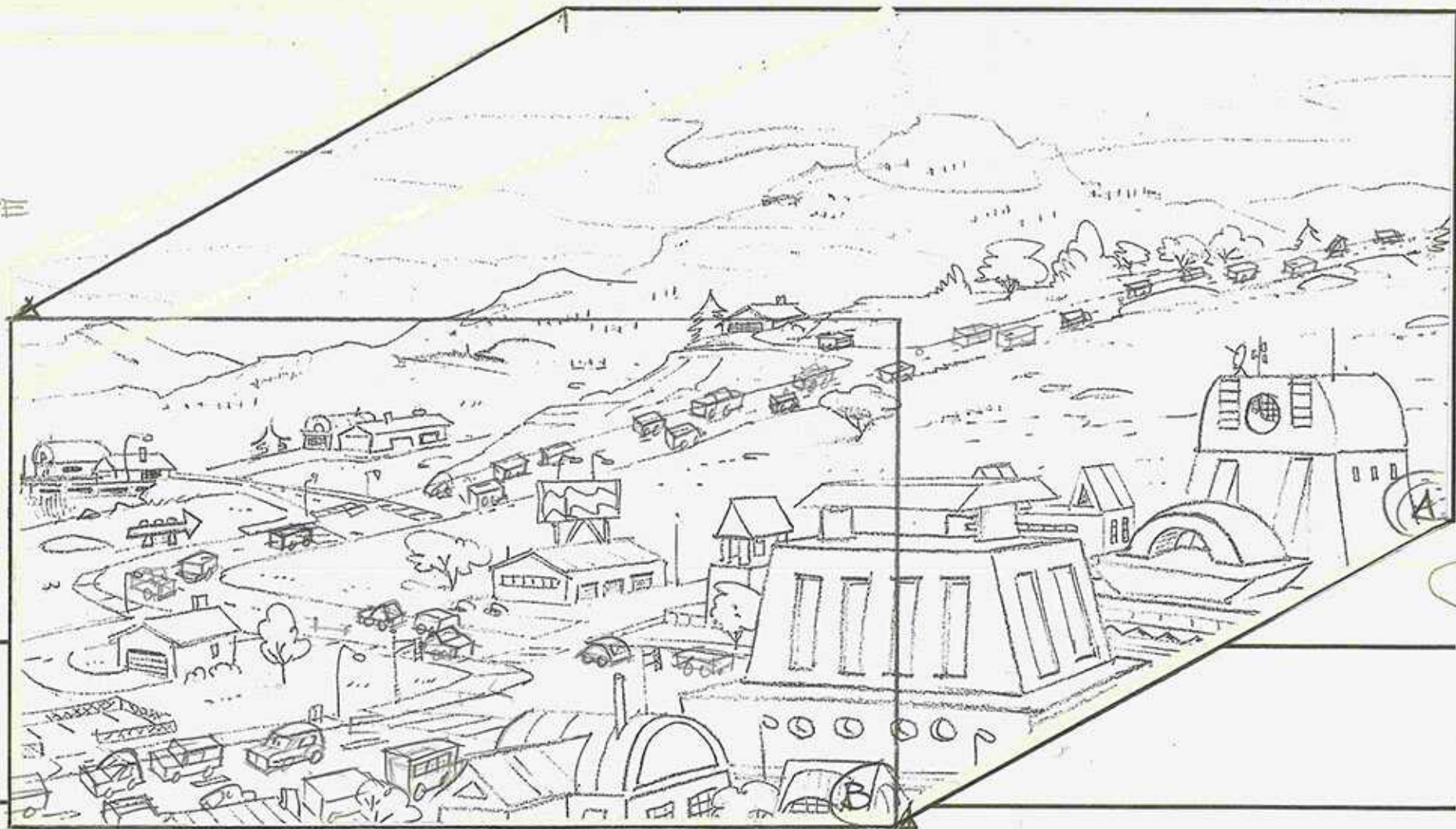
X-DISS FROM:



Action  
Dialogue

(15) WISER: (VO)

THE WHOLE CITY WAS RUNNING OUT OF GAS.



cut

257-786



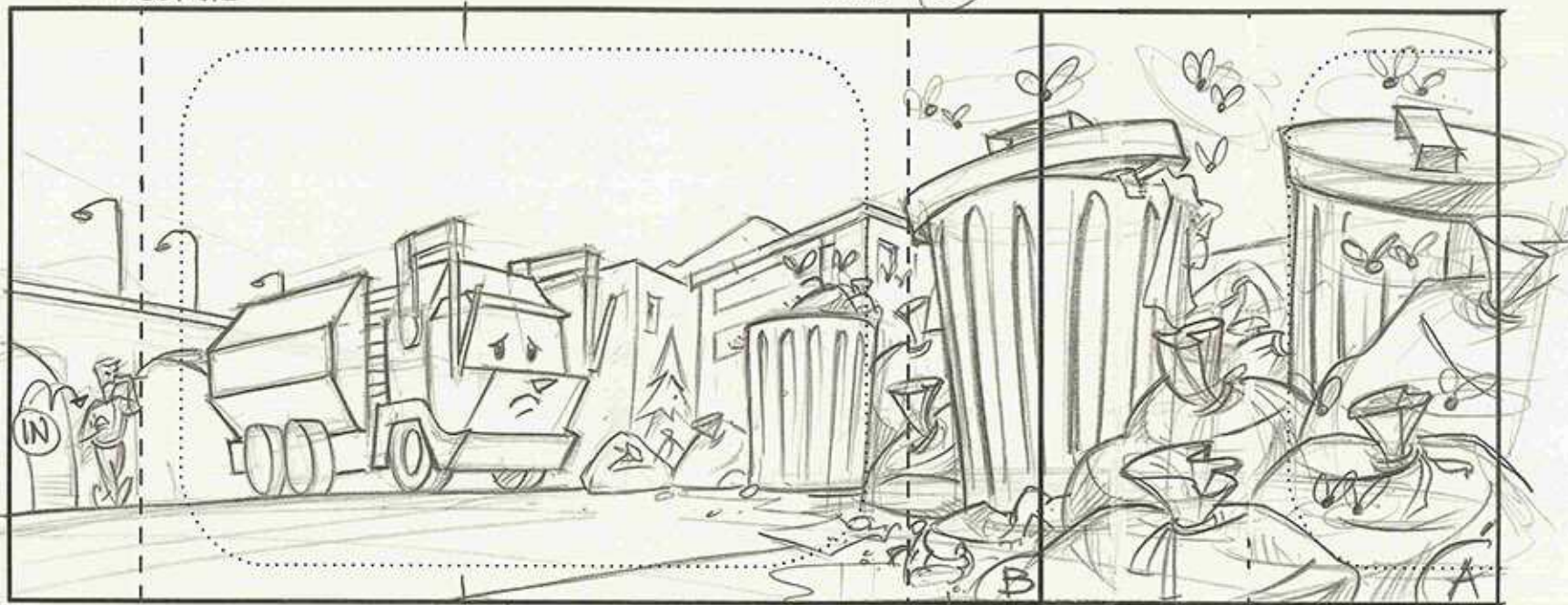


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Sc. 21 CONT'D

Panel (C)



**Dialogue Action**  
EXT CITY STREET - STOP ANGLE ON SMELLY GARBAGE  
PAN (A) → (B) STINKY IS OUT OF GAS AND DOESN'T  
LOOK PLEASED

**Dialogue Action**

CUT

257-786



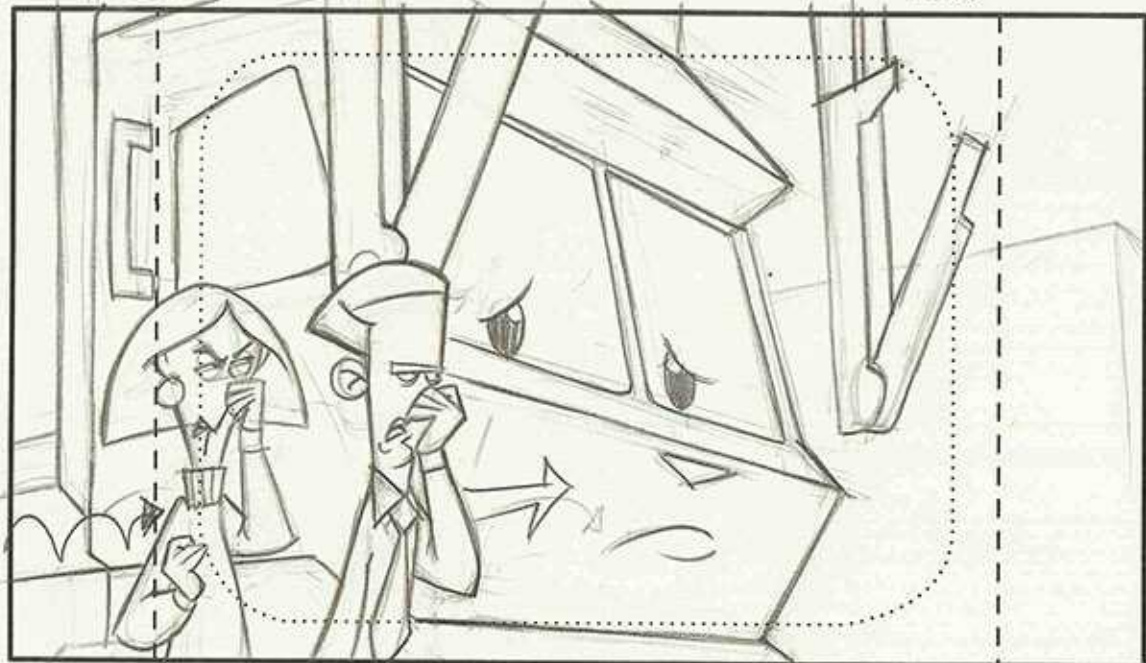


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Sc. 22

Panel



#14

ADULT #15

CLOSE ON STINKY. A COUPLE WALK BY HOLDING THEIR NOSES.

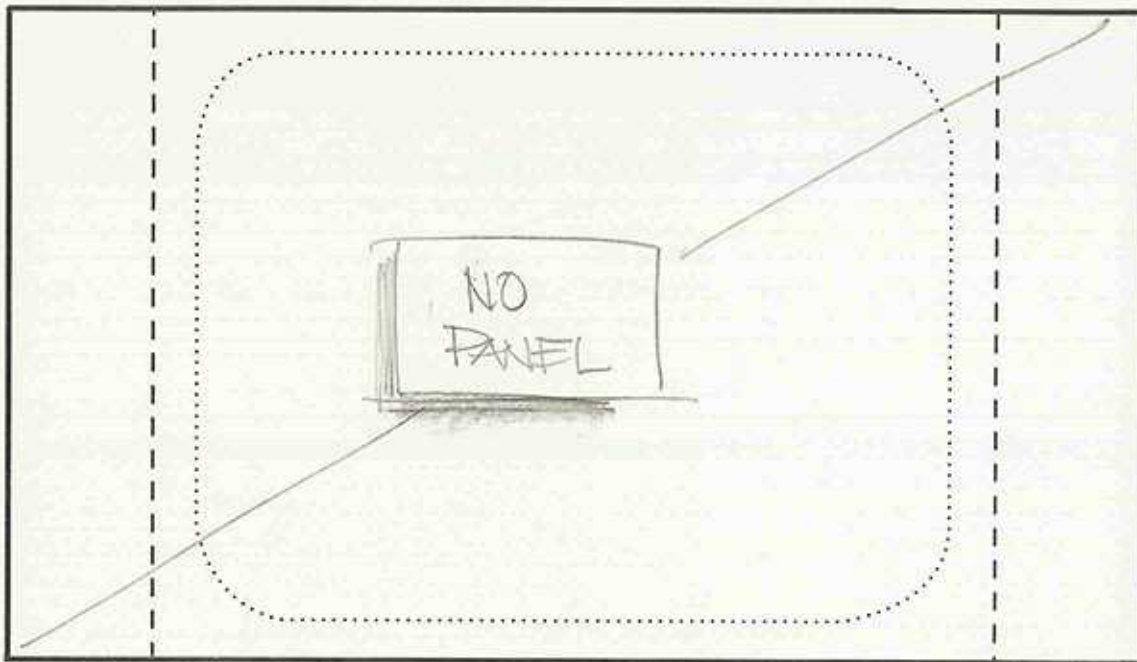
CUT  
Dialogue Action

15A PEOPLE:

< REACT >

Sc.

Panel



Dialogue Action



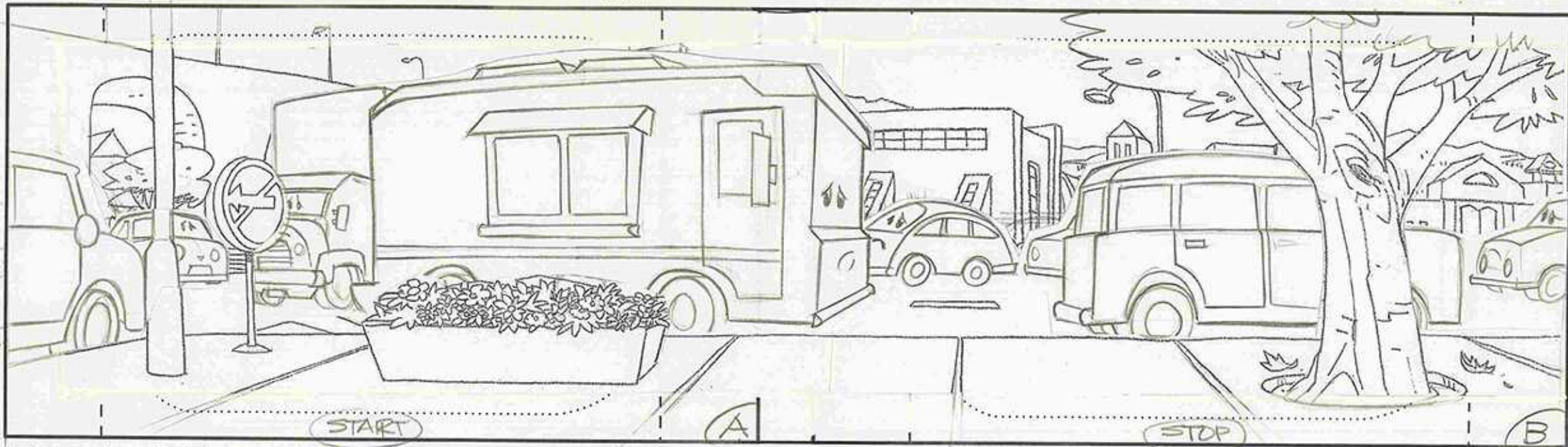


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Sc. 23

Panel



**CUT** EXT ANGLE ON ANOTHER CITY STREET - DAY.  
 PAN (A) → (B) PAN ALONG A LINE OF OUT OF GAS CARS.

**Dialogue Action**

(16) WISER : (VO)

IT WAS CREATING TERRIBLE TROUBLE.

**Dialogue Action**

**CUT**

257-786



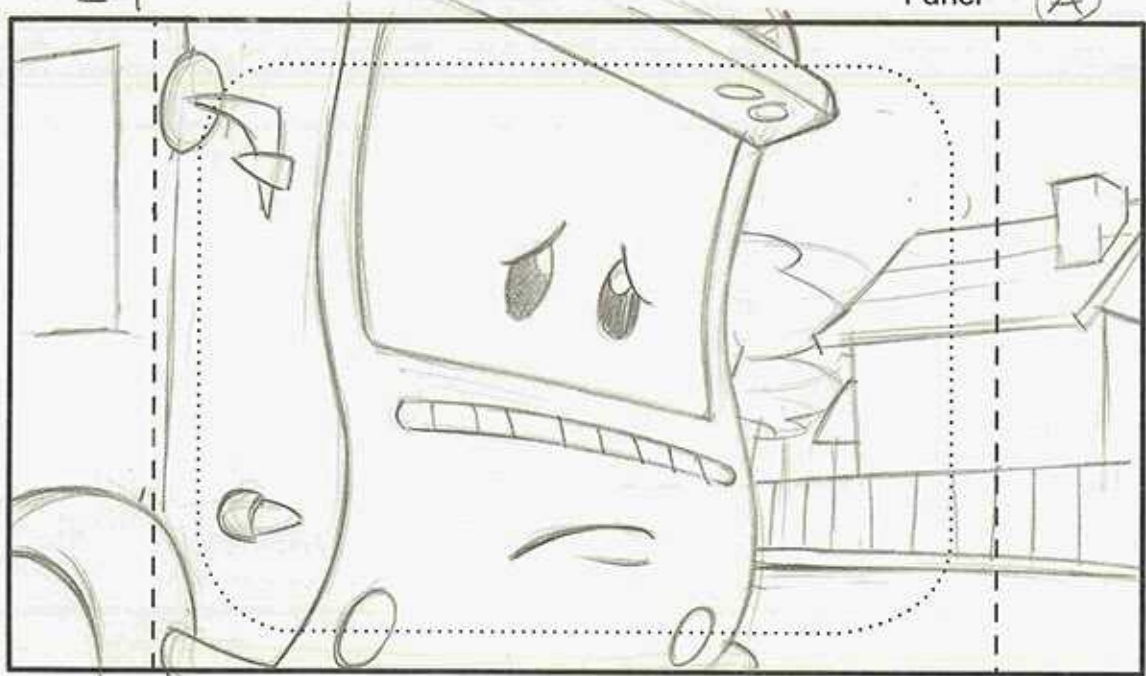


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Sc. 24

Panel (A)



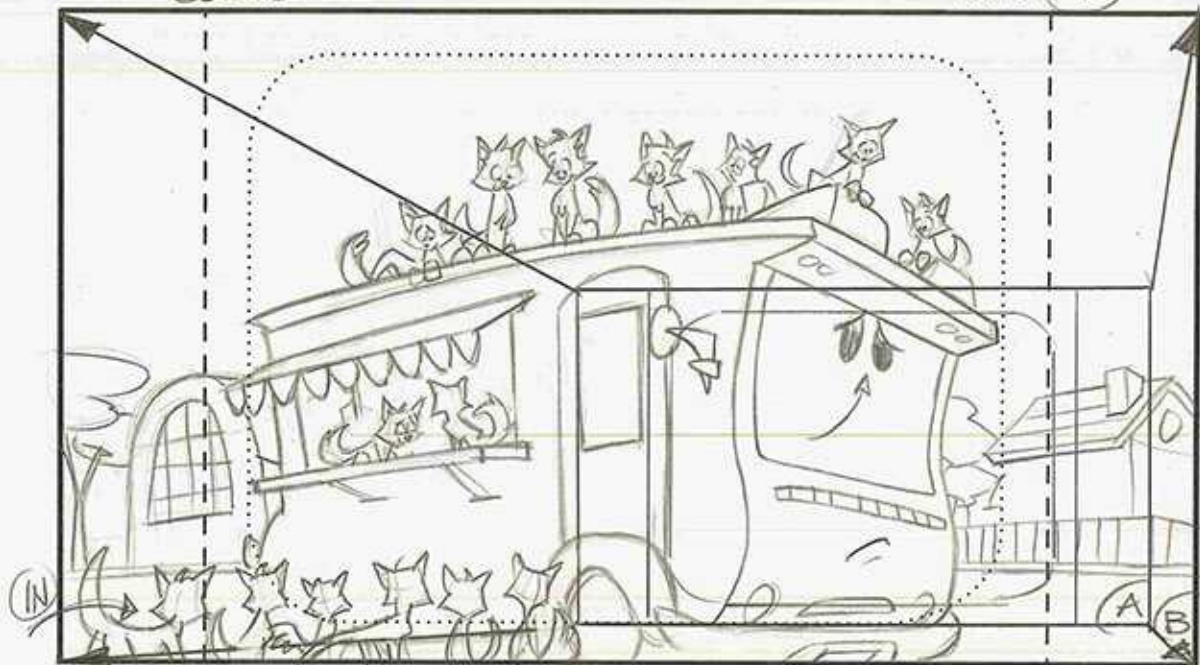
CUT

Dialogue Action

EXT. SUBURBAN STREET - (DAY)  
ANGLE ON A FORLORN MILKIE

Sc. CONTD.

Panel (B)



Dialogue Action

TRUCK OUT (A) → (B). MILKIE IS COVERED IN CATS.  
MORE RUN IN

CUT

(17) WISER: (VO)

THE ONLY ONES WHO WERE HAPPY WERE  
THE CATS NEAR MILKIE.



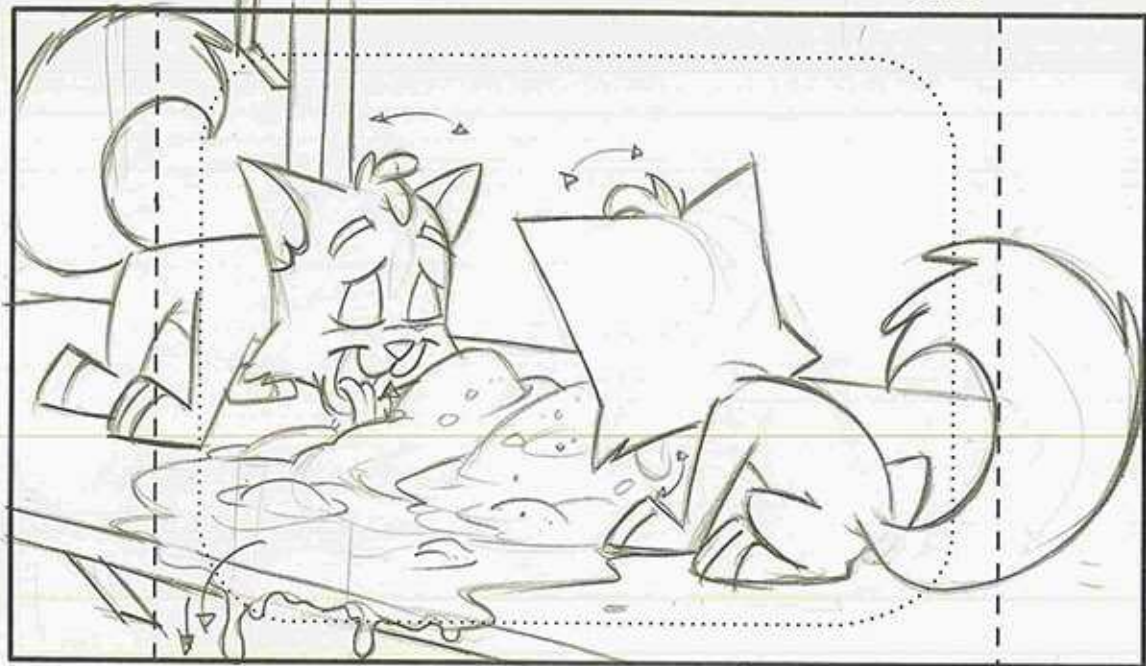


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Sc. 25

Panel



**CUT**  
**Action** CLOSE ON OPEN SERVING WINDOW - (MILK) MELTED ICE CREAM PUDDLES ON THE COUNTER. CATS LICK UP THE TASTY TREAT

**EFX:** < SFT DRIP >

**(18) WISER:**

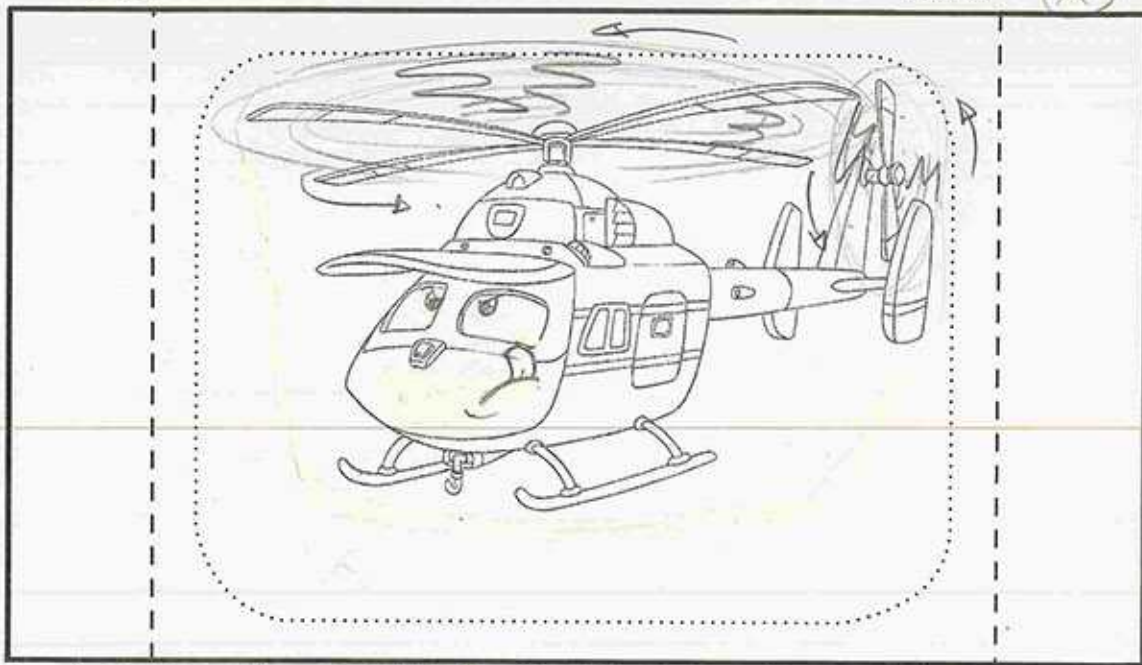
SOMEONE HAD TO DRINK ALL THAT MELTED ICE CREAM.

**CUT**

Sc. 26

Panel

(A)



**Action** ANGLE ON SPINNER CONCENTRATING ON KEEPING HIS PROPS SPINNING

**EFX:** (BLUR)

**SFX:** < WHOOOP, WHOOOP ... SLOWING DOWN >

257-786



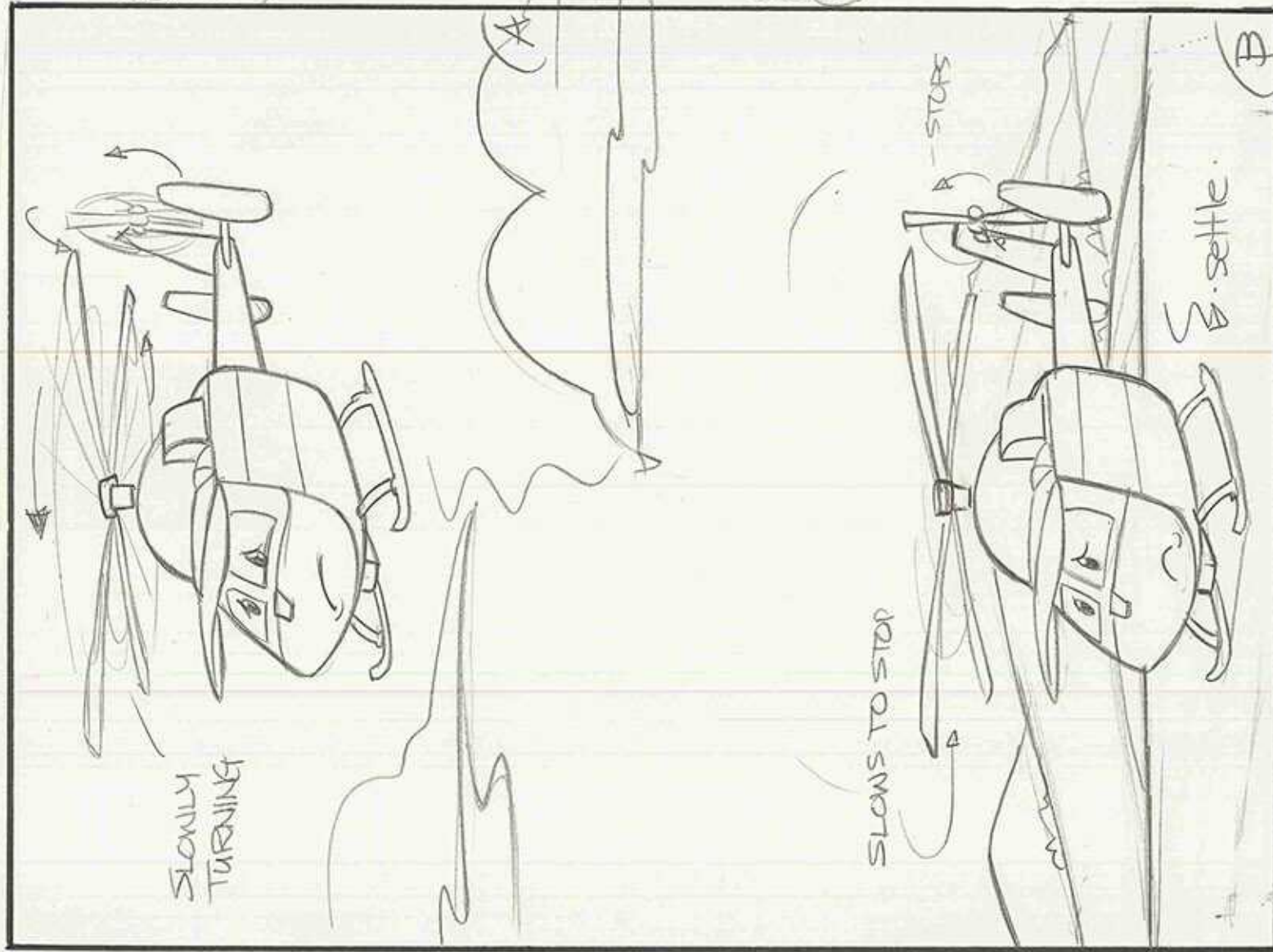


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Sc. 26 (CONT'D)

Panel B



SPINNERS' PROPS SLOWS DOWN.  
AS HE SETTLES GENTLY HIS BLADES  
STOP SPINNING

SPINNER:  
<SPUUTT, SPUT, SPU >

CUT

WISER: YO

AND FOR THOSE WHO USUALLY  
SPENT THEIR DAYS IN THE AIR,  
THE GAS SHORTAGE HAD THEM STUCK  
ON THE GROUND.

257-786



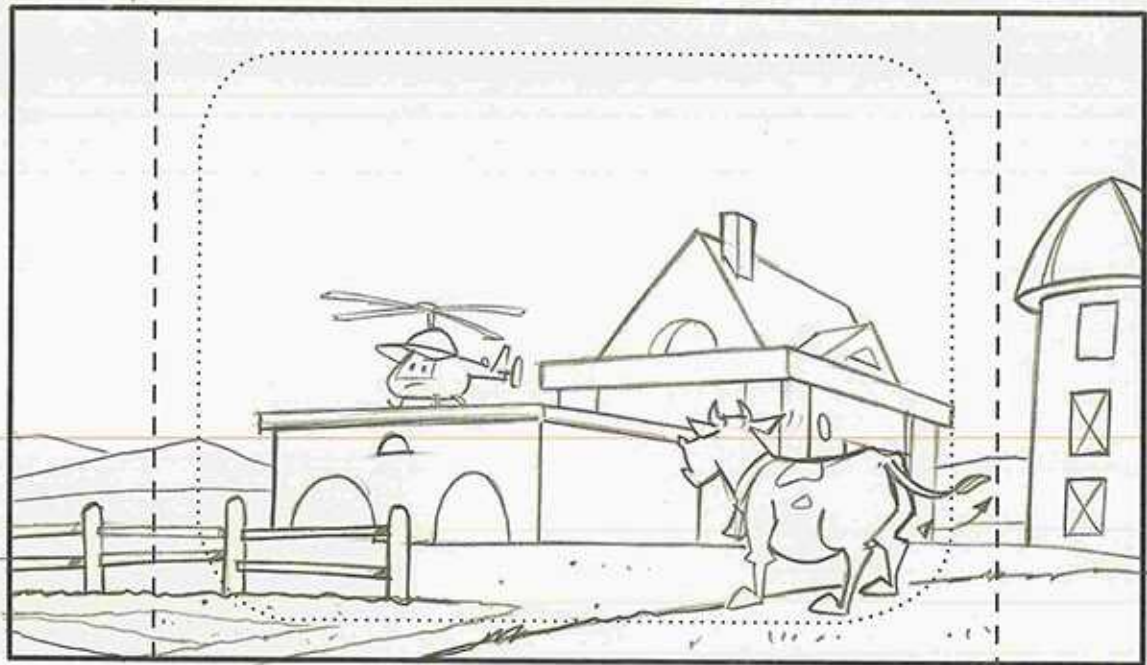


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Sc. 27

Panel



CUT

**Action** EXT. FARM - DAY.  
WIDE ON FLAT TOPPED BARN. SPINNER LOOKS SAD.  
AS A COW LOOKS ON.

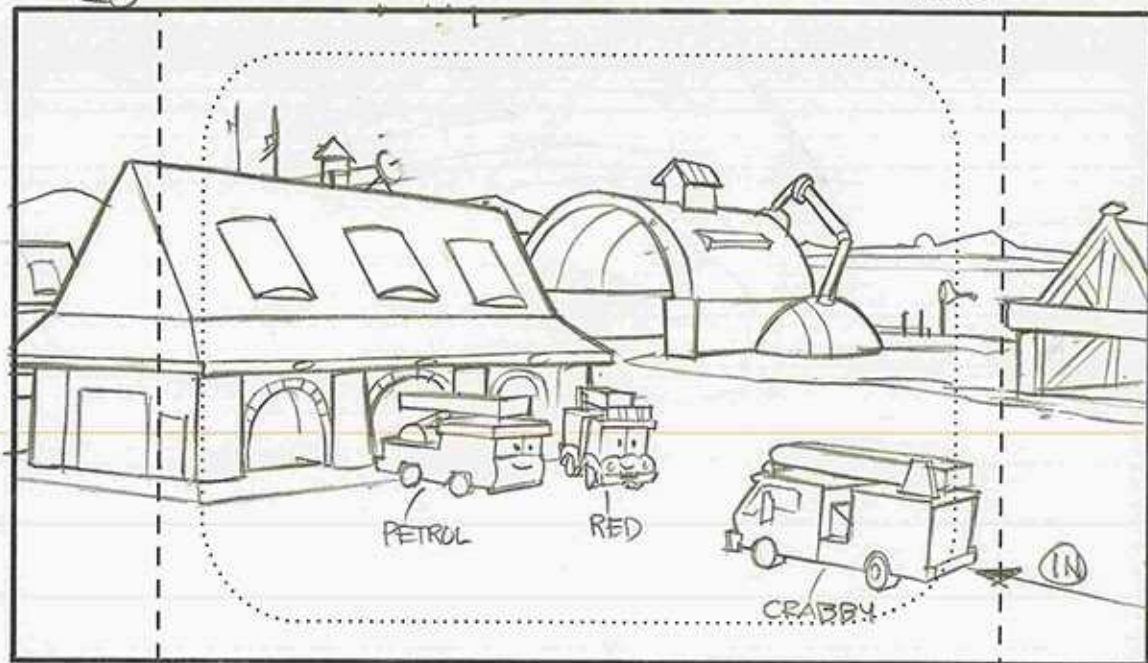
CUT

**Dialogue** ⚠️ COW: <MOOO!>

⑳ WISER: (VO)  
"OR CLOSE TO IT."

Sc. 28

Panel



**Action** EXT. SENIOR DORM - REAR VIEW - DAY.  
CRABBY DRIVES TOWARDS THE WAITING PETROL & RED.

CUT

㉑ WISER: (VO)  
"IT WASN'T LONG BEFORE OUR TRUCKS  
STARTED TO HAVE PROBLEMS ..."

257-786



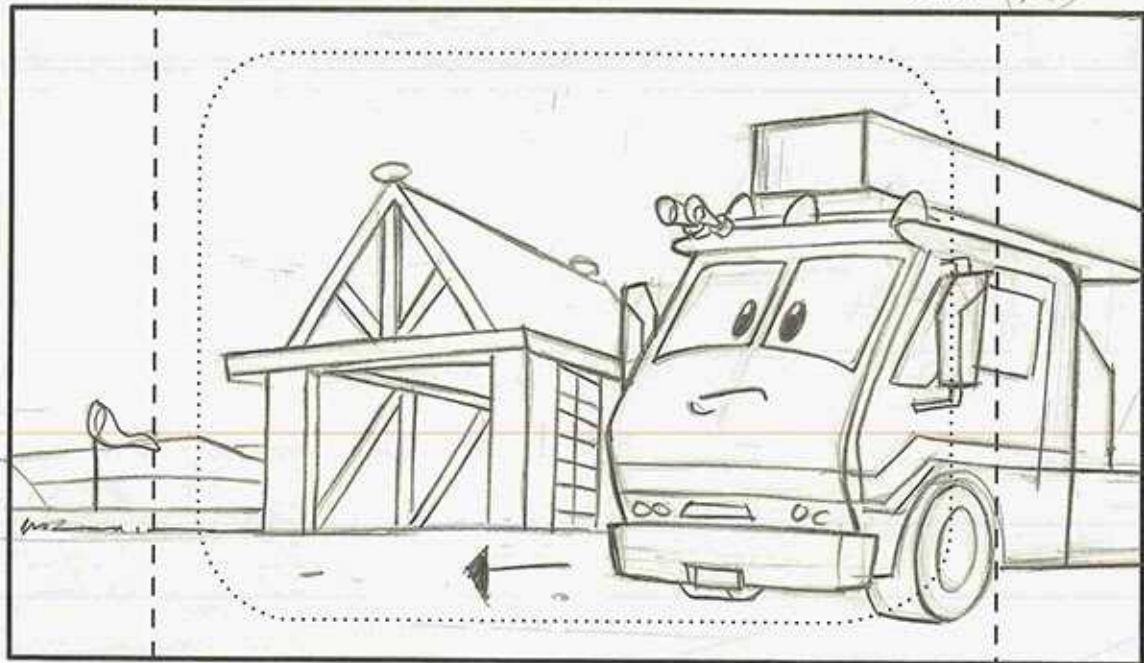


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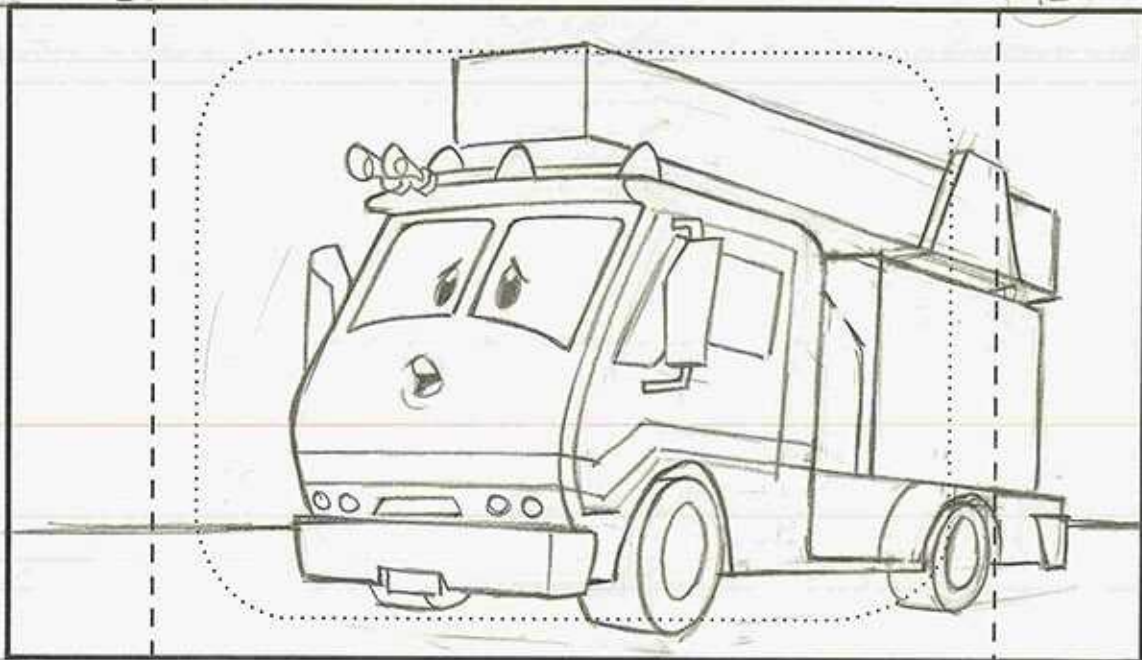
Sc. 29.

Panel A



Sc. CONTD

Panel B



Dialogue Action

ANGLE ON CRABBY -

SFX: (ENGINE)

(21) WISER: (YO) (CONTD)

.. OF THEIR OWN.

Dialogue Action

CRABBY'S ENGINE DIES. HE ROLLS TO A STOP.

SFX: (ENGINE SPUTTER)

(22) CRABBY:

UH OH.



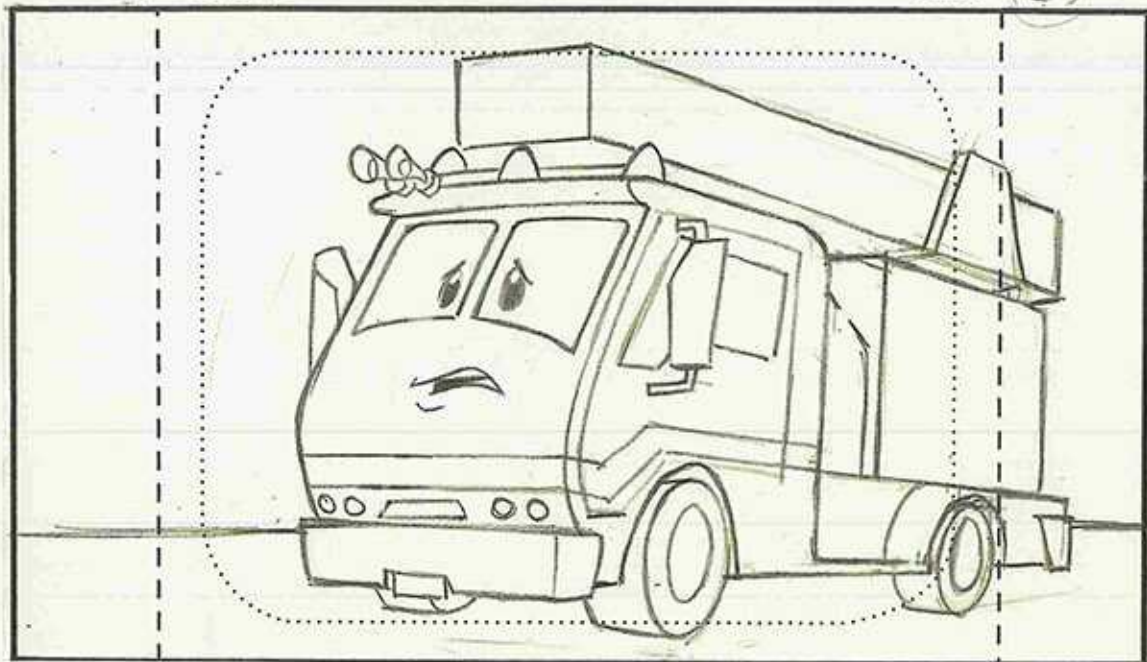


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Sc. 29 CONTD.

Panel C



Dialogue Action

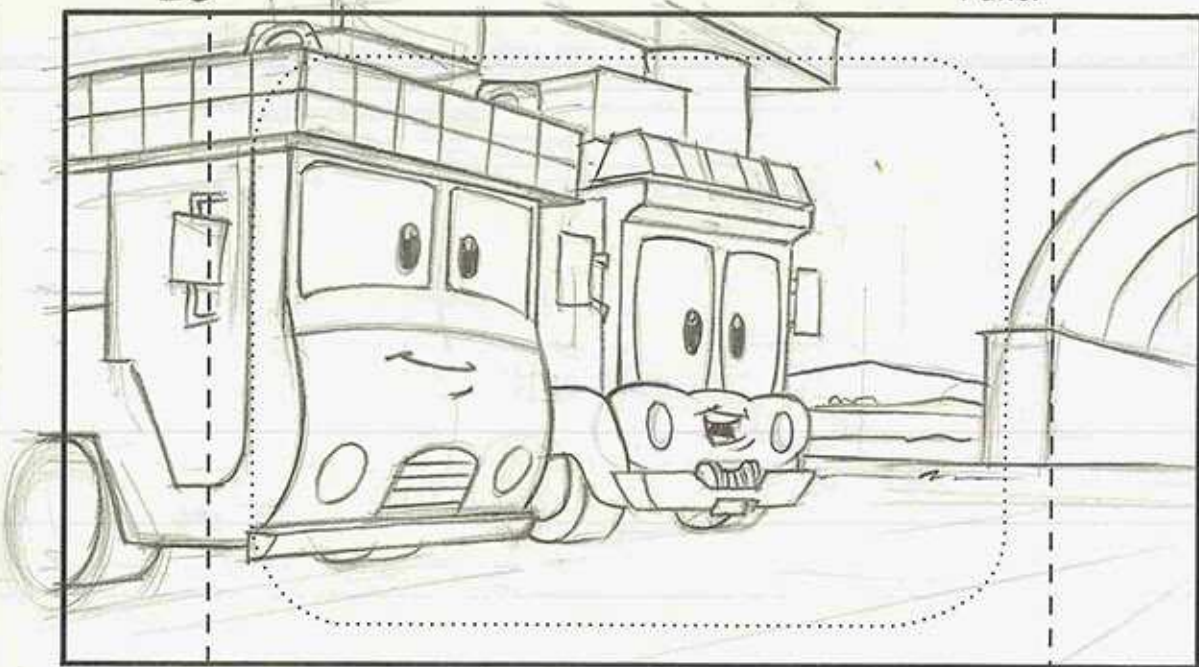
22 CRABBY:

NOT EVEN ANY FUMES LEFT.

CUT

Sc. 30

Panel



Dialogue Action

ANGLE ON RED & CRABBY.

23 RED:

WE CAN HELP YOU.

257-786



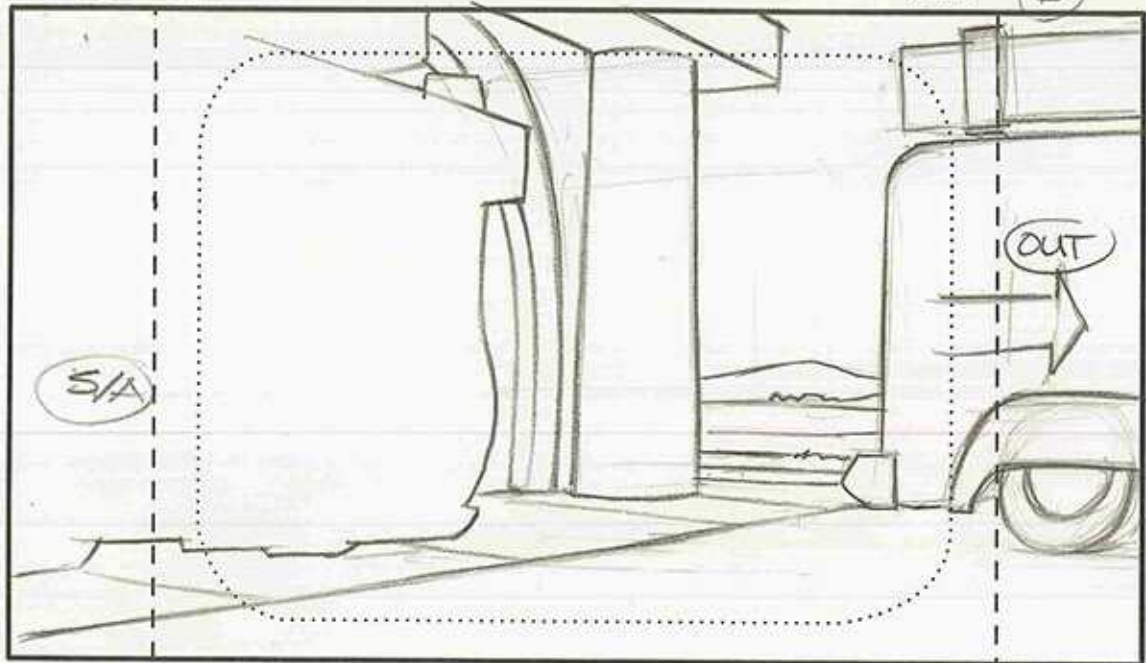


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Sc. 30 CONTD.

Panel (B)

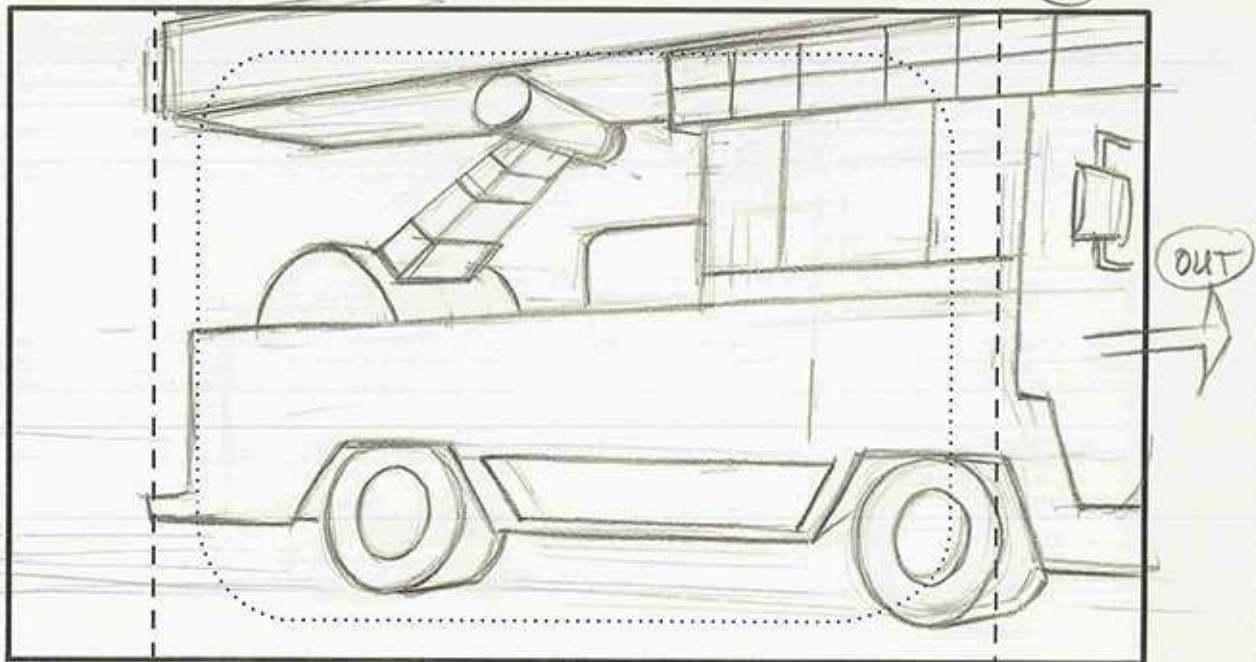


Dialogue Action

RED DRIVES OUT.

Sc. CONTD.

Panel (C)



Dialogue Action

FOLLOWED BY PETROL. (CUT ON ACTION)



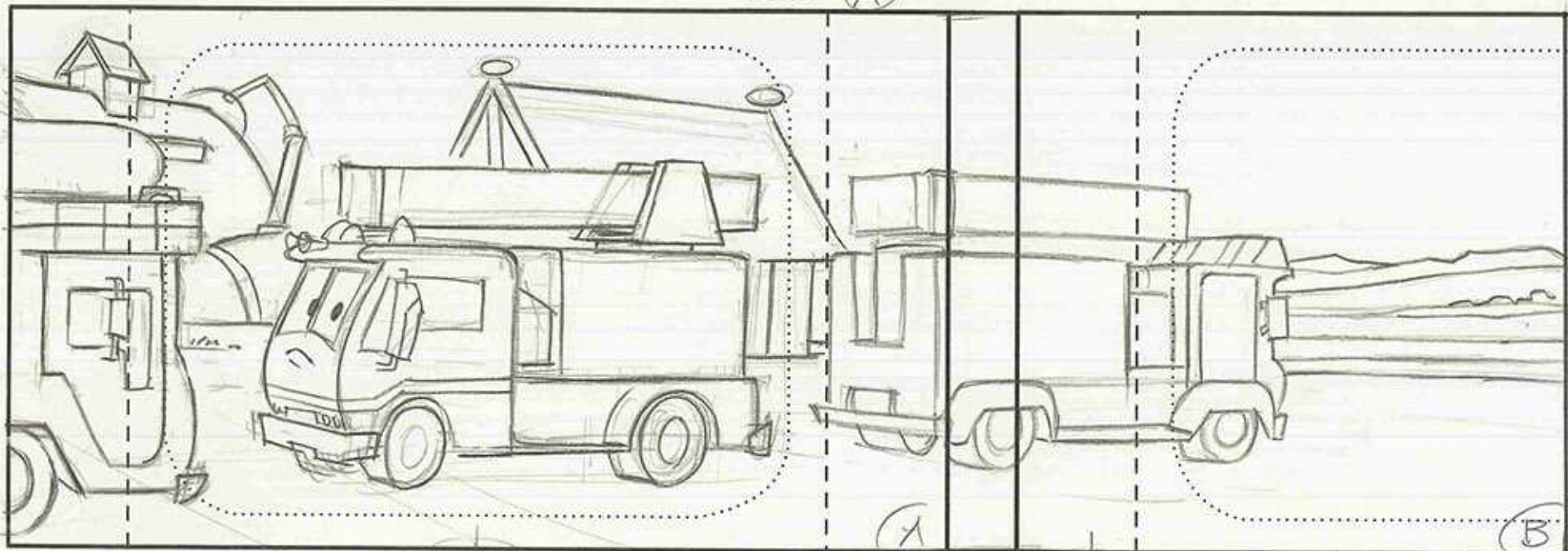


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Sc. 31

Panel (A)



Dialogue Action

ANGLE ON: CRABBY. PETROL DRIVES PAST HIM AND POSITIONS HIMSELF BESIDE RED, BEHIND CRABBY.

Dialogue Action

STOP



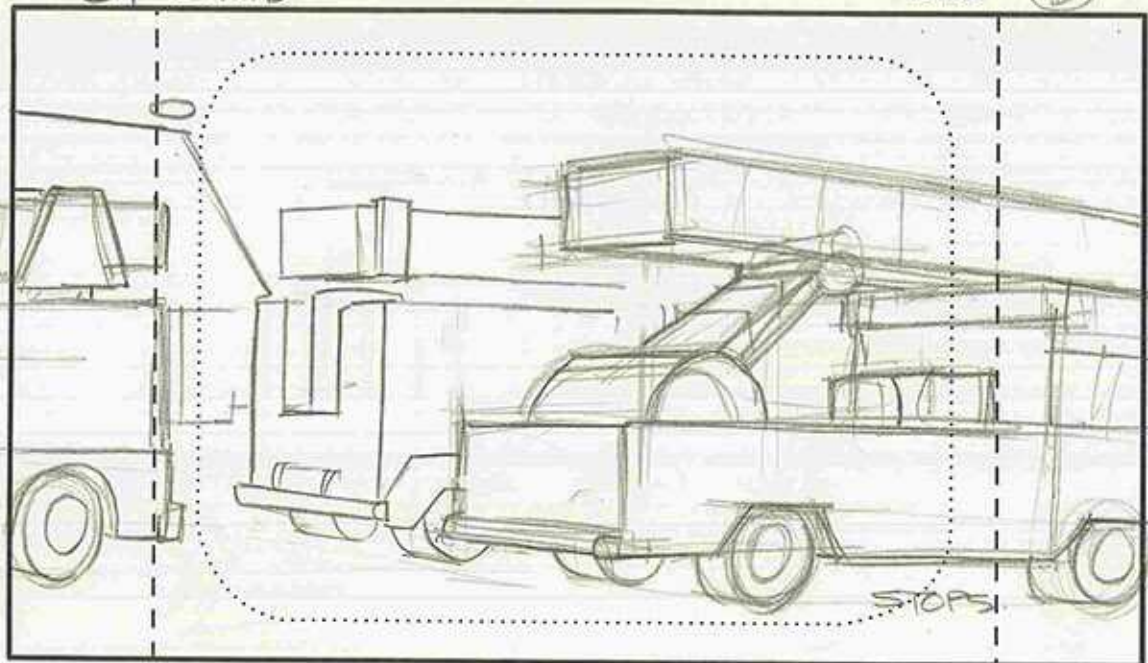


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Sc. 31 CONTD.

Panel B



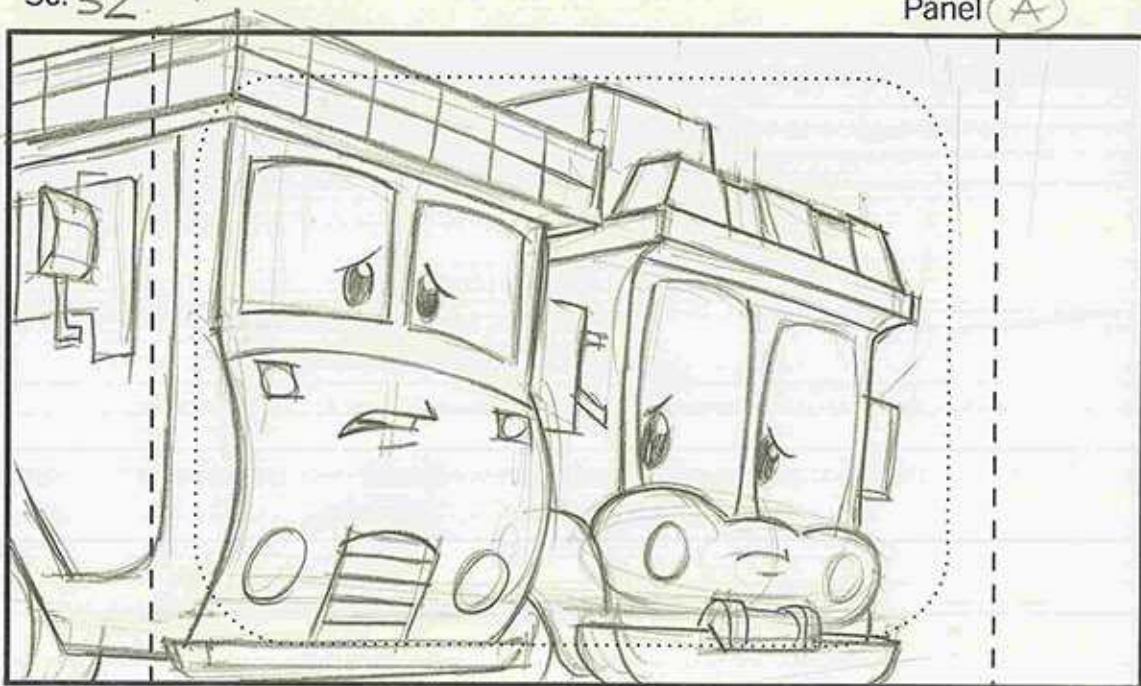
**Dialogue Action** PETROL STOPS HIS ENGINE DIES.

SFX: <ENGINE SPITTER!>

CUT

Sc. 32

Panel A



**Dialogue Action** CLOSE ON PETROL & RED.

(24) PETROL: (CONCERNED)

THIS ISN'T GOOD.



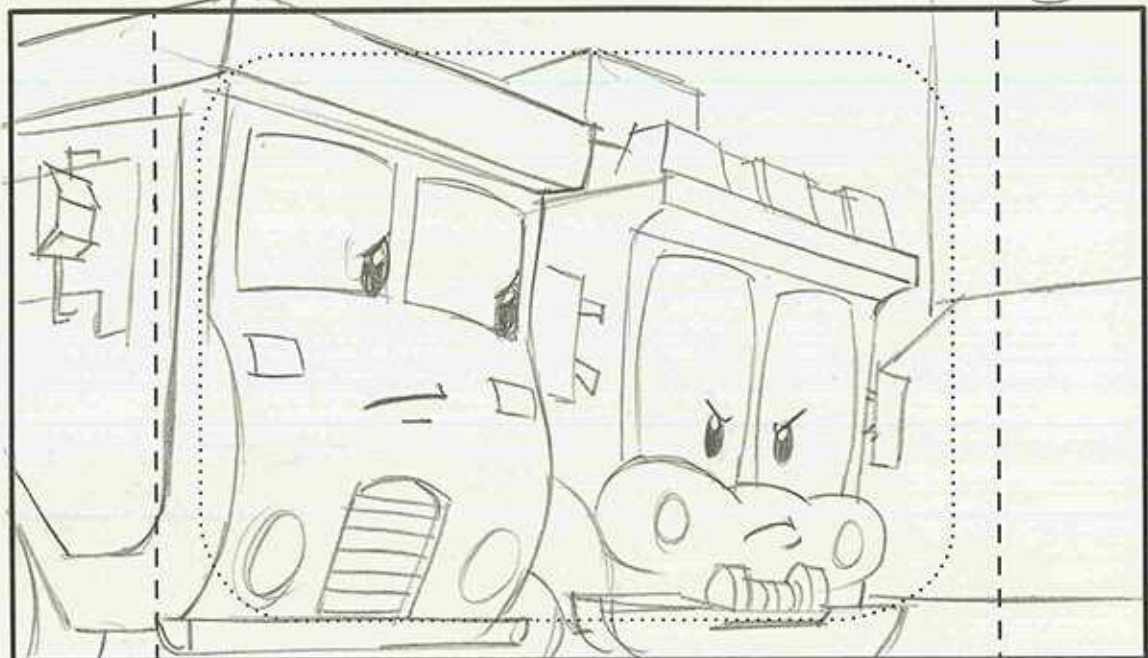


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Sc. 32 CONTD.

Panel (B)

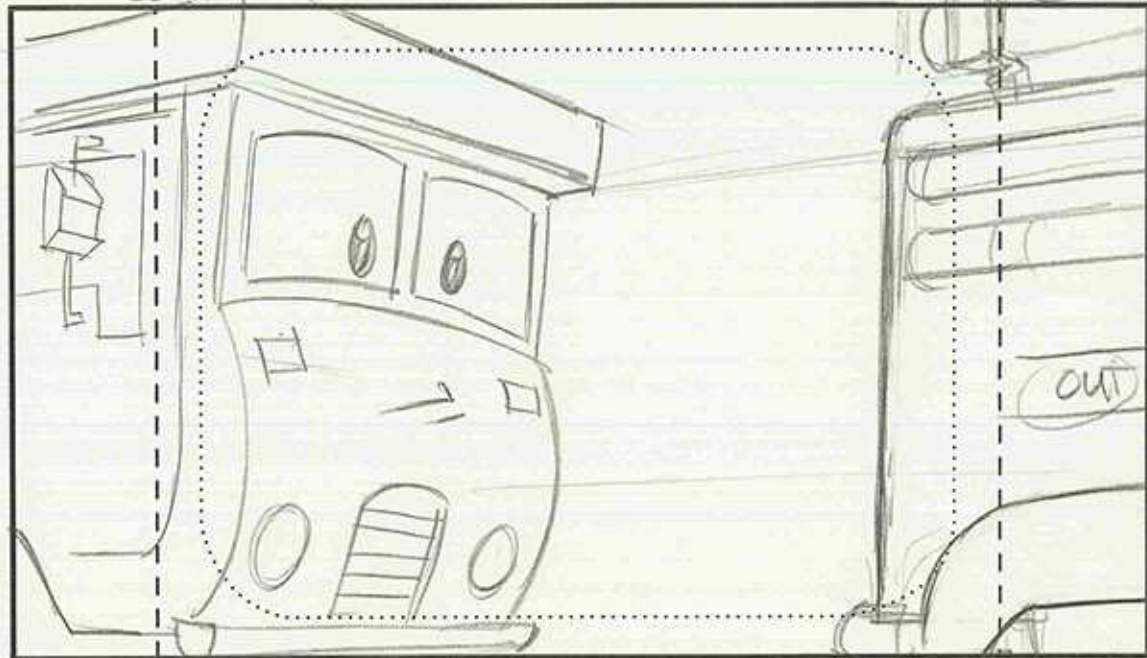


RED GETS A DETERMINED LOOK ON HIS FACE

Dialogue Action

Sc. CONTD.

Panel (C)



RED DRIVES FORWARD & CUT

Dialogue Action

CUT



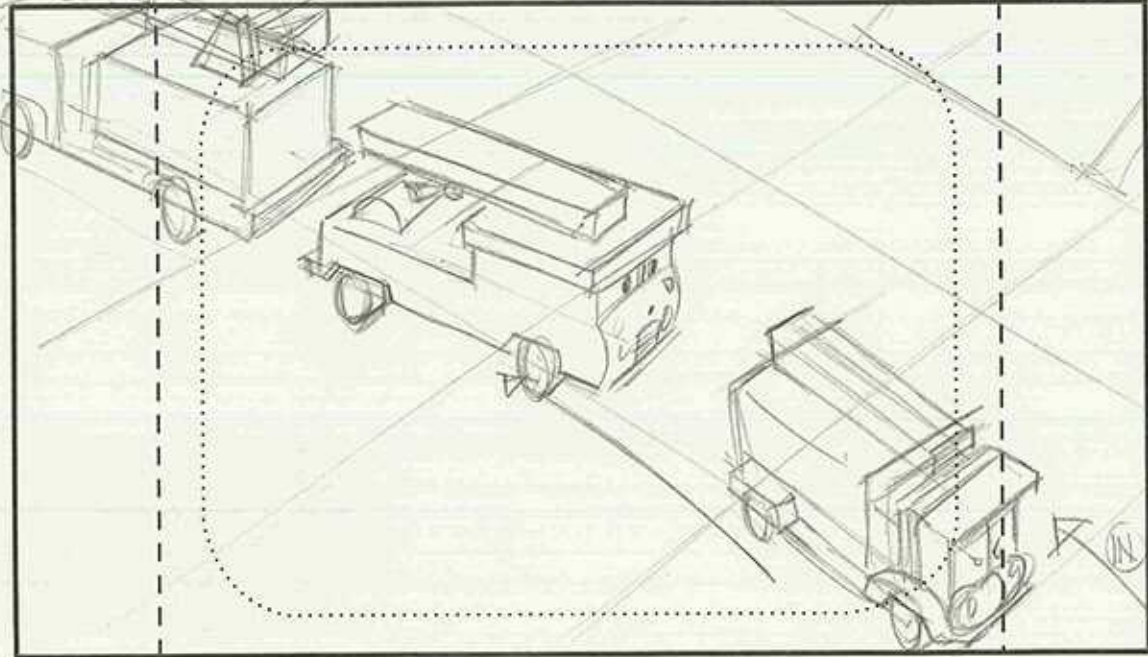


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Sc. 33

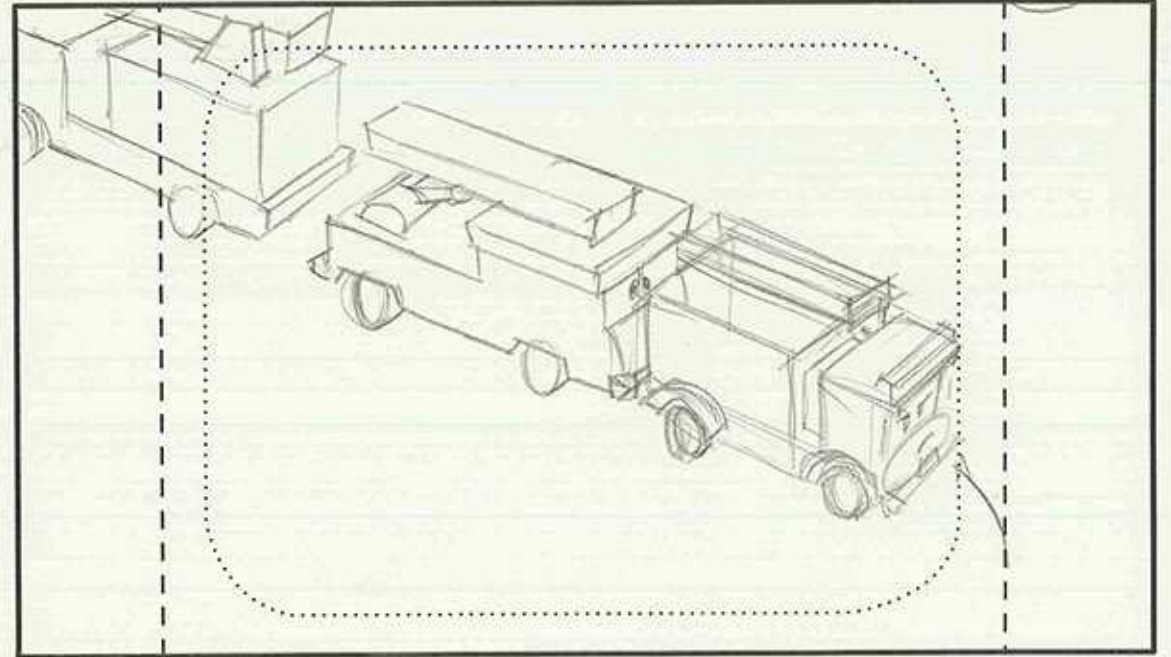
Panel (A)



**Dialogue Action** EXT FIREHOUSE DOWN ANGLE ON COURTYARD  
RED BACKS INTO SCENE

Sc. CONTD

Panel (B)



**Dialogue Action** RED BACKS UP IN FRONT OF PETROL. HE'S GOING TO TRY AND PUSH BOTH PETROL AND CRABBY.

CUT



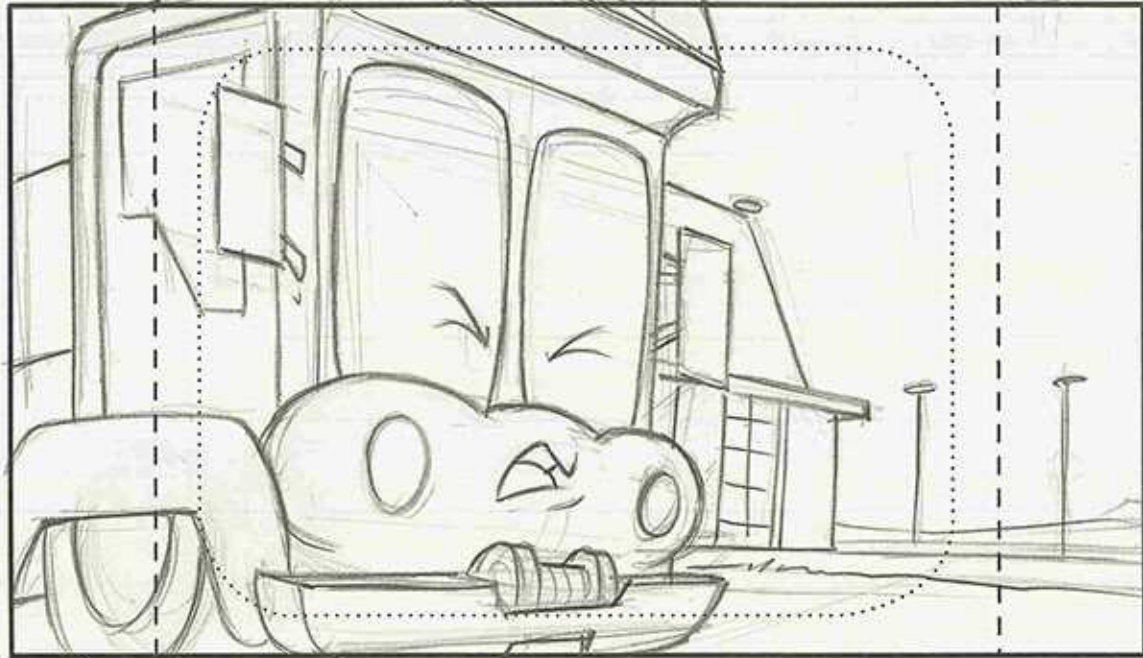


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Sc. 3A

Panel A



CUT

Dialogue Action

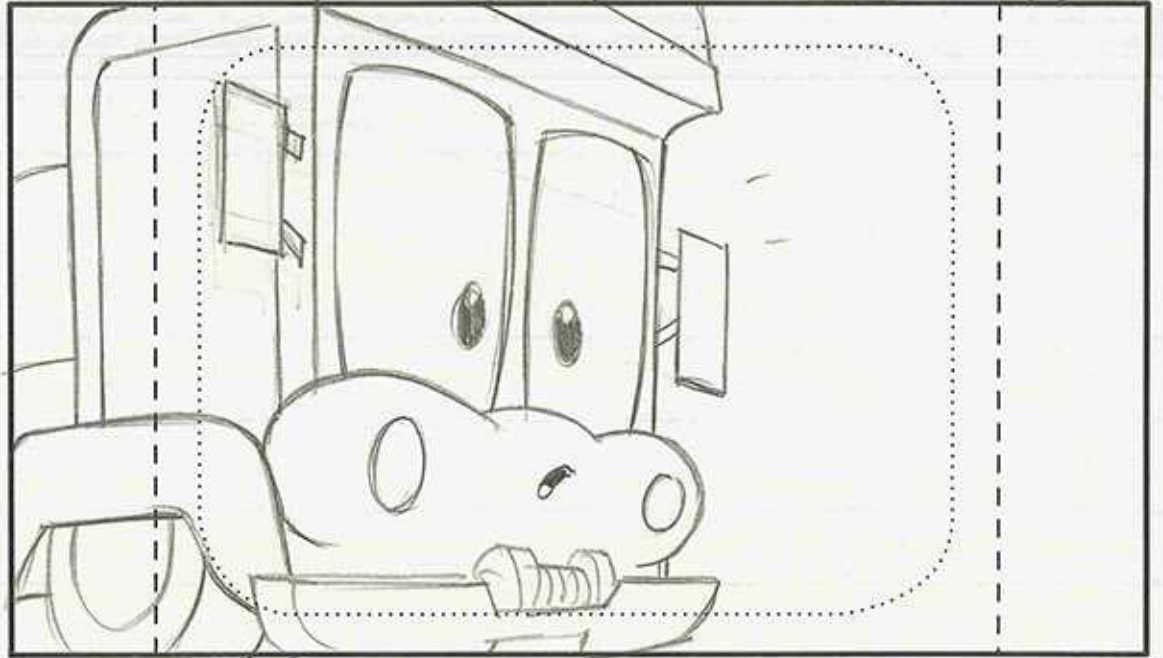
CLOSE ON A STRAINING RED.

(25) RED: (STRAINING)

DON'T WORRY, GUYS... I CAN PUSH YA...

Sc. CONTD -

Panel B



Dialogue Action

RED'S ENGINE SPUTTERS & DIES.

SFX: <ENGINE SPATTER>



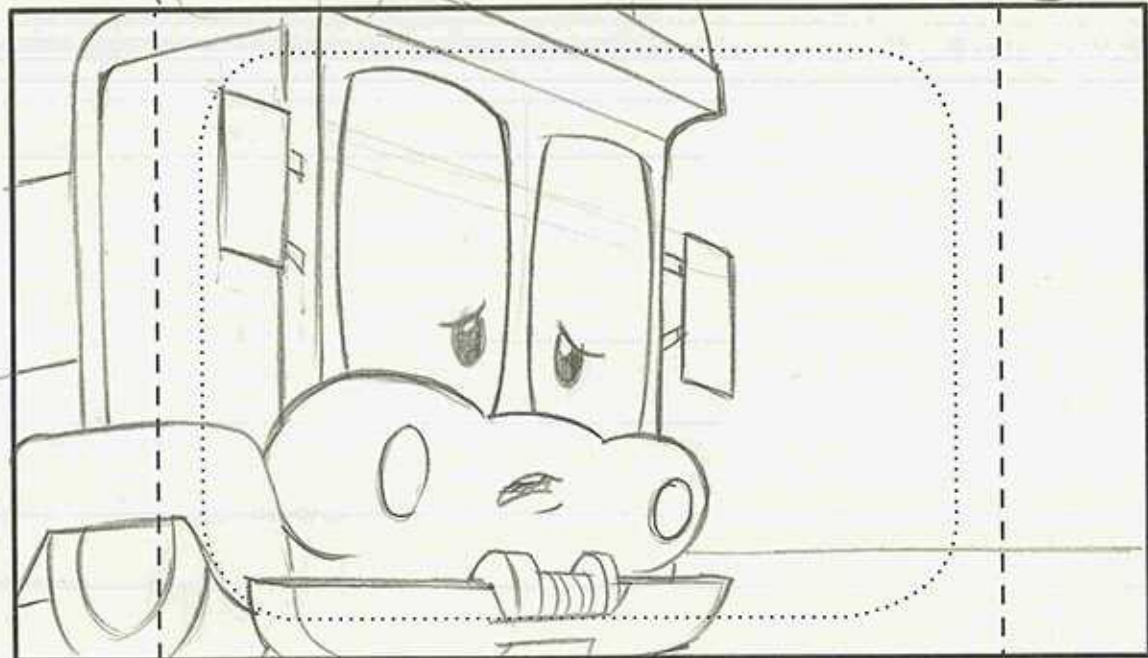


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Sc. 34 (CONTD.)

Panel (C)

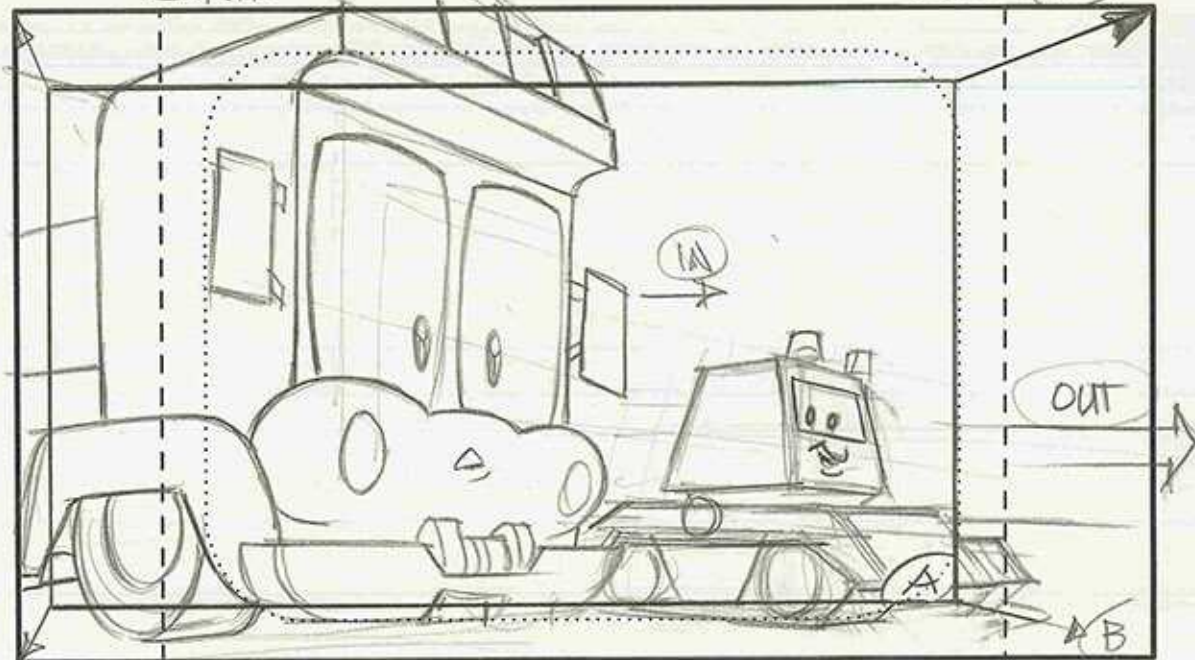


Dialogue Action

(25) RED: (CONTD)  
WELL, I COULD'VE...

Sc. CONTD

Panel (D)



Dialogue Action

TECH ZIPS IN & PAST RED, WHO IS STARTLED.  
TRUCK OUT (A) → (B)

(26) TECH:  
Hi, BOYS.

CUT  
257-786



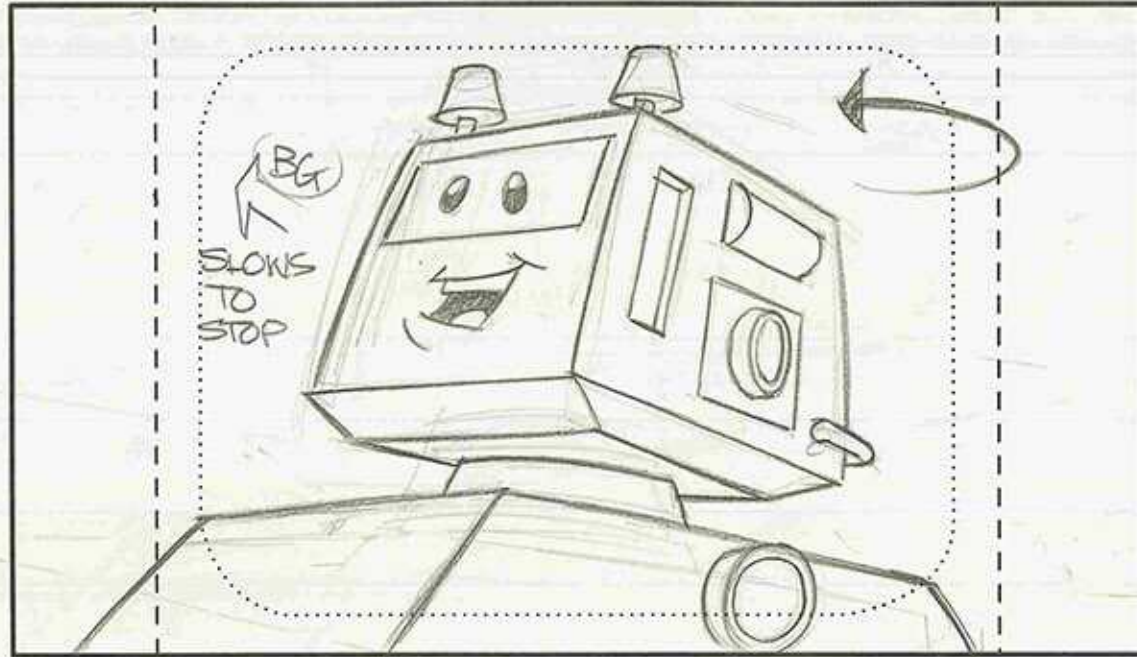


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Sc. 35

Panel



CUT

Dialogue Action

ANGLE ON TECH HE SWIVELS

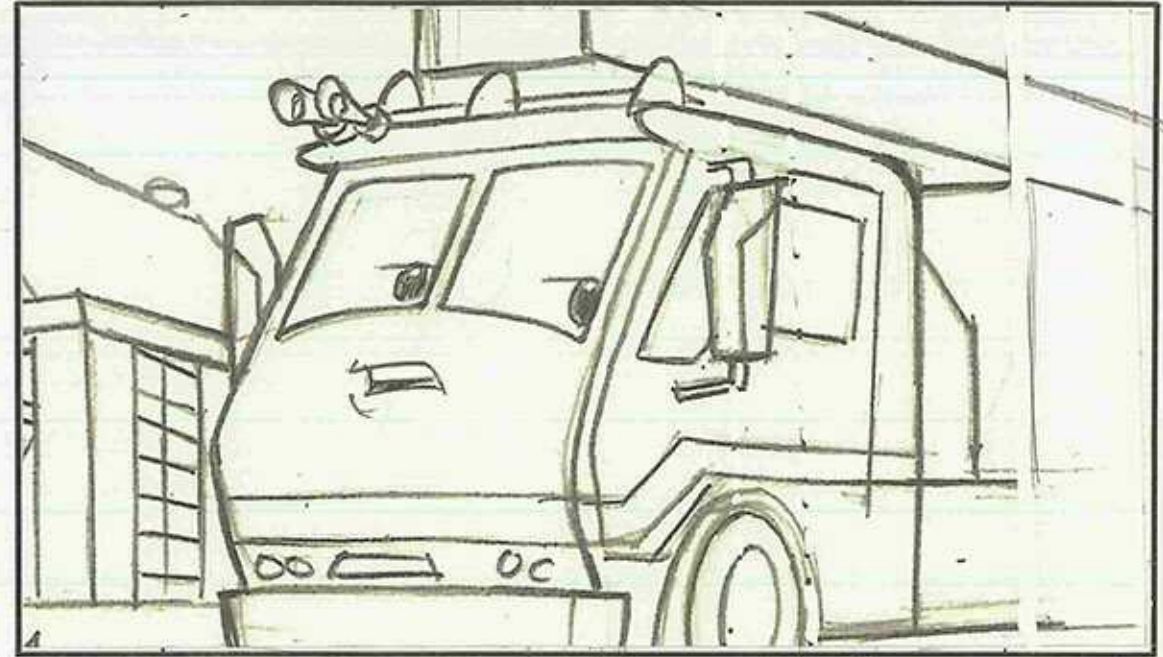
(26) TECH: (CONTD)

LOOKS LIKE YOU COULD USE A  
PICK-ME-UP.

CUT

Sc. 36

Panel



CUT

Dialogue Action

CLOSE ON CRABBY.

(27) CRABBY:

OR SOME GAS.



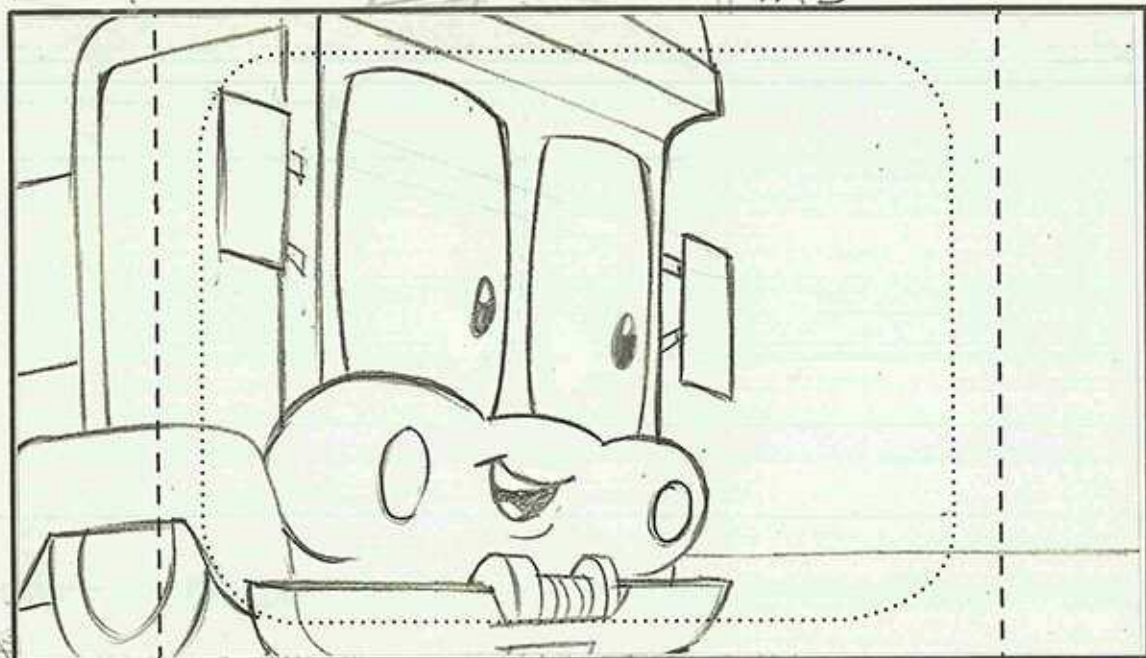


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Sc. 37

SA 32 Panel



CUT

Dialogue Action

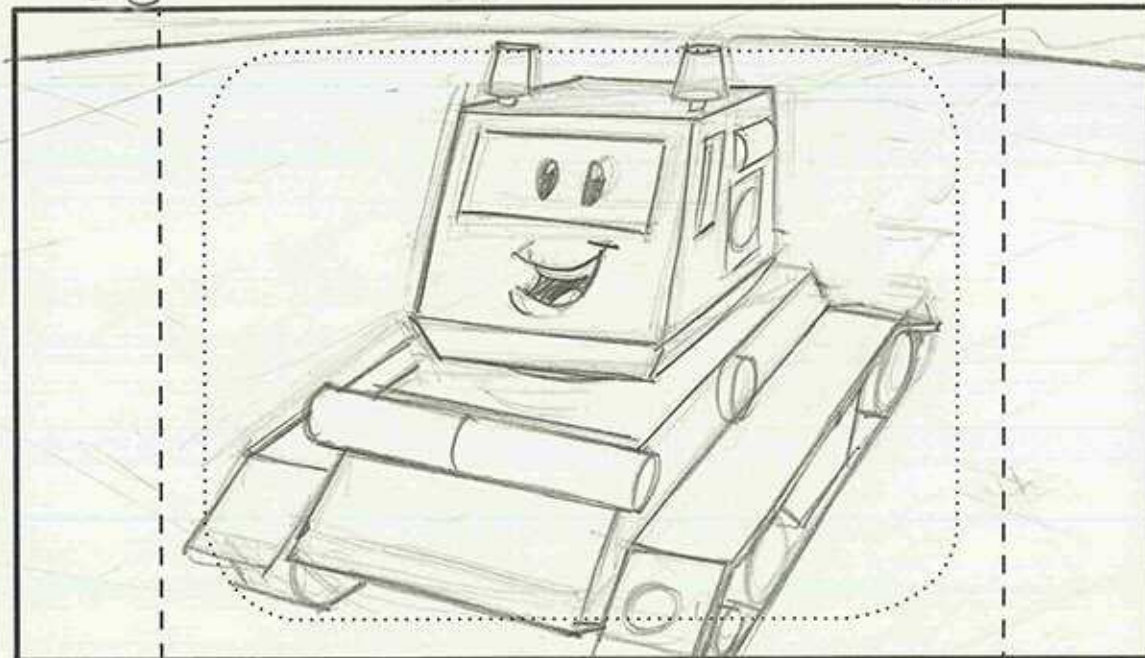
CLOSE ON RED.

(28) RED:

DO YOU HAVE ANY, TECH?

Sc. 38

Panel



CUT

Dialogue Action

ANGLE ON TECH

(29) TECH:

NOPE. DON'T NEED ANY.



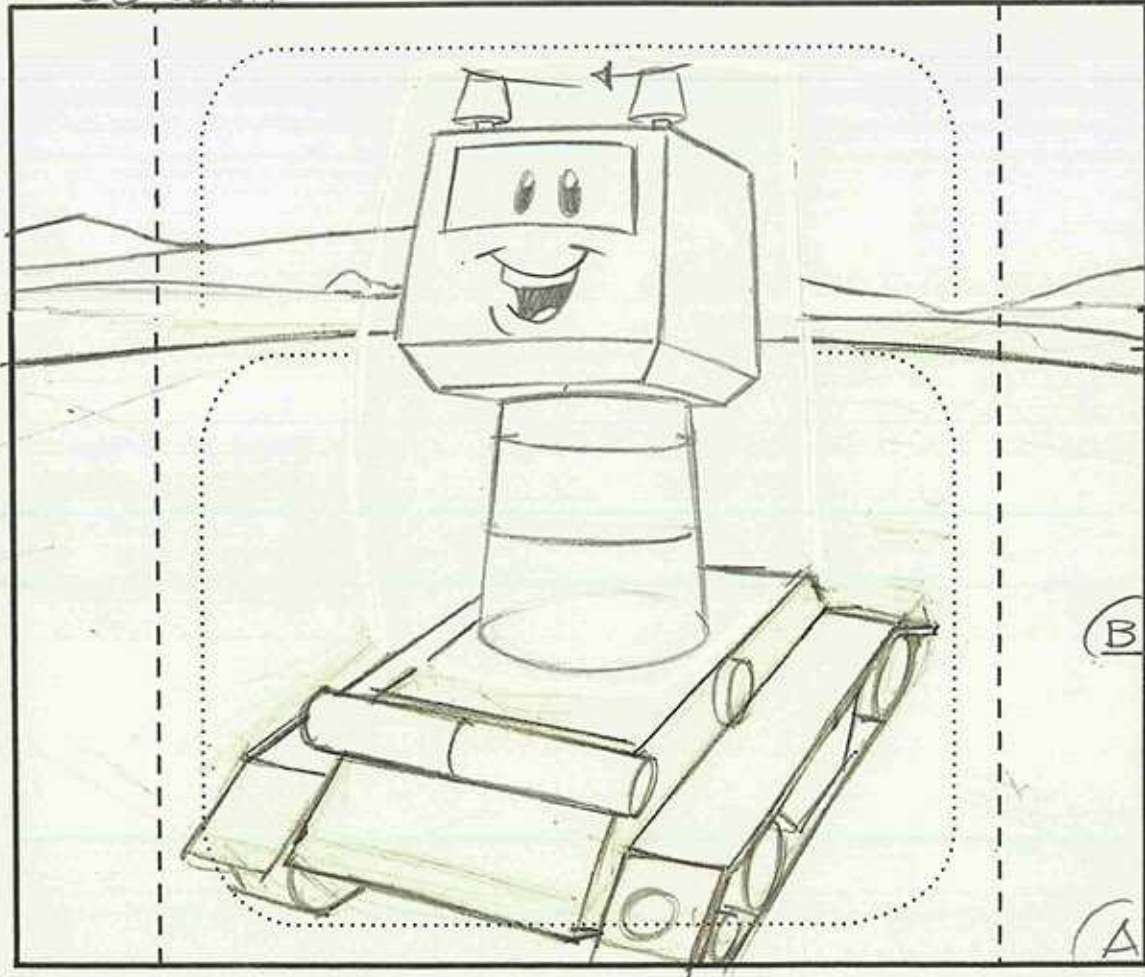


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Sc. 38 CONTD.

Panel (B)



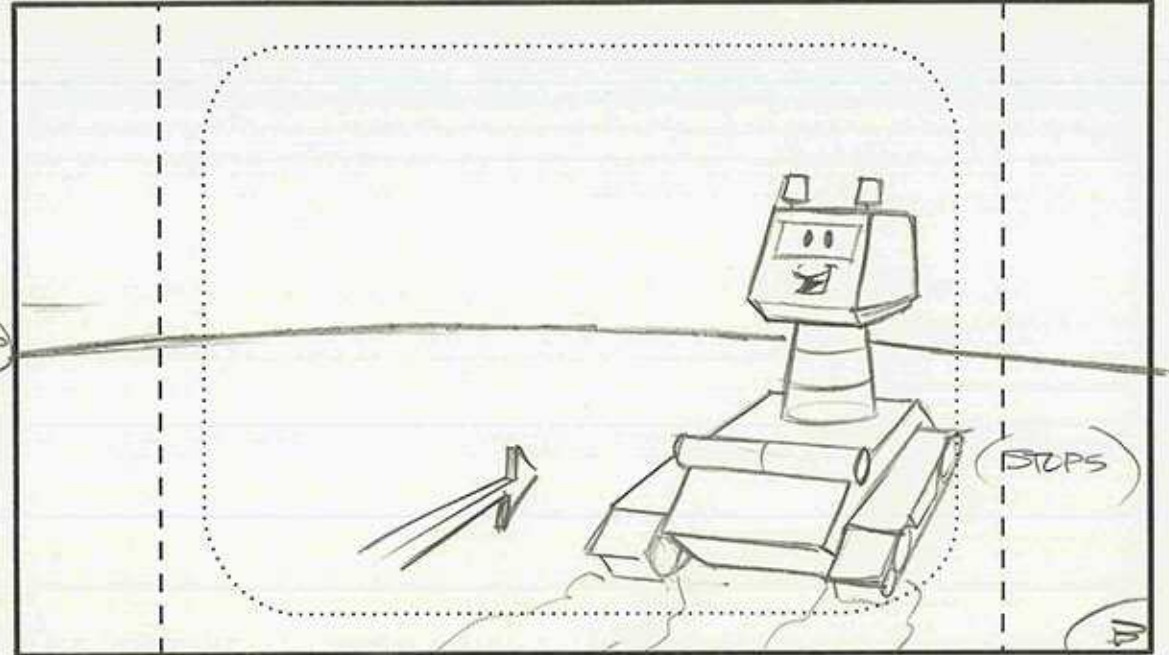
(B)

(A)

ction

Sc. CONTD.

Panel (C)



START  
Dialogue Action

PAN W/ANIM (A) → (B) AS TECH EXTENDS & SWIVELS HIS NECK. THEN HE DRIVES AWAY.

(CUT)

(29) TECH: (CONTD)

I'M BATTERY-POWERED. A CLEAN MACHINE.

257-786



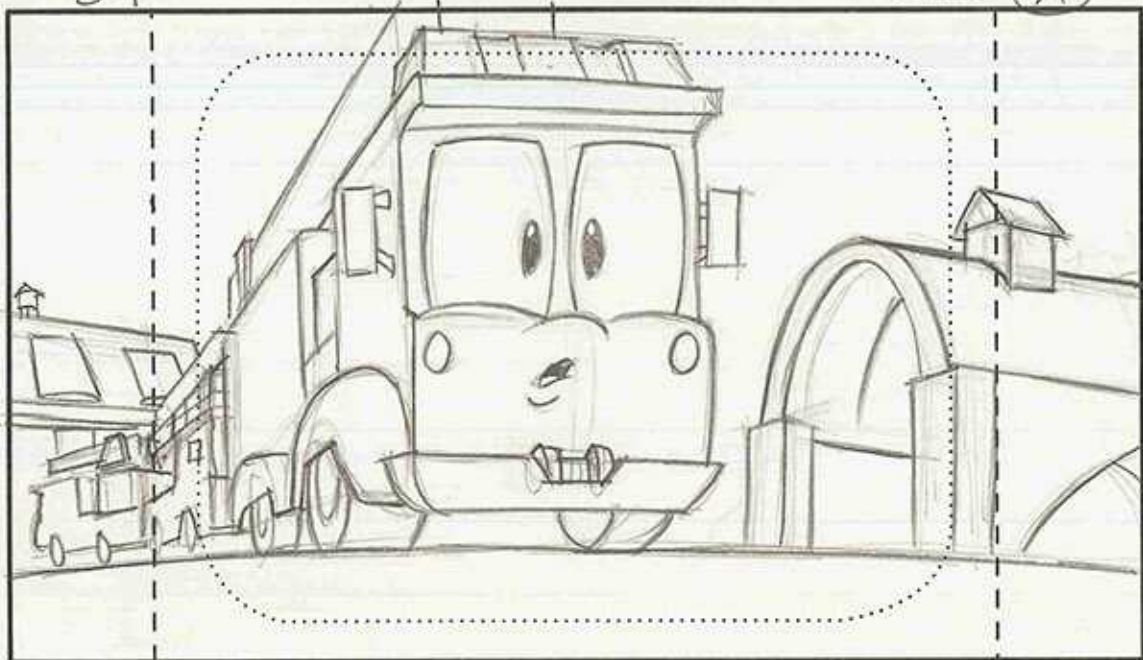


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Sc. 39

Panel A



CUT

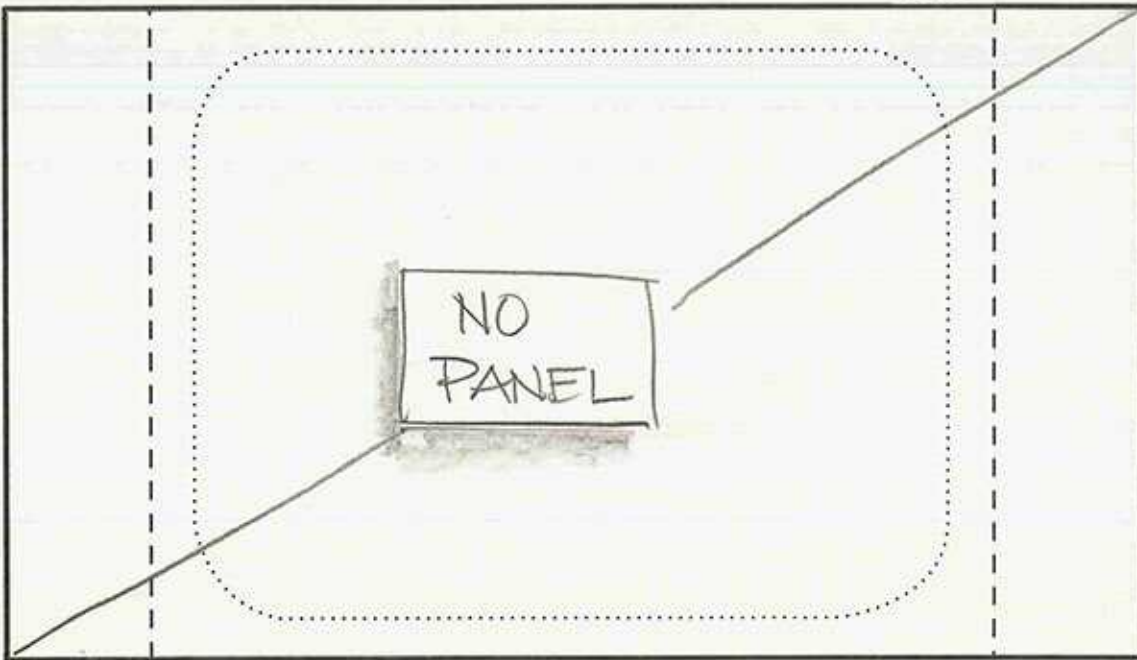
ANGLE ON RED

Dialogue Action

30 RED: (WORRIED)  
WELL, I WISH WE WERE CLEAN MACHINES,  
BECAUSE IF THERE'S A FIRE ...

Sc.

Panel



Dialogue Action

SCENE CONT'D ON NEXT PAGE

257-786





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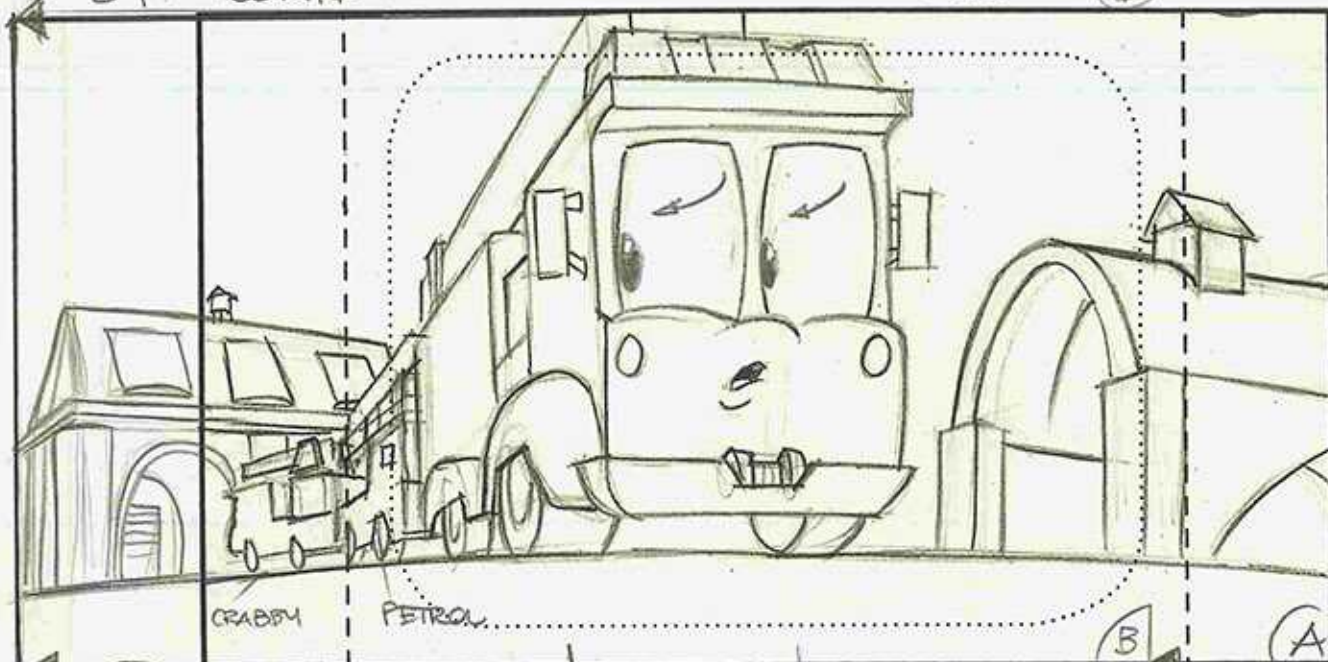
Page

39

Sc. 39 CONTD.

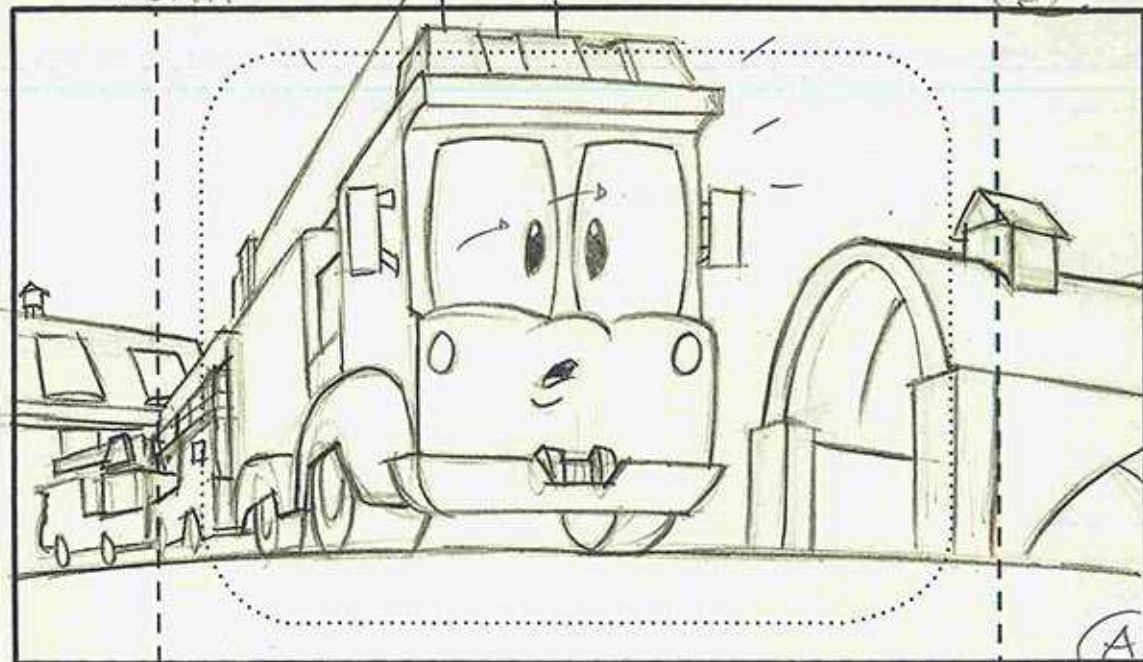
Panel (B)

Sc.



Sc. CONTD

Panel (C)



Dialogue Action  
STOP PAN START  
SHIFT W/ANIM (A) → (B) 'CRABBY & PETROL HAVEN'T MOVED

Dialogue (30) RED: (CONTD)  
.. I DON'T KNOW WHAT WE'RE GONNA DO..

Dialogue Action  
SHIFT BACK (B) → (A) TUG'S CALLS FROM O.S. STARTLING RED.

Dialogue (31) TUG: (VO)  
HEY MATEY'S ...

257-786



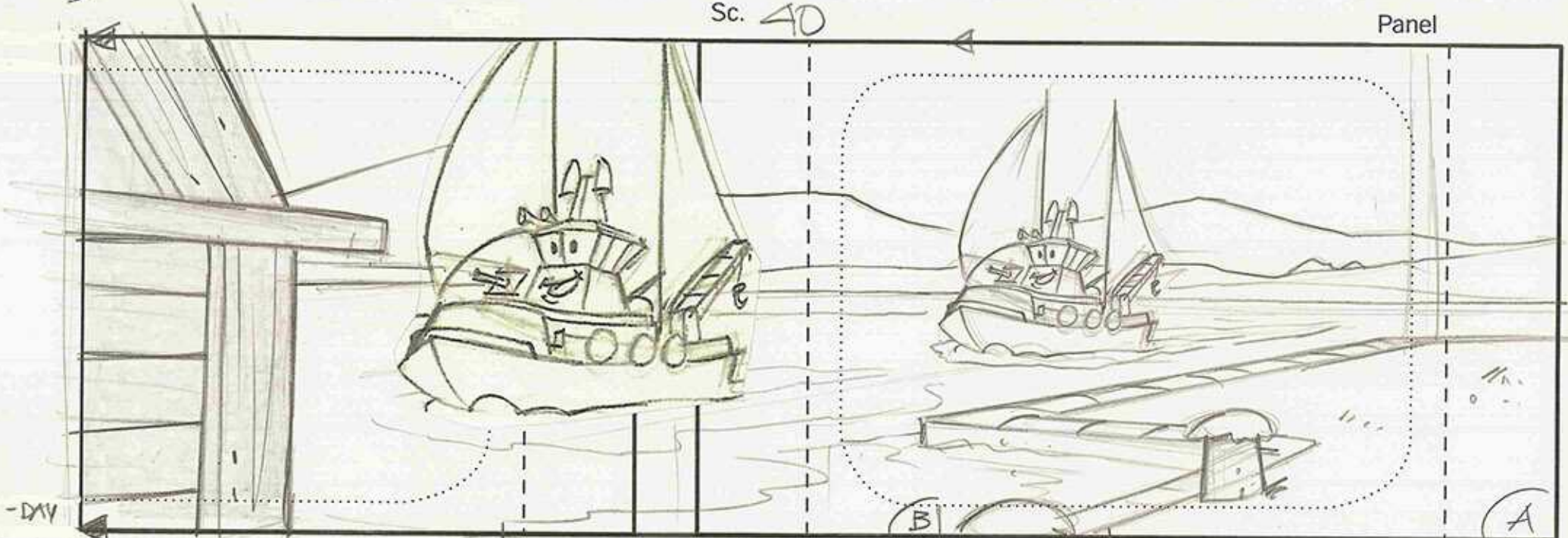


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Sc. 40

Panel



EXT. BOATHOUSE - DAY

Dialogue Action

ANGLE ON TUG SAILING UP TOWARDS THE BOATHOUSE. EFX: (S/T WATER.)

Dialogue Action

PAN PAN W/ANIM. (A) → (B)

(31) TUG: (CONTD).

RAN OUT OF GAS YESTERDAY AND PUT THESE UP...

HU CUT

257-786



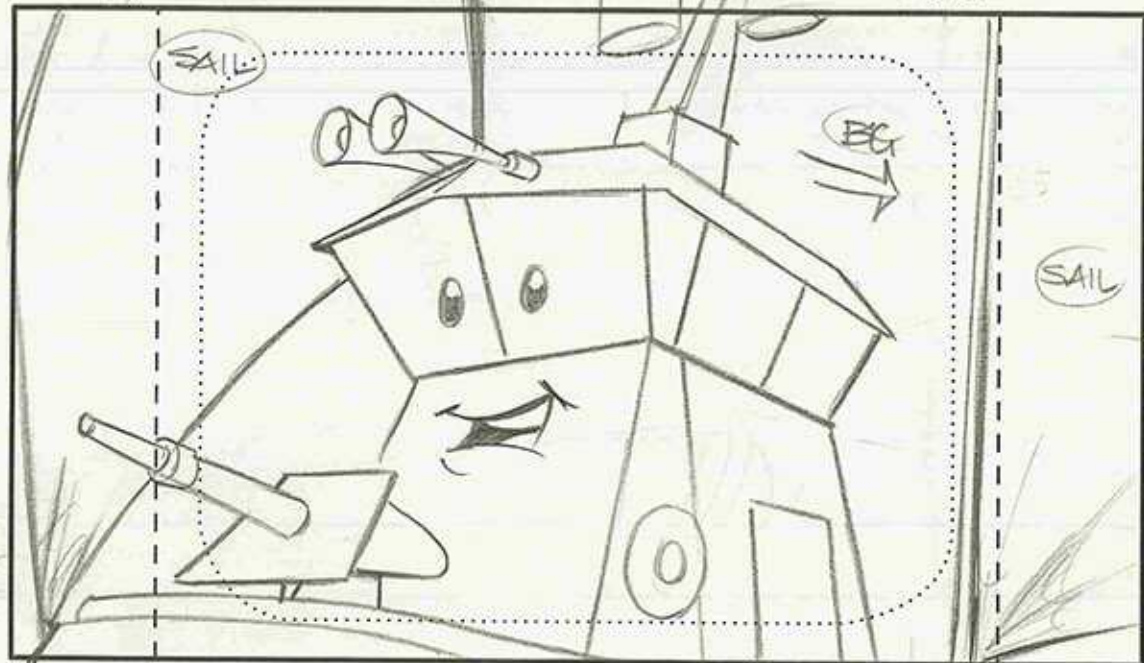


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Sc. 41

Panel



HU

CUT

Dialogue Action

CLOSE ON TUG  
PAN BG

EFX: (SPL WATER)

(S) TUG: (CONTD)

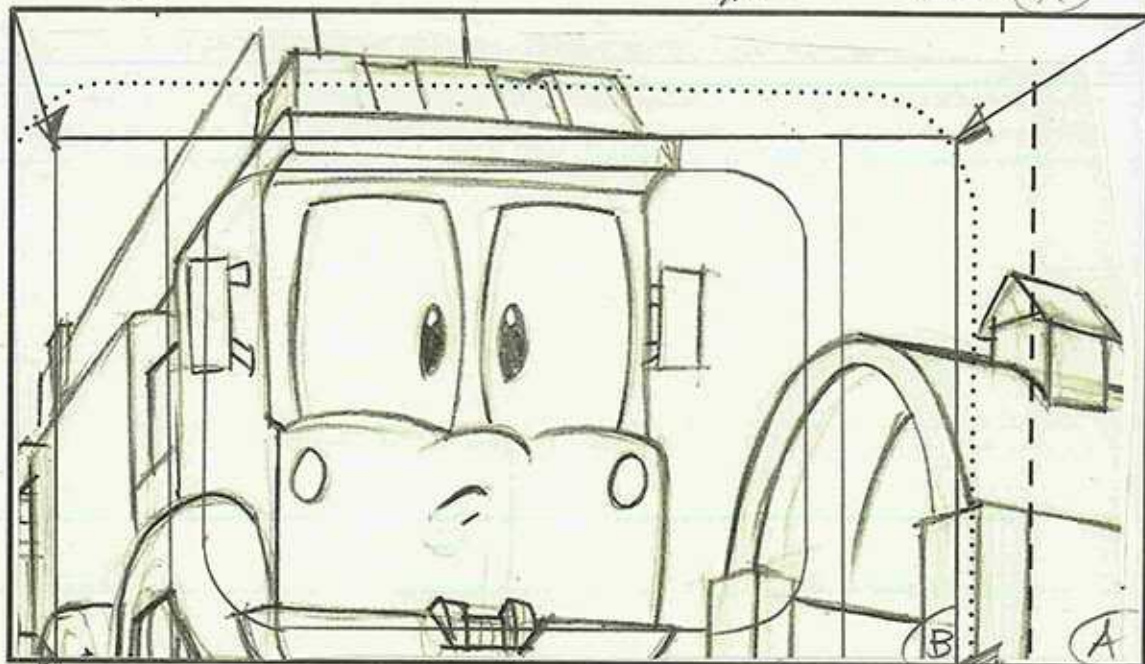
NICE, AREN'T THEY?

CUT

Sc. 42

S/A

Panel (A)



Dialogue Action

CLOSE ON RED, LOOKING AT OS TUG, THINKING  
TRUCK IN (A) → (B).

257-786



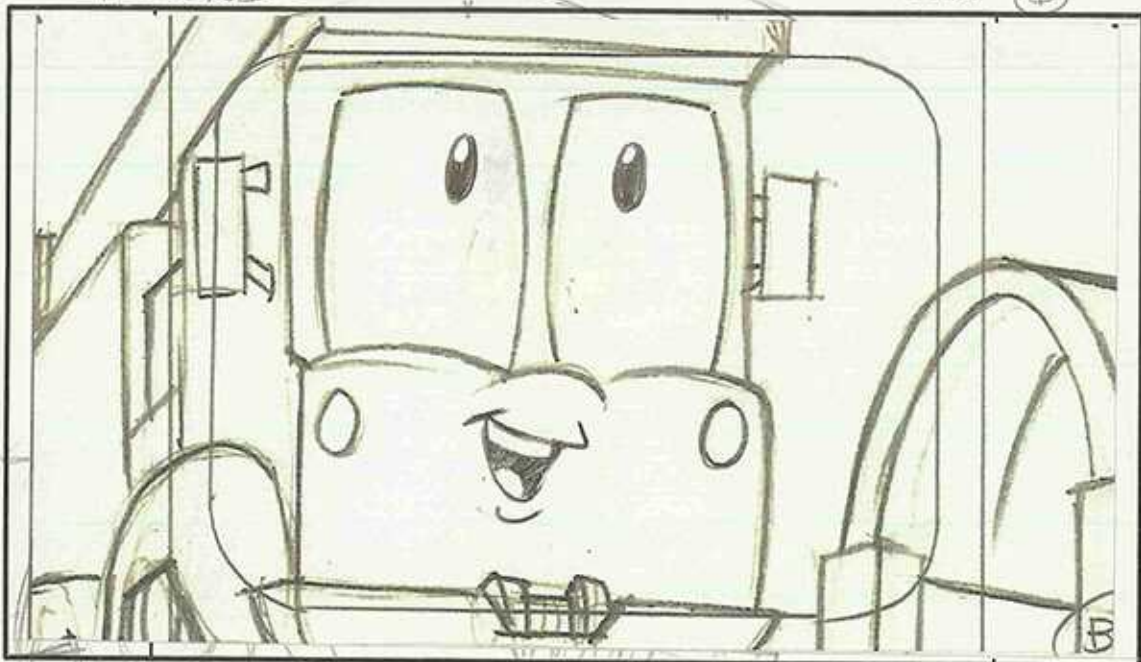


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Sc. 42 CONTD.

Panel (B)



Dialogue Action

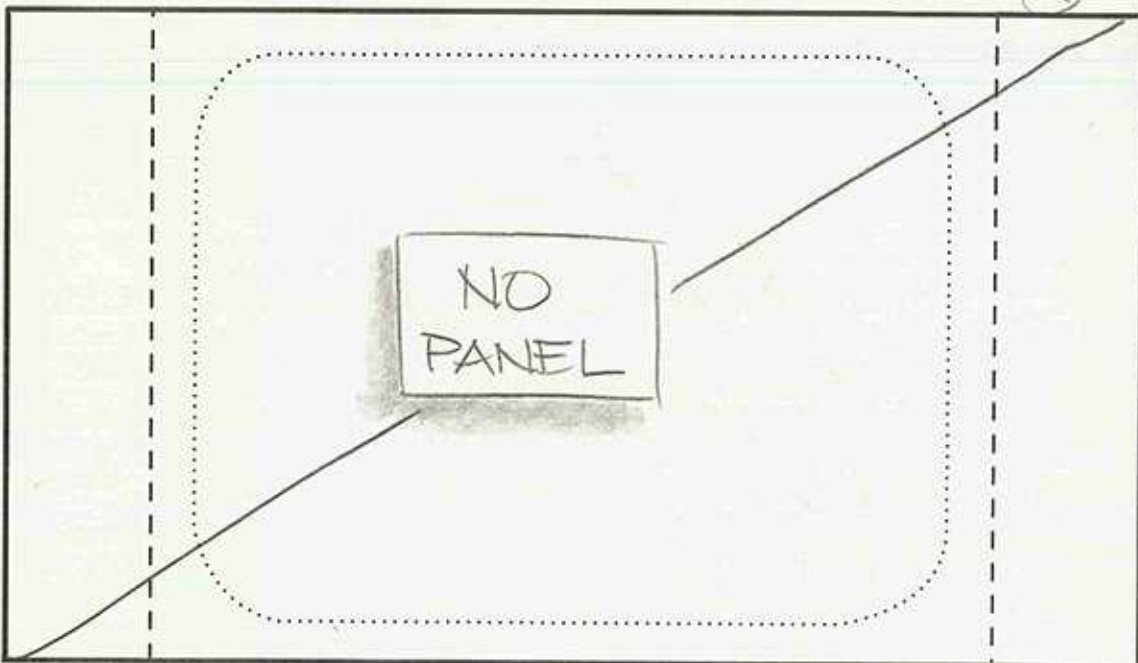
RED BRIGHTENS. HE'S GOT AN IDEA.

(31A) RED: (INSPIRED)  
HEY!

X-DISS

Sc.

Panel (A)



Dialogue Action



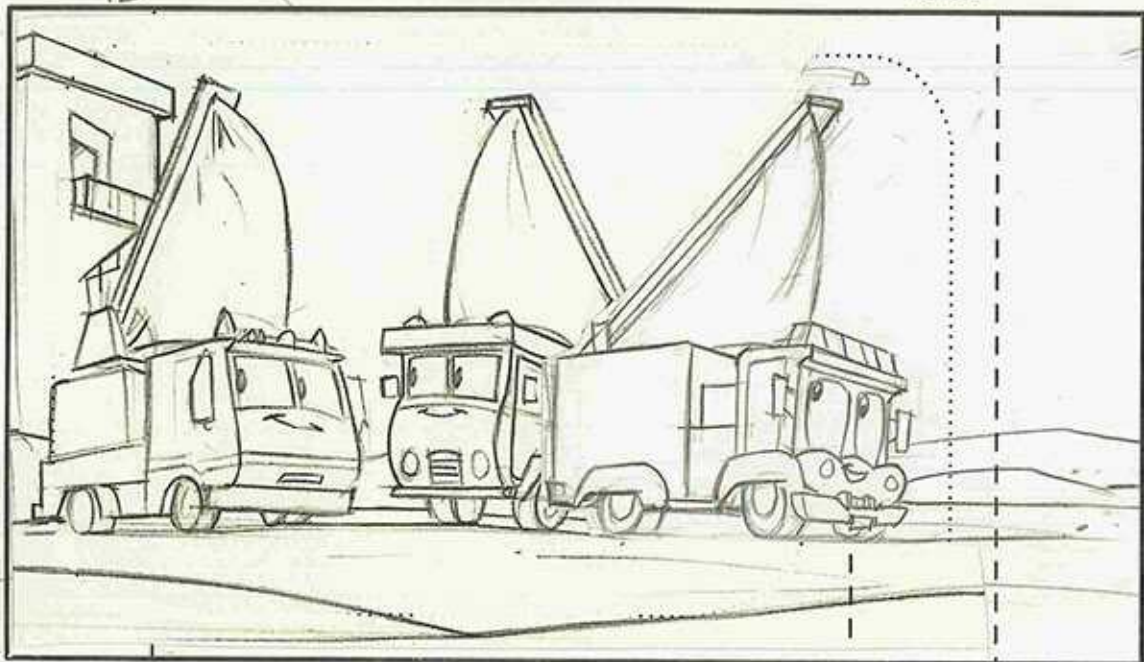


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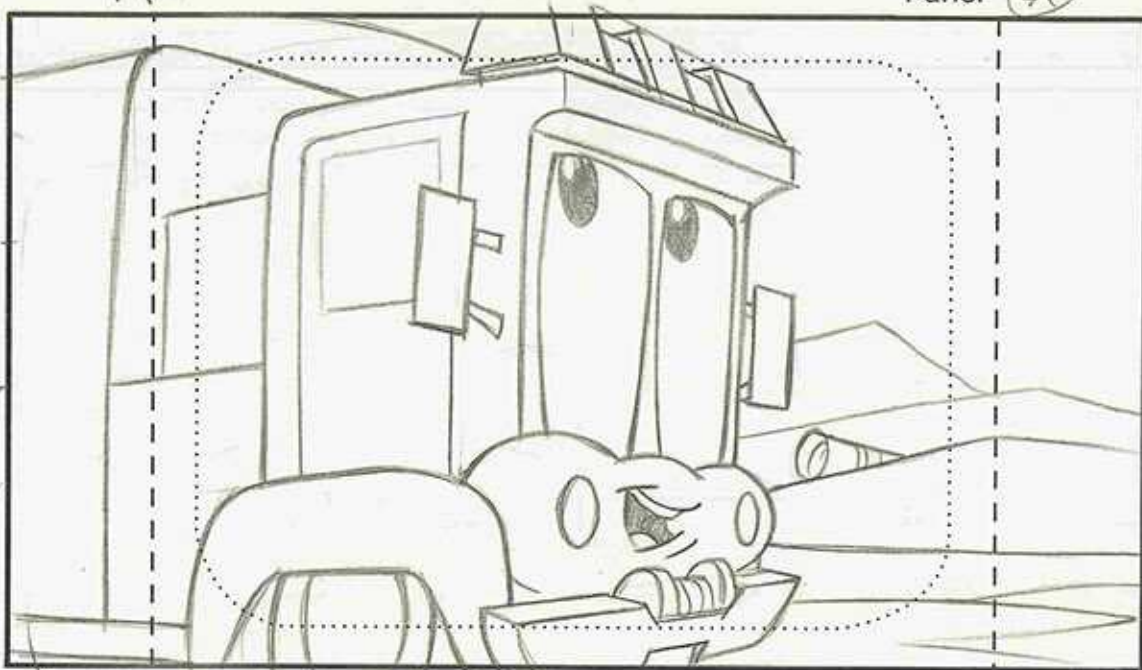
Sc. 43

Panel



Sc. 44

Panel A



CUT

**Action** EXT. PRACTICE AREA - LATER  
WIDE ON THE TRUCKS. TECH HAS ATTACHED SHEETS TO THE BOY'S LADDERS.

HU

CUT

**Dialogue**

32 RED:  
THIS IS GREAT!

CLOSE ON RED

32 RED: (CONTD).  
NOW ALL WE HAVE TO DO...



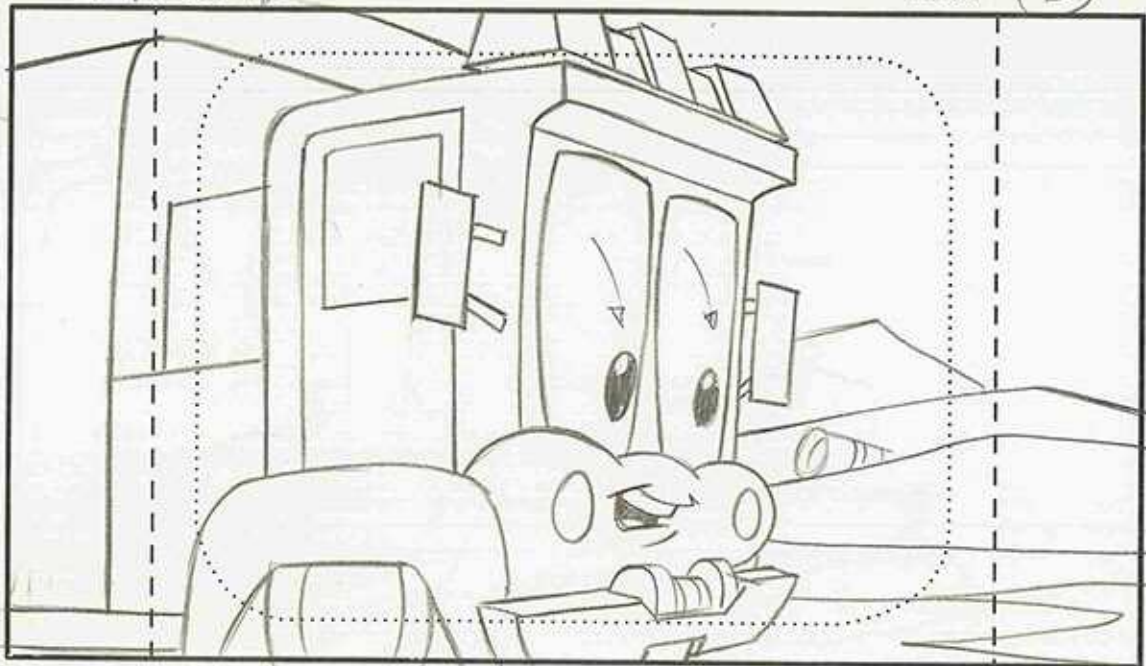


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Sc. 4A CONTD

Panel (B)



Dialogue Action

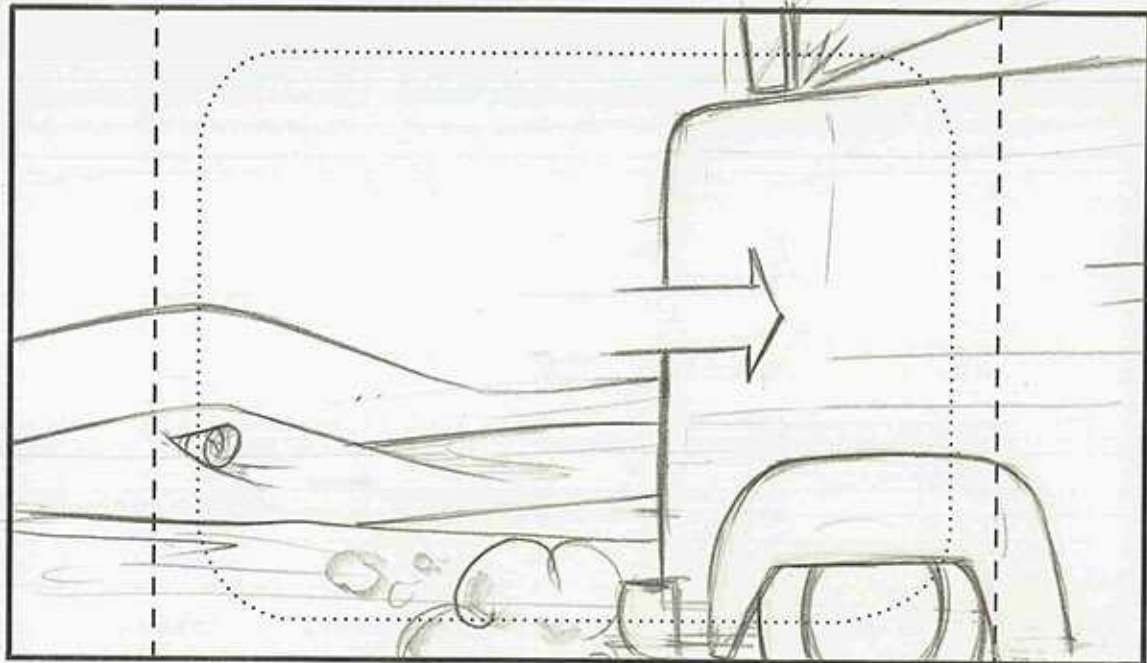
RED LOOKS OVER AT O.S. TECH.

(32) RED: (CONTD)

... IS WAIT FOR SOME ...

Sc. CONTD

Panel



Dialogue Action

RED IS BLOWN FORWARD BY A GUST OF WIND.

EFX: (DX DUST)

(32) RED: (CONTD)

... WIIINNND...



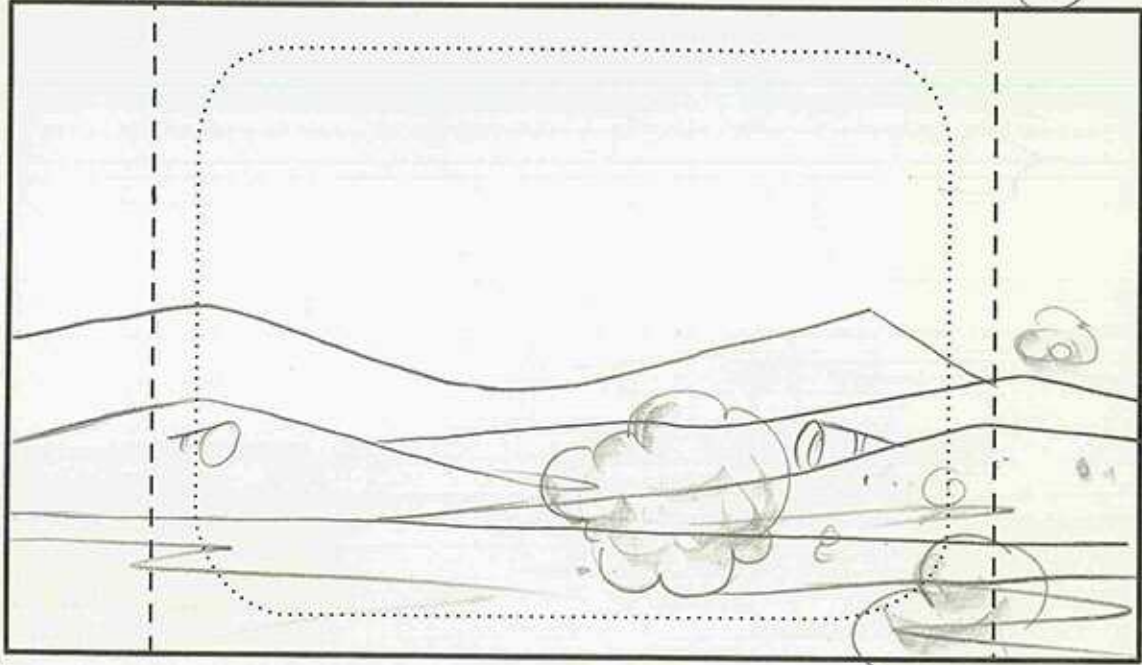


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Sc. 44 CONTD.

Panel (D)



Dialogue Action

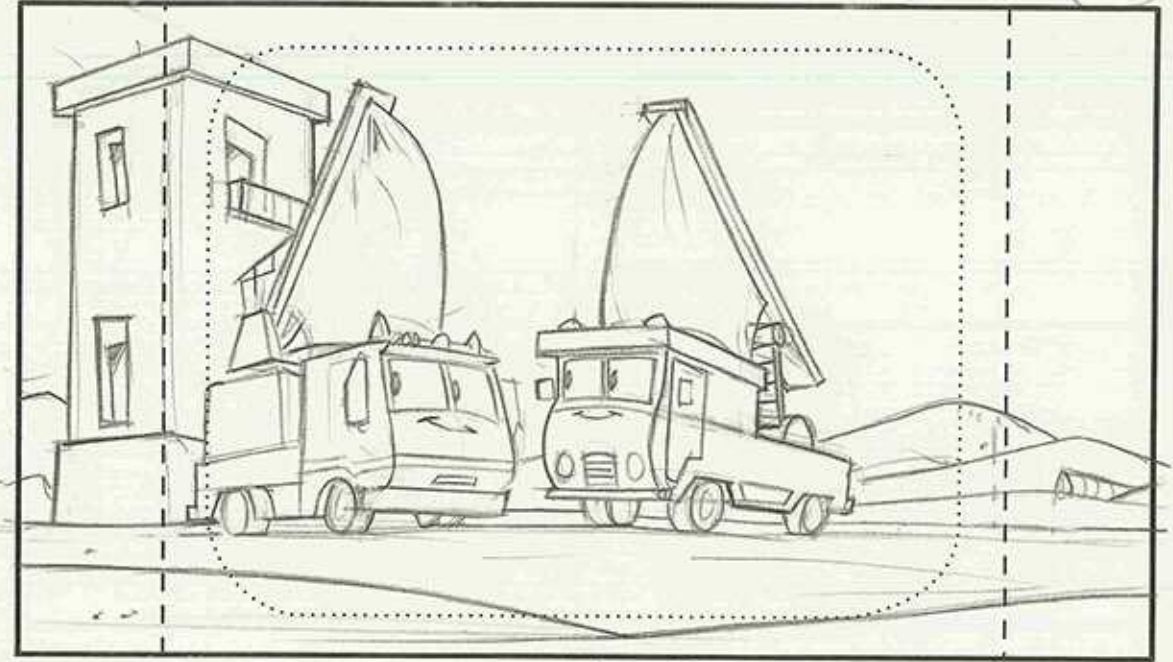
RED OUT, DUST DISSIPATES.

EFF: (DX DUST).

CUT

Sc. 45

SA. 43 Panel (A)



Dialogue Action

WIDE ON CRABBY & PETROL



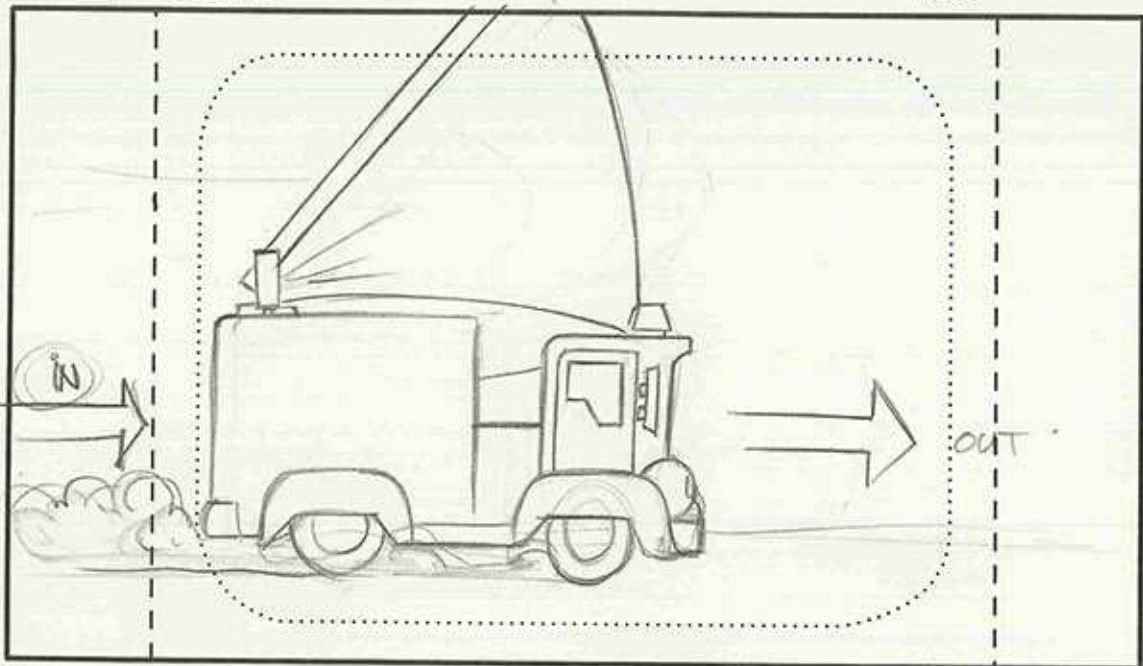


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Sc. 45 CONTD.

Panel



**Dialogue Action** RED SAILS THROUGH SCENE.

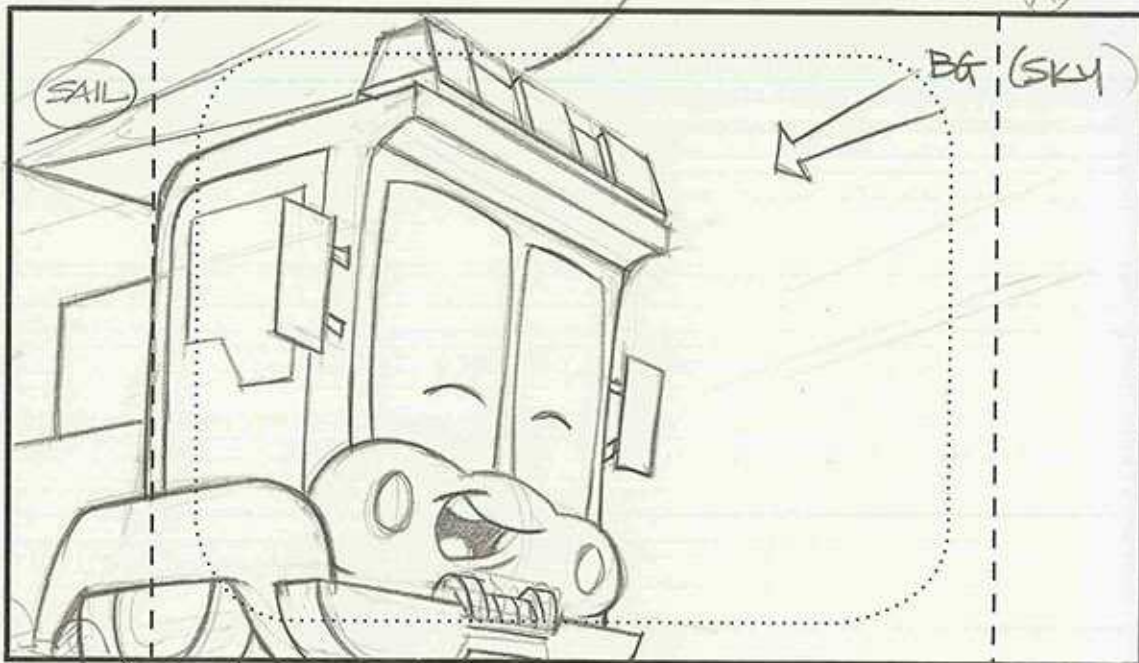
EFX: (DX DUST)

(33) RED: (LAUGHING)

COME ON GUYS ..

Sc. 46

Panel (A)



**Dialogue Action** CLOSE ON AN EXCITED RED.

(PAN BG)

(33) RED: (CONTD)

.. LEAN ..





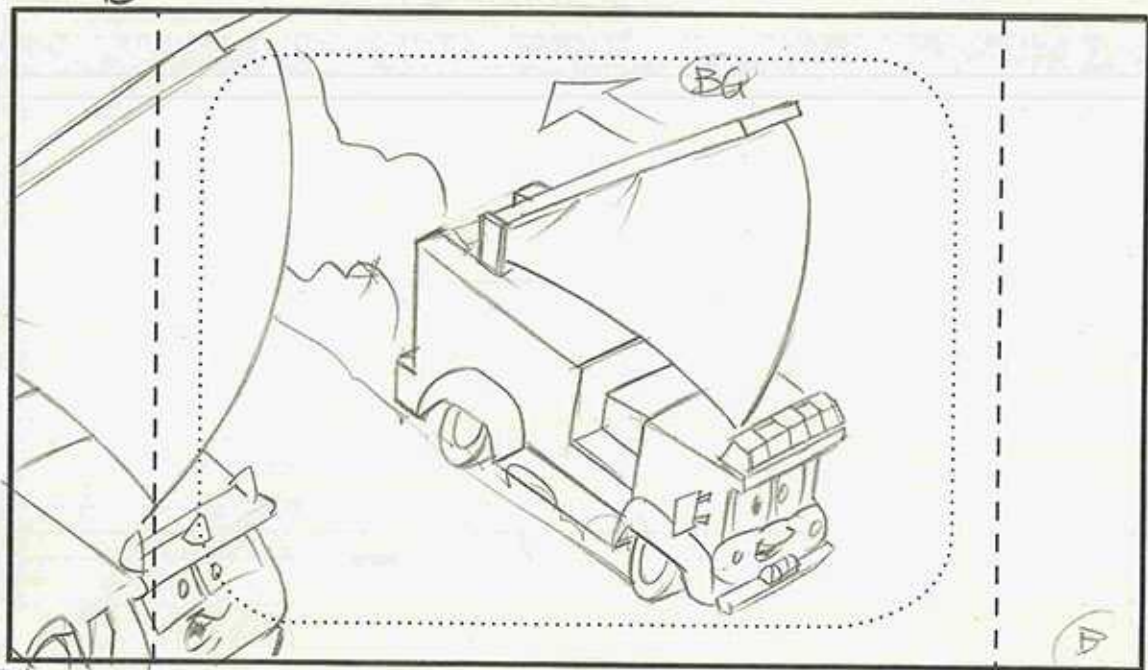
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Page

Sc. 48

Panel



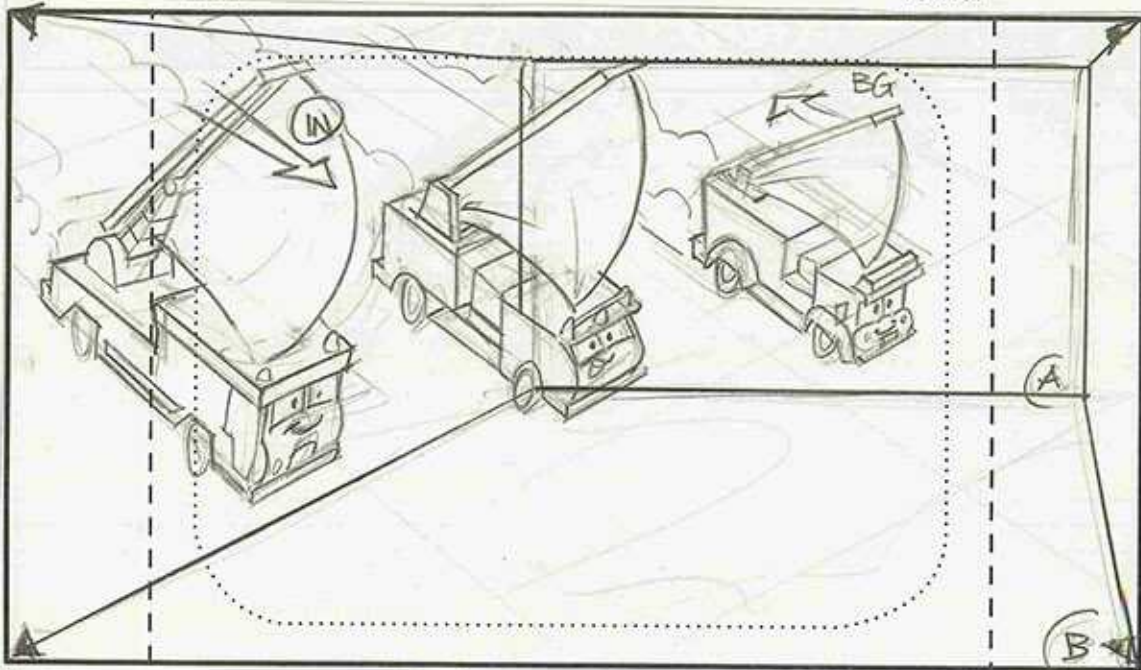
**Dialogue Action**  
DOWN ANGLE ON PRACTICE YARD. RED IS RACING ALONG. TRUCK OUT (A) → (B). CRABBY GAINS IN. EFX: (DX DUST)

**Dialogue** (34) PETROL / CRABBY

(WHEEEE ~~~~~ !)

Sc. CONTD.

Panel



**Dialogue Action**  
FOLLOWED BY PETROL

CUT





# FIREHOUSE TALES

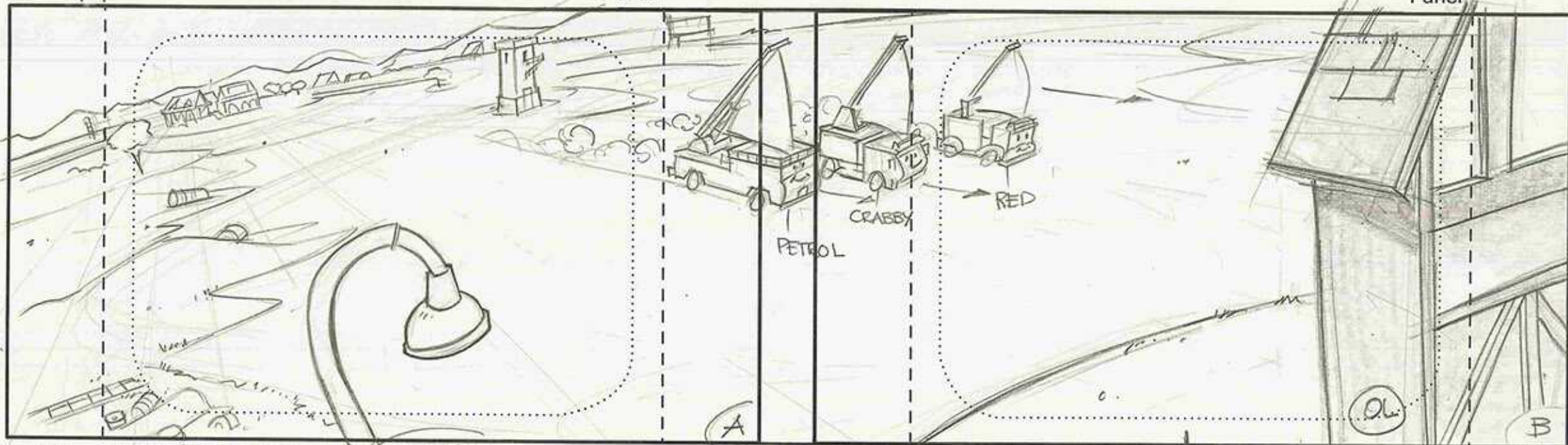
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Sc. 49

Panel

Sc.

Panel



CUT

Dialogue Action

EXT PRACTICE YARD. (START)

PAN PAST THE RACING TRUCKS.

PAN (A) → (B) EFX: (DX DUST)

Dialogue Action

PAN → (STOP)



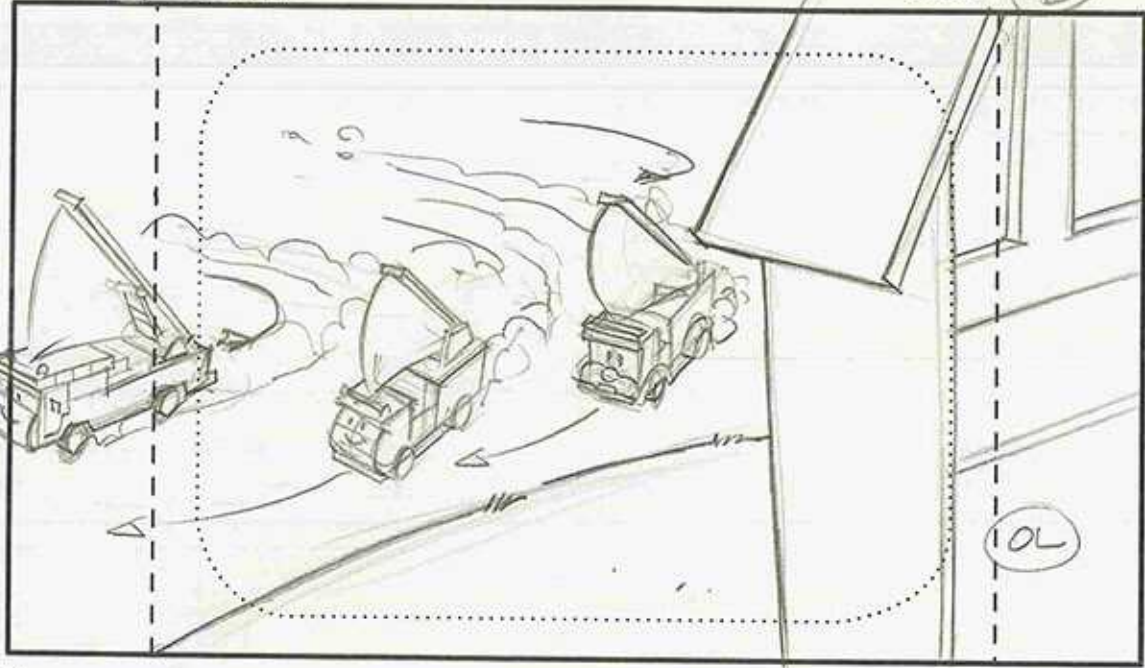


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Sc. 49 CONTD -

Panel B



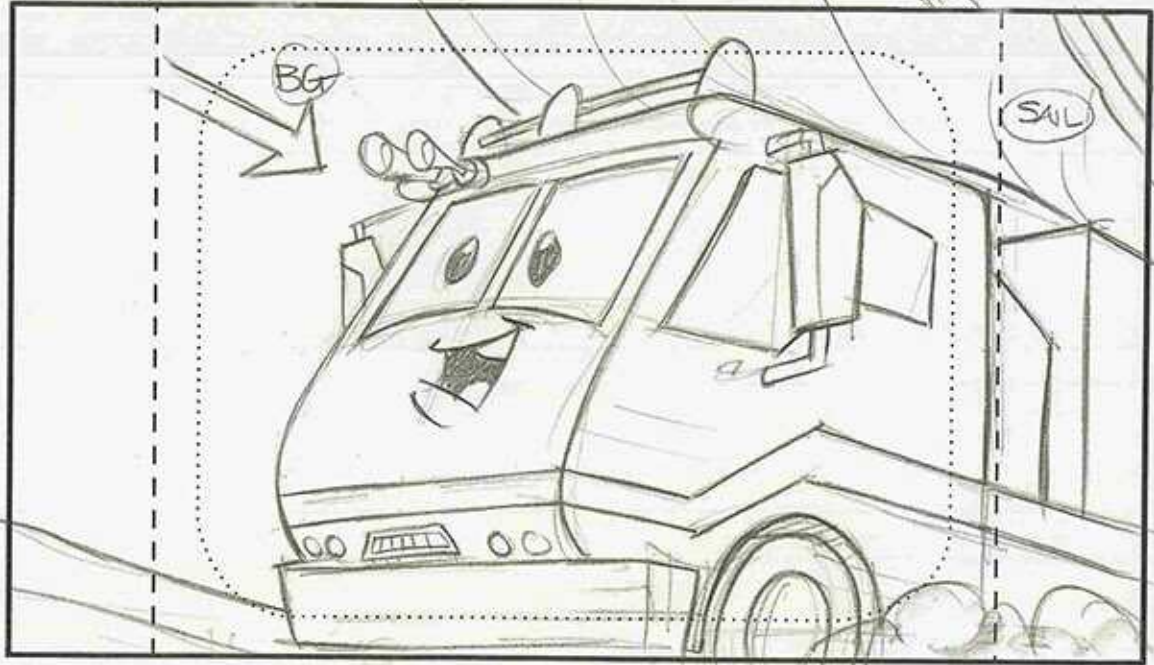
**Dialogue Action** THE TRUCKS CHANGE TACK AND TURN AROUND.

EFX: (DX DUST)

CUT

Sc. 50

Panel



**Dialogue Action** CLOSE ON AN EXCITED CRABBY.

(PAN BG)

EFX: (DX DUST)

CUT

35 CRABBY:

I FEEL JUST LIKE A SHIP.

257-786



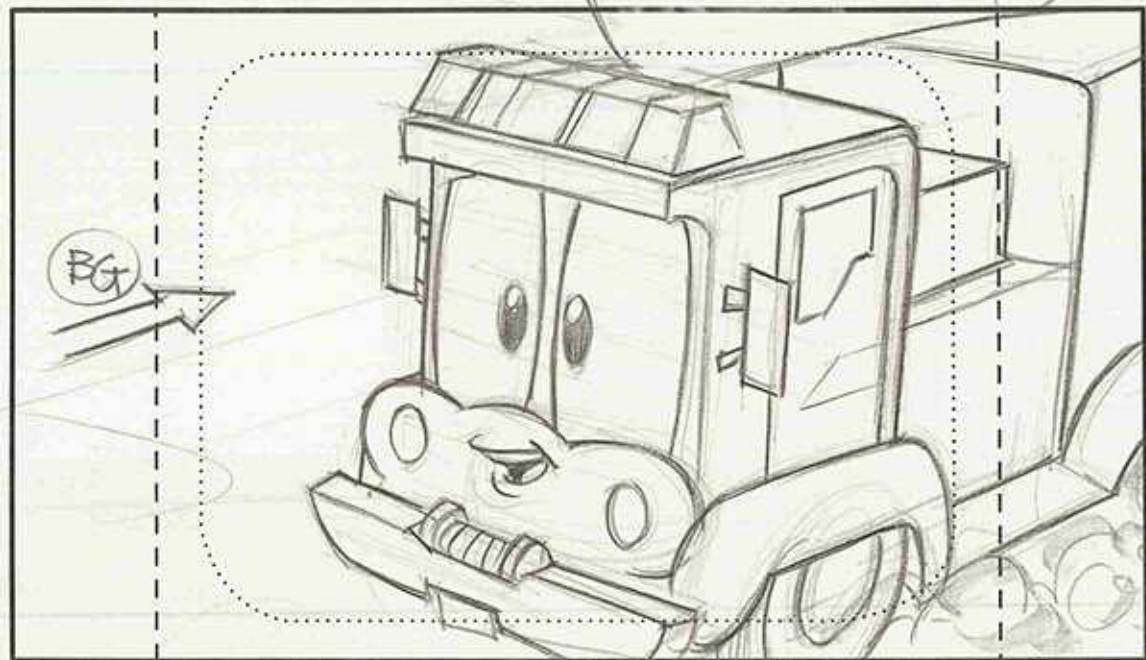


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Sc. 51

Panel A



Action ANGLE ON RED

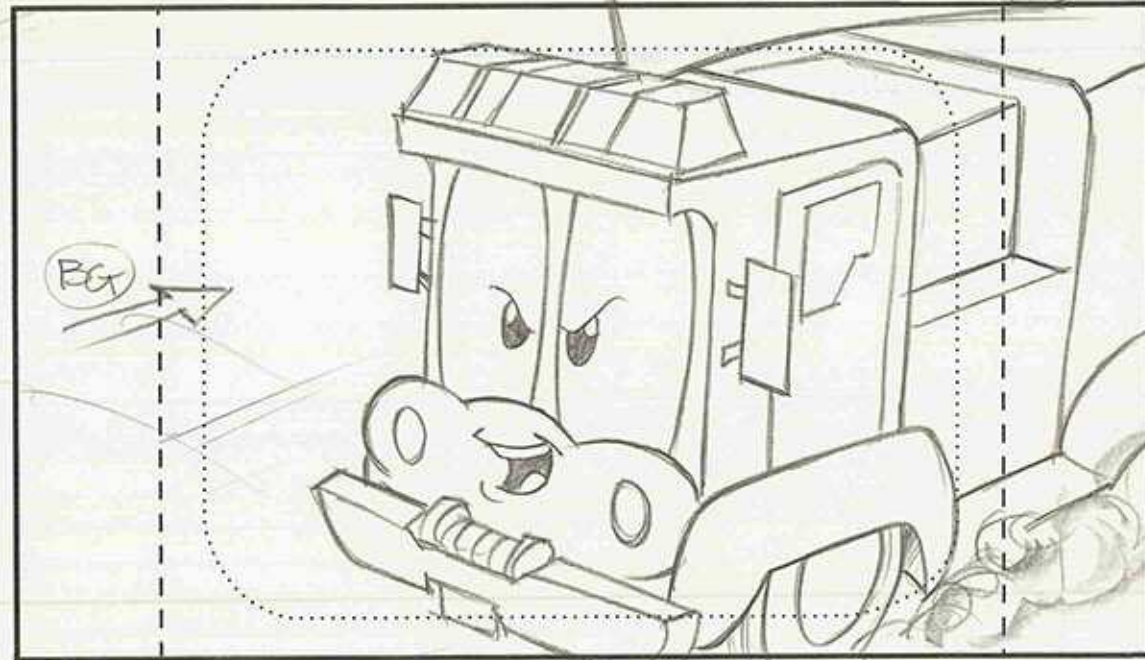
EFX: (DX DUST)

Dialogue (36) RED:

YEAH...

Sc. CONTD

Panel B



Action

Dialogue (36) RED: (CONTD)

.. A PIRATE SHIP!



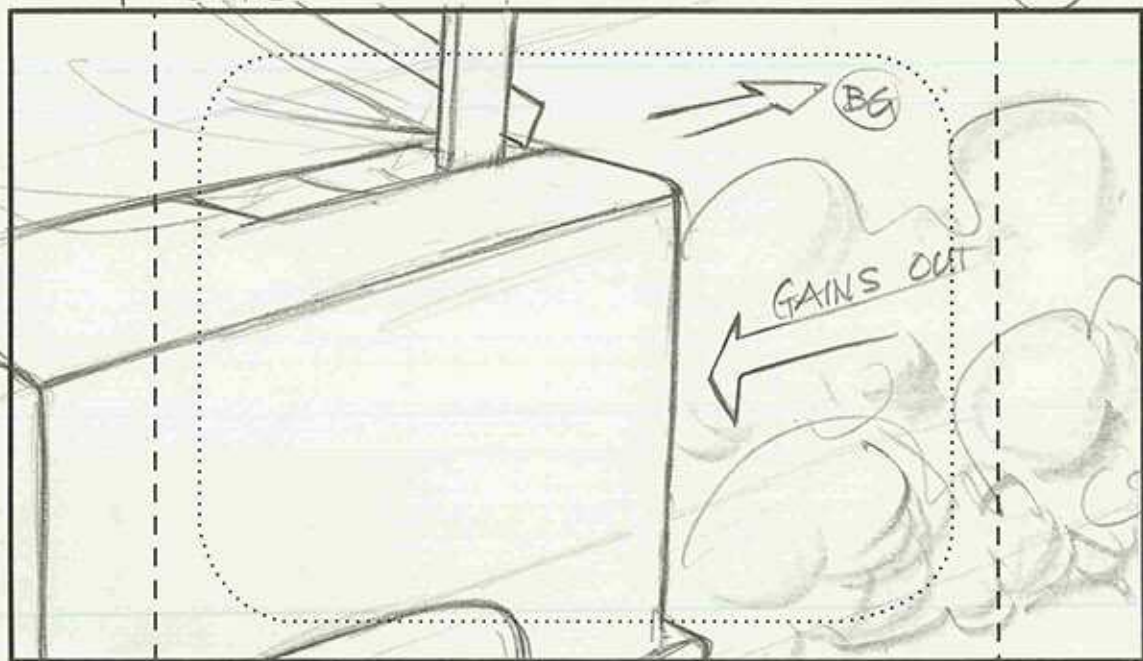


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Sc. 51 CONTD

Panel (C)



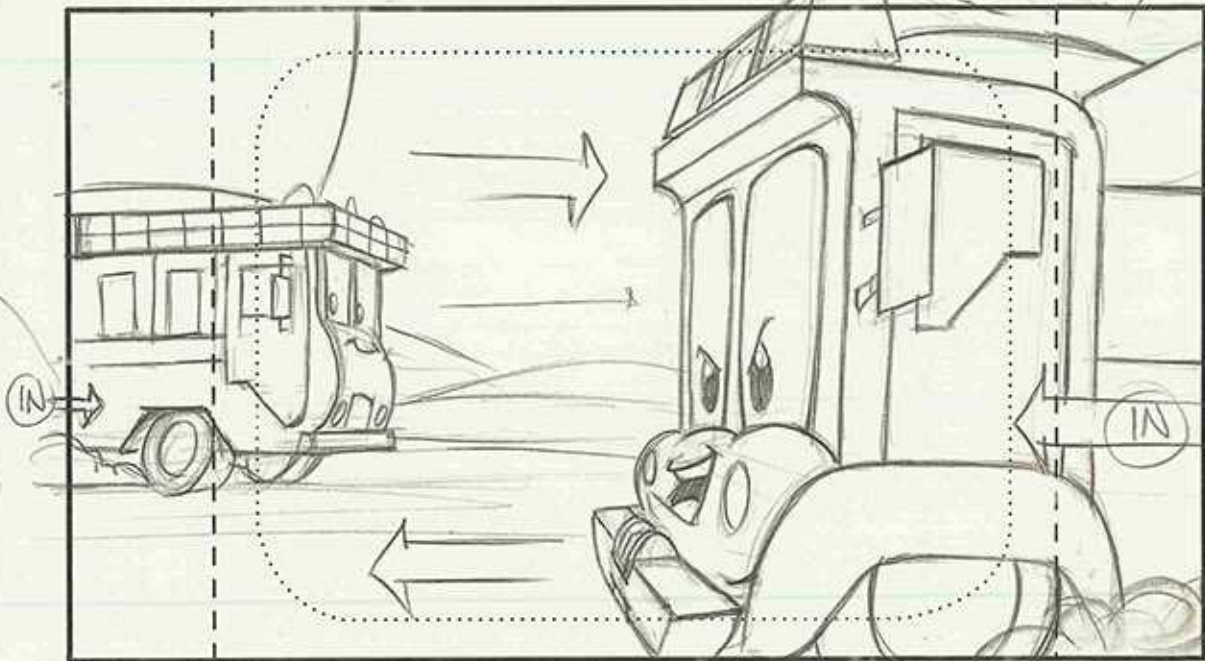
Dialogue Action

RED GAINS OUT

EFX: (DX DUST)

Sc. 52

Panel SAIL



Dialogue Action

ANGLE ON PRACTISE YARD. PETROL RACES IN (FROM LEFT) AND THROUGH SCENE. RED RACES IN FROM RIGHT. EFX: (DX DUST)

CUT

CUT

(37) RED: (PIRATE VOICE)

AHE, I LOVE TO SAIL ACROSS THE SEA,



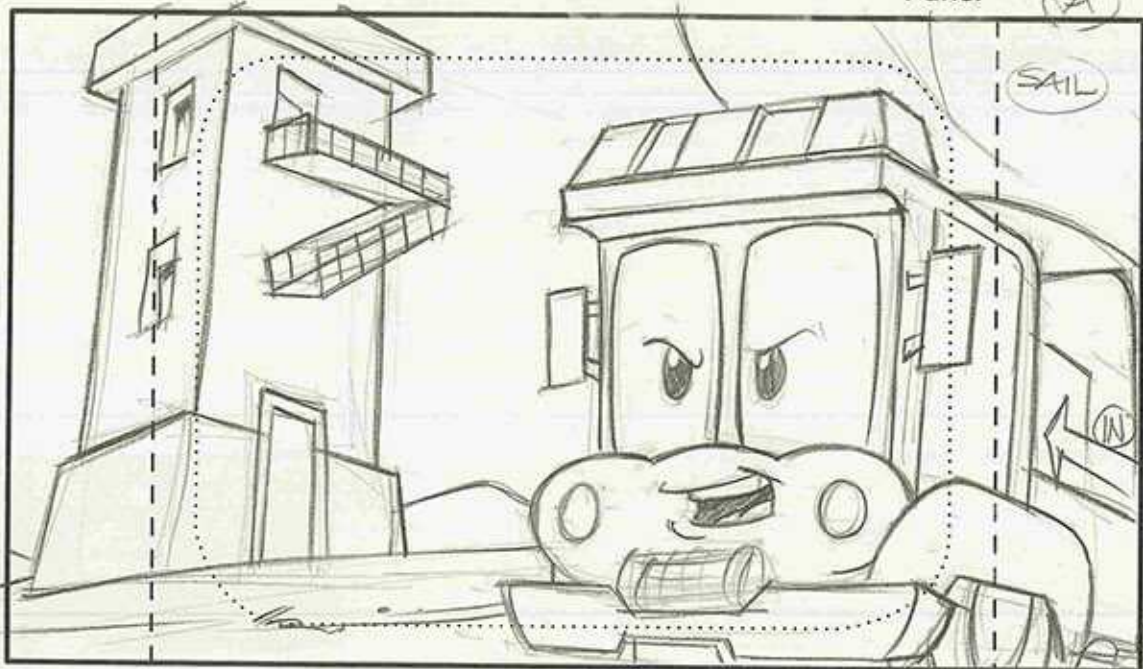


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Sc. 53

Panel (A)



**Action** ANGLE ON FRACTISE BUILDING - RED SAILS. PAST.

(CUT)

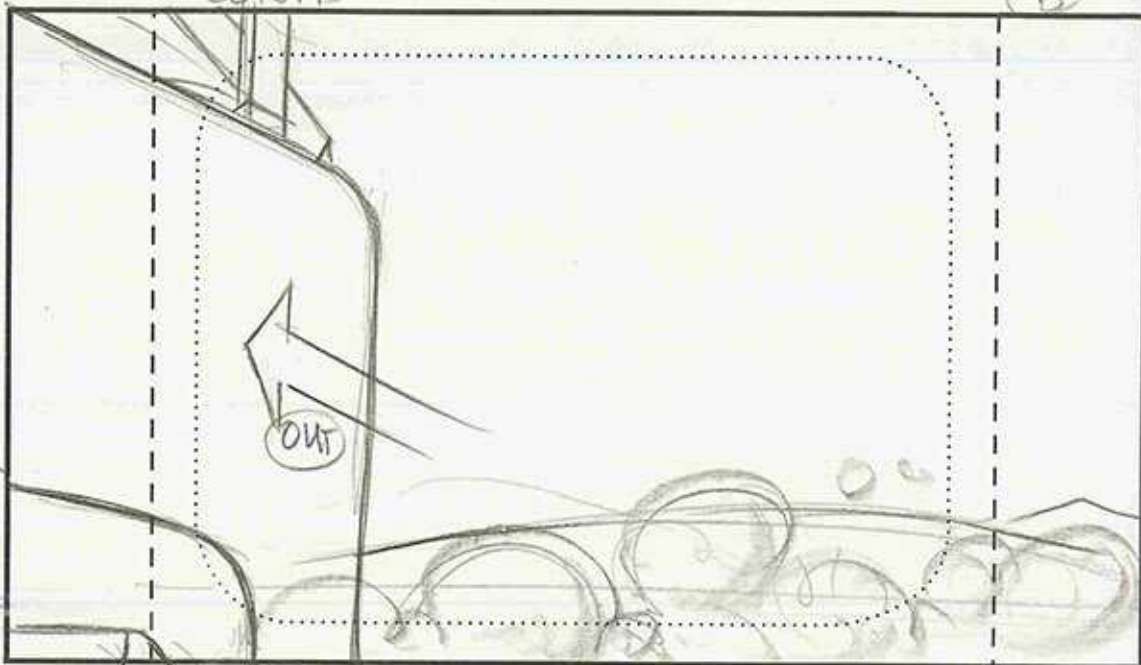
**Dialogue** (37) RED: (CONTD).

.. 'CAUSE I'M THE BEST PIRATE SHIP ..

Sc.

CONTD

Panel (B)



**Action** (CUT ON ACTION).

(CUT)

**Dialogue** (37) RED: (CONTD)

.. THERE BE .



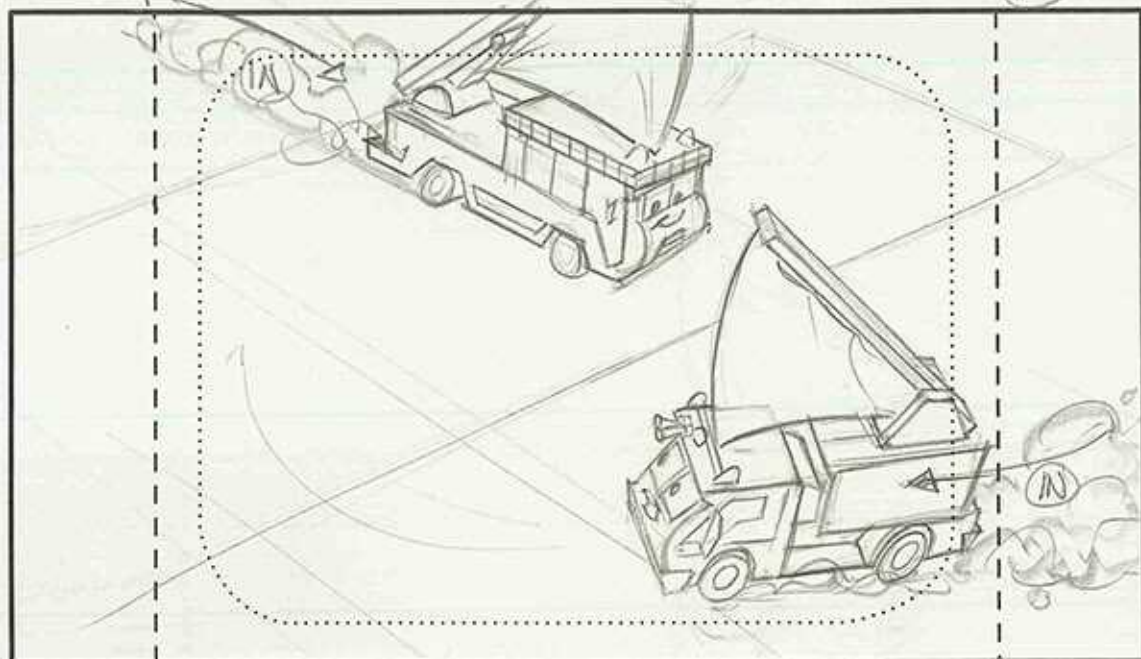


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Sc. 5A

Panel (A)



CUT

Dialogue Action

DOWN SHOT ON PRACTISE AREA.  
CRABBY & PETROL CIRCLE EACH OTHER.

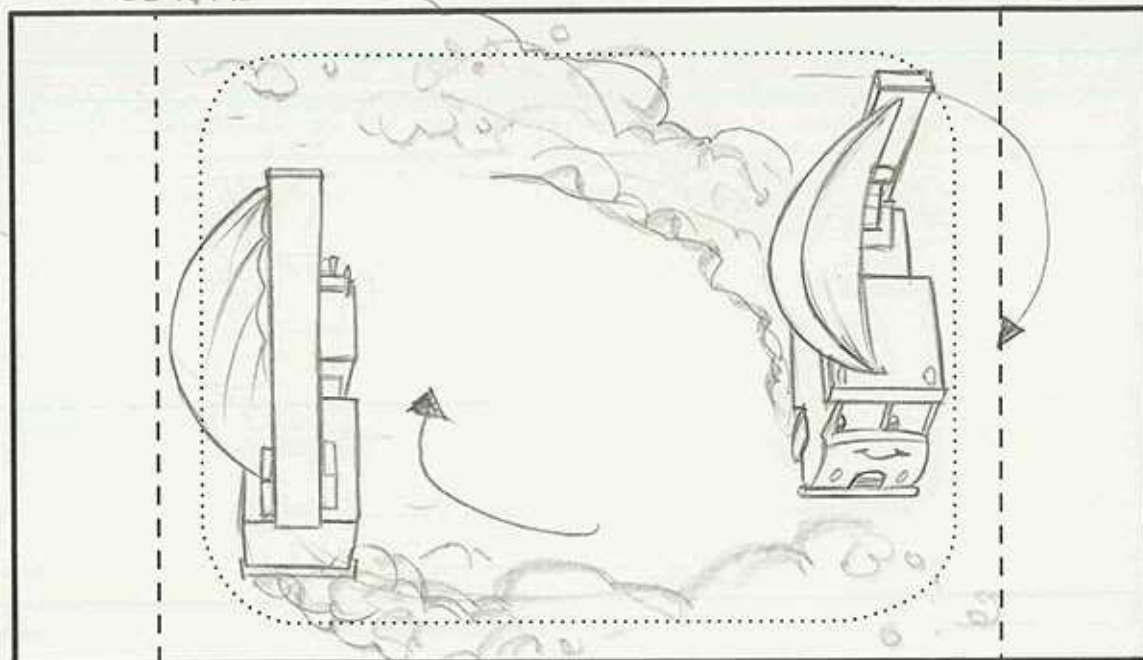
EFX: (DX DUST).

(38) CRABBY:

ARRRGH, YOU SCALLYWAGS,

Sc. CONTD

Panel (B)



Dialogue Action

(38) CRABBY: (CONTD).

.. SURRENDER YOUR BOUNTY OR ELSE!

CUT



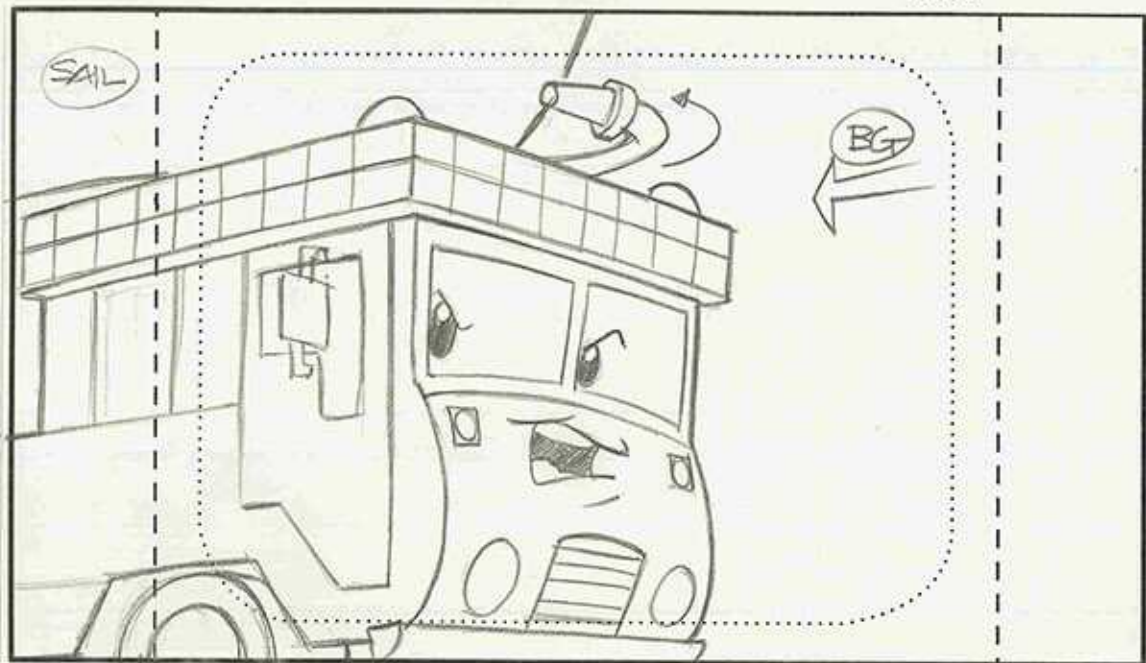


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Sc. 55

Panel

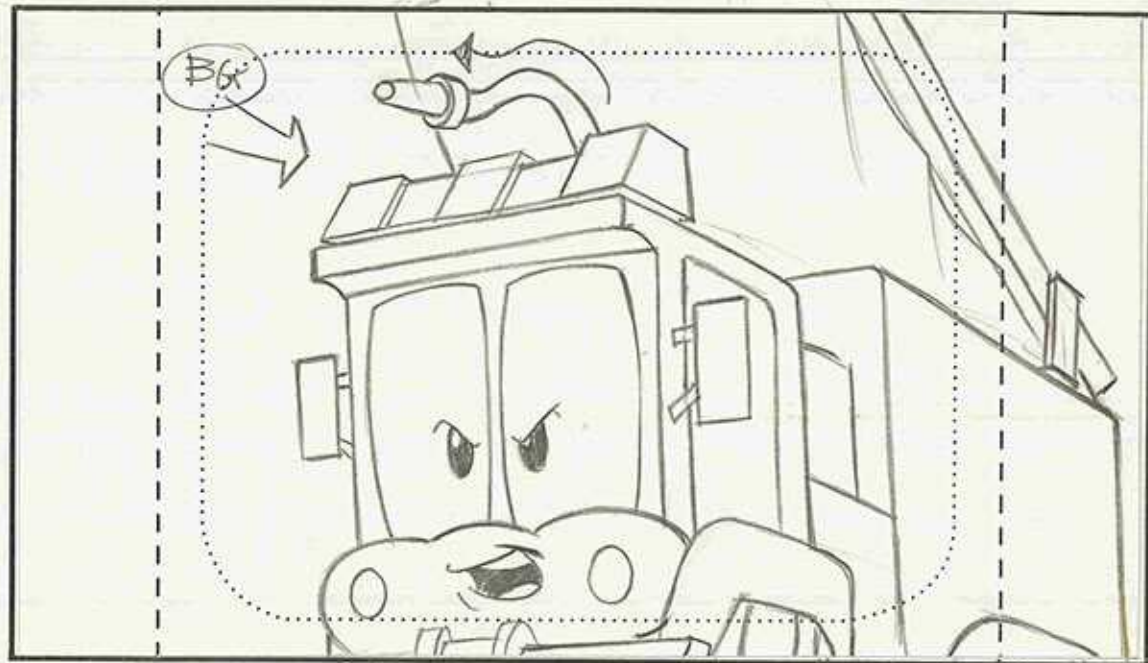


**CUT** Action CLOSE ON PETROL. HE AIMS HIS FIRE HOSE.  
(PAN BG)

**Dialogue** (39) PETROL:  
NO WAY, CAP'N CRABBY. I'LL NEVER  
GIVE UP. I'M LOADIN' ME CANNONS.

Sc. 56

Panel



**CUT** Action CLOSE ON RED.  
(PAN BG)

**Dialogue** (40) RED: (PIRATE VOICE).  
YO HO HO. ME CANNONS ARE  
ALREADY LOADED!



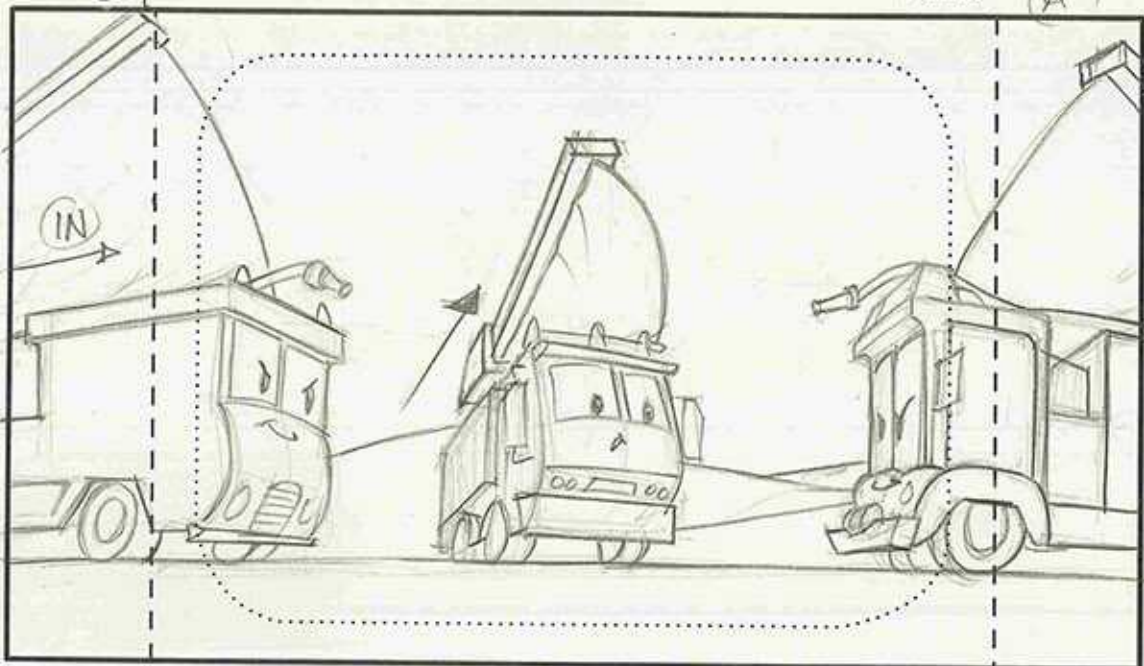


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Sc. 57

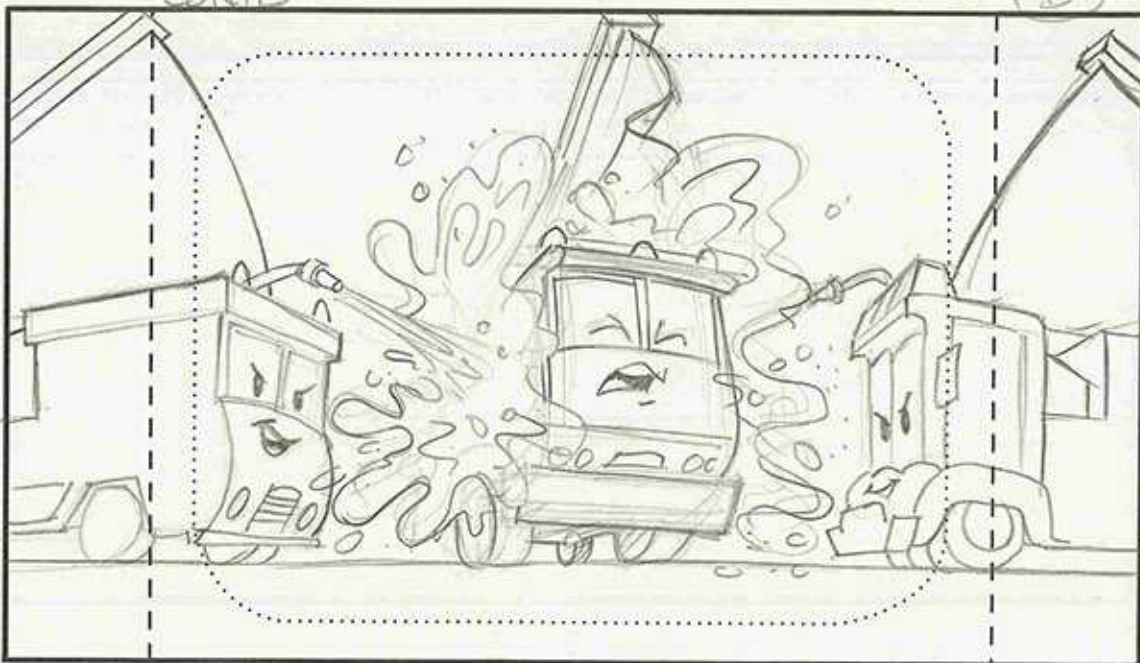
Panel (A)



**CUT**  
**Dialogue Action** ANOTHER ANGLE ON PRACTISE AREA.  
CRABBY ROLLS FORWARD RED IS LAYING IN WAIT AS  
PETROL SLIDES IN. THEY'VE BOXED CRABBY IN.

Sc. CONTD

Panel (B)



**Dialogue Action** PETROL & RED HOSE CRABBY DOWN.

EFX: (S/T WATER SPRAY)  
(4) CRABBY: (THRILLED)  
BLIMEY!

**CUT**

257-786



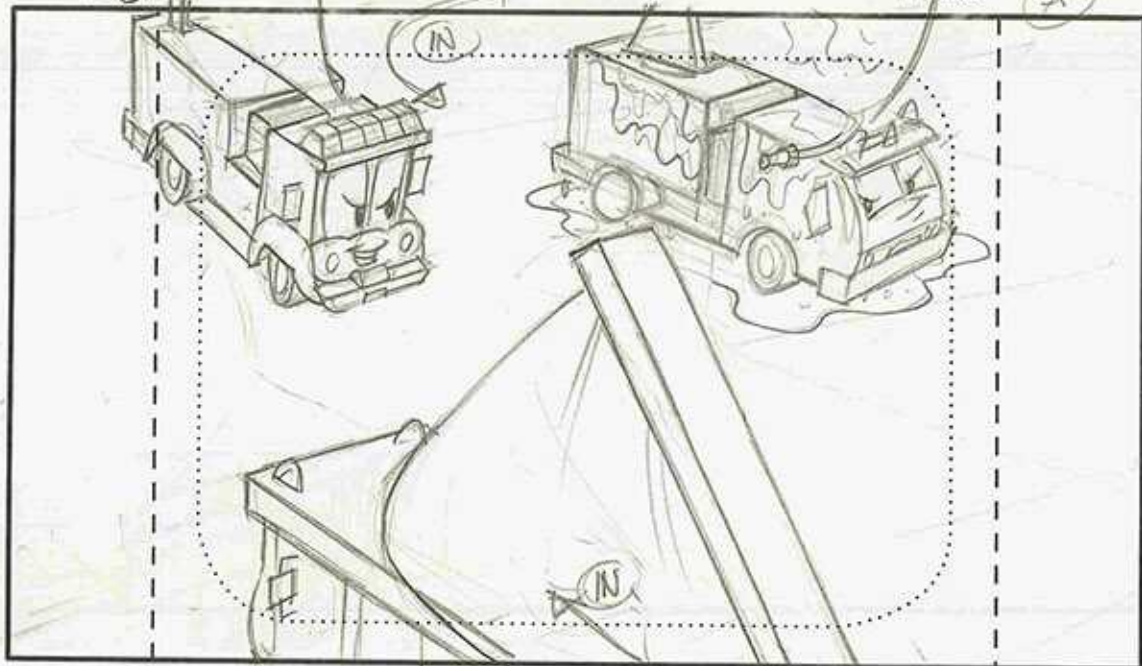


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Sc. 58

Panel A

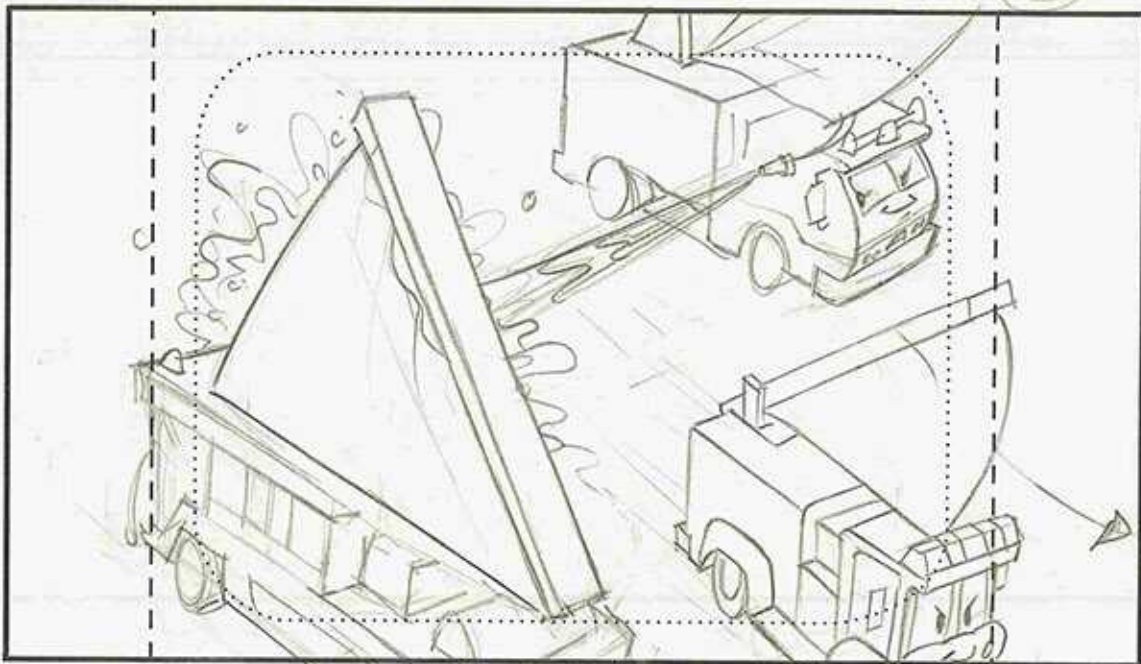


Dialogue Action

WIDER ON THE TRUCKS CRABBY'S STOPPED, HE'S DRIPPING HE AIMS HIS HOSE AT RED, WHO SWINGS AROUND CRAPPY. PETREL ENTERS IN.  
EFX: (S/T WATER DRIPS)

Sc. CONTD

Panel B



Dialogue Action

RED ZIPS PAST CRABBY, WHO FIRES HIS HOSE. THE WATER SPRAY MISSES RED BUT HITS PETREL.  
EFX: (S/T WATER SPRAY)

257-786



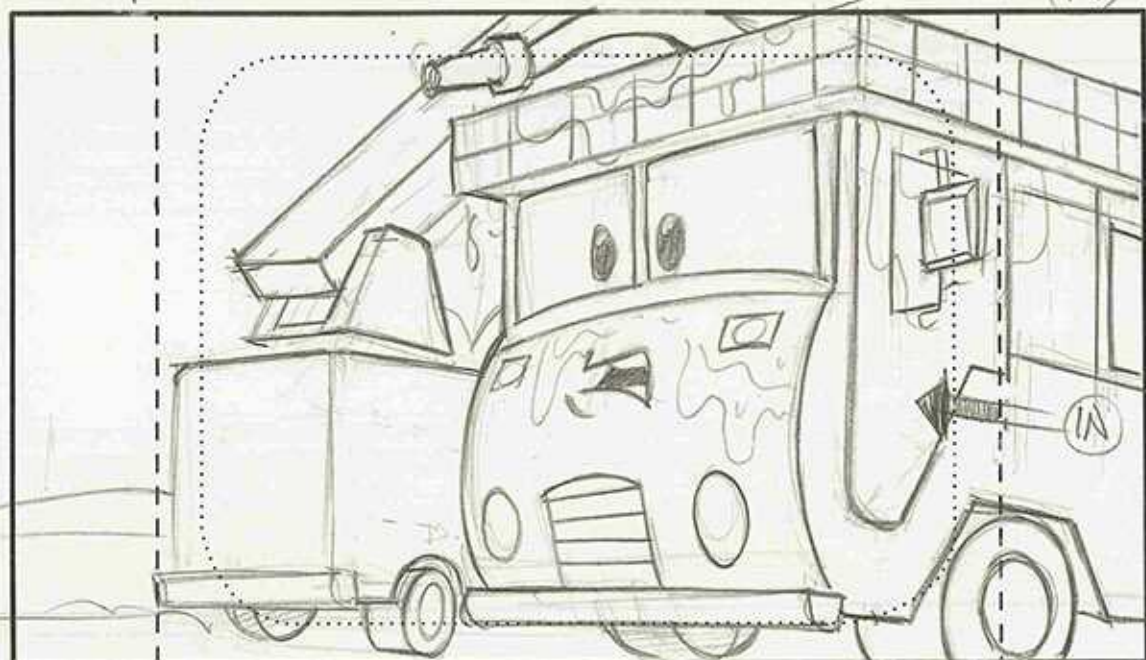


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Sc. 59

Panel (A)

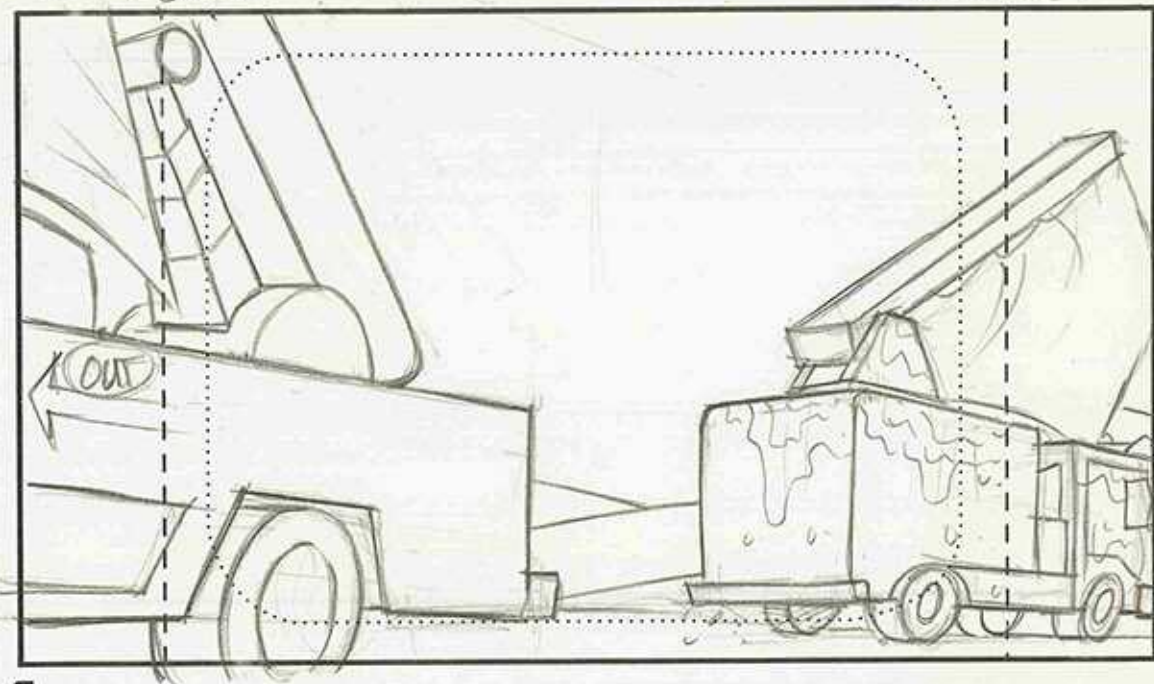


**CUT**  
**Action** CLOSER ON PETROL AS HE DRIVES PAST CRABBY WHO TAKES OFF IN THE OPPOSITE DIRECTION  
EFF: < S/T DRIPS

**Dialogue** (42) PETROL:  
WELL, SHNER ME TIMBERS!

Sc. CONTD

Panel (B)



**Dialogue**

**CUT**

257-786



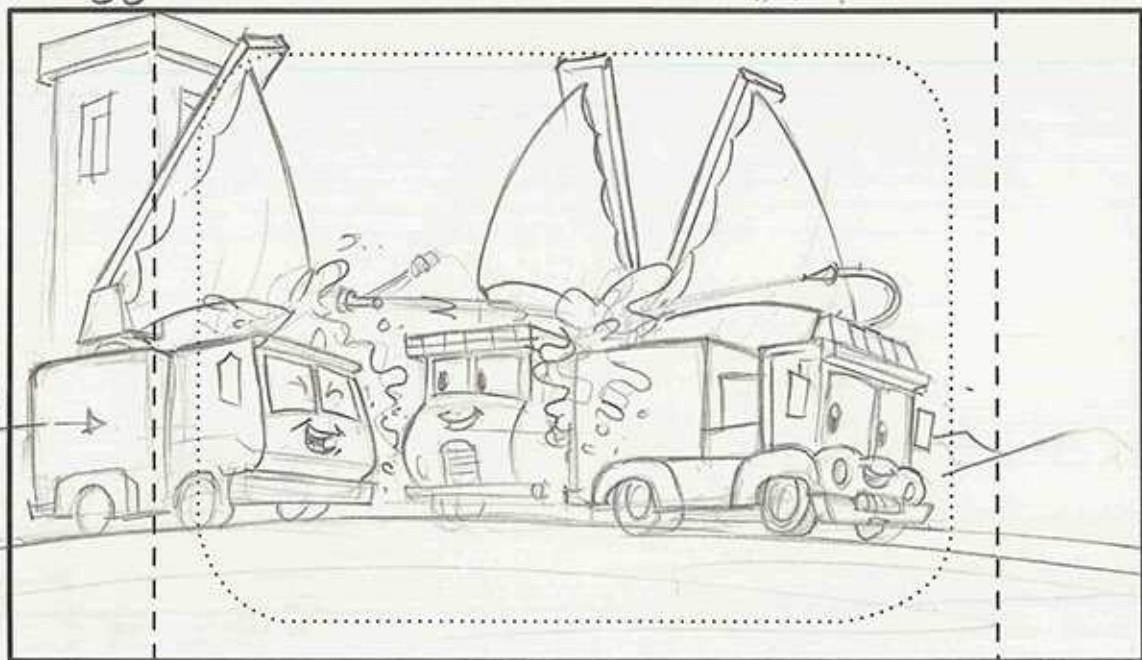


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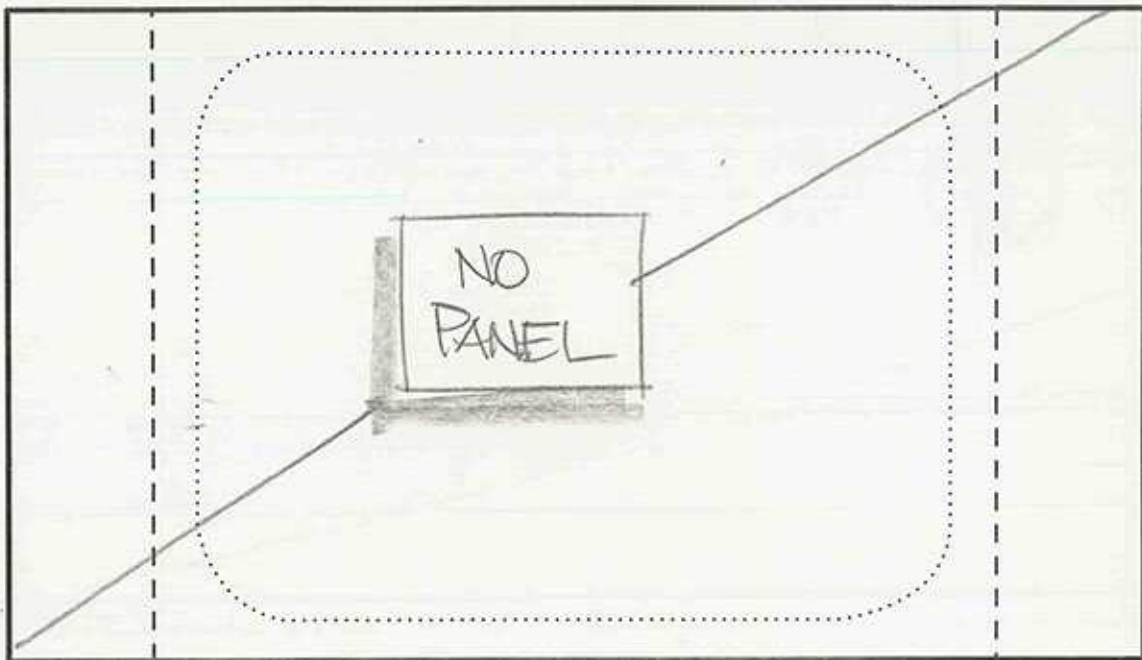
Sc. 60

SA 42 Panel



Sc.

Panel



CUT

Dialogue Action

WIDE ON THE TRUCKS. RED & PETROL SETTLE IN SCENE. CRABBY IS SQUIRTING RED, PETROL SQUIRTS CRABBY

(42A) RED/CRABBY/PETROL:  
<LAUGHING!>

Dialogue Action

257-786



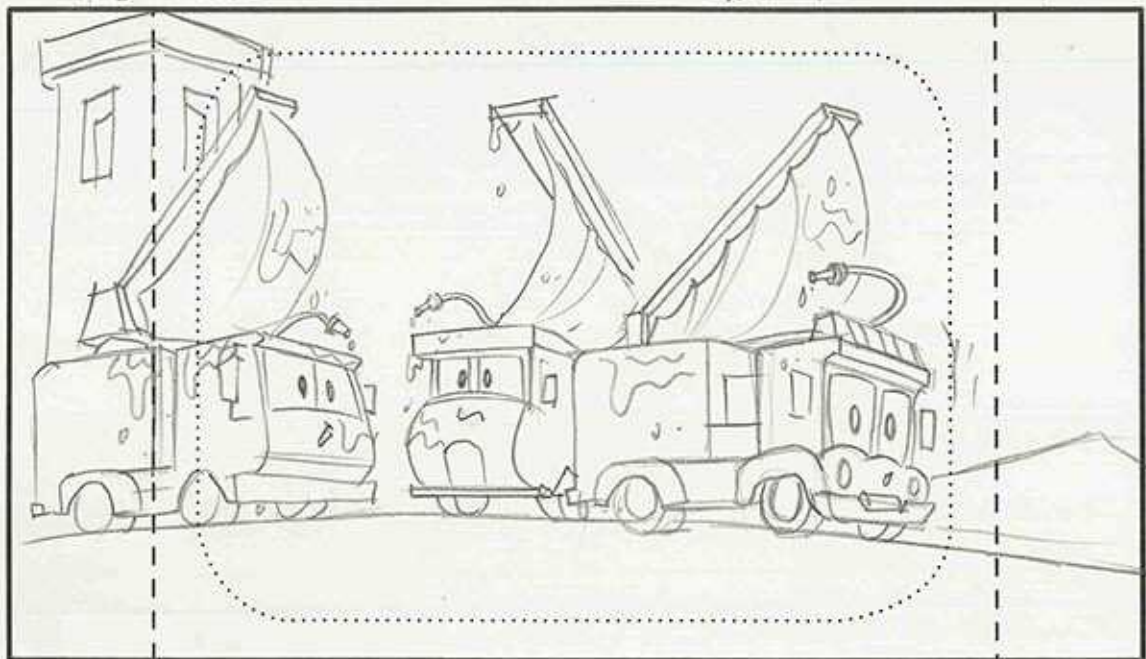


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Sc. 60 CONTD.

S/A. 42 Panel 1



**Action** WIDE ON THE TRUCKS. THEY REACT TO THE ALARM BELL. THEY'VE STOP HORSING AROUND.

EFX: (S/T WATER DRIPS)

SFX: (ALARM RINGING) (OS)

CUT

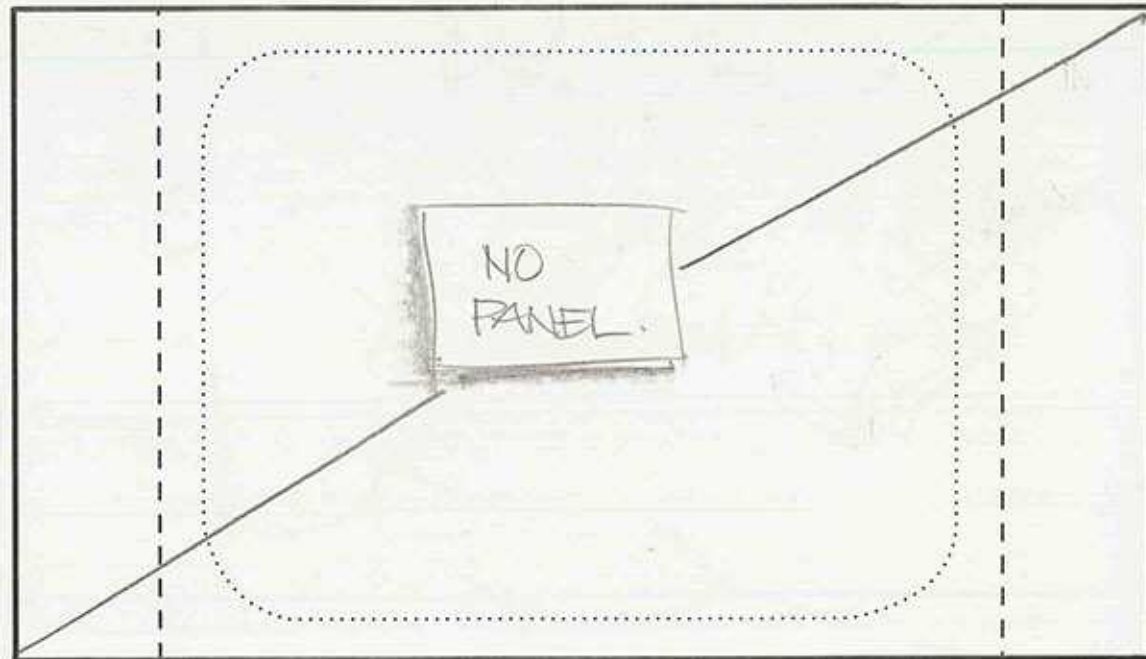
Dialogue

---

---

Sc.

Panel



**Action**

Dialogue

---

---



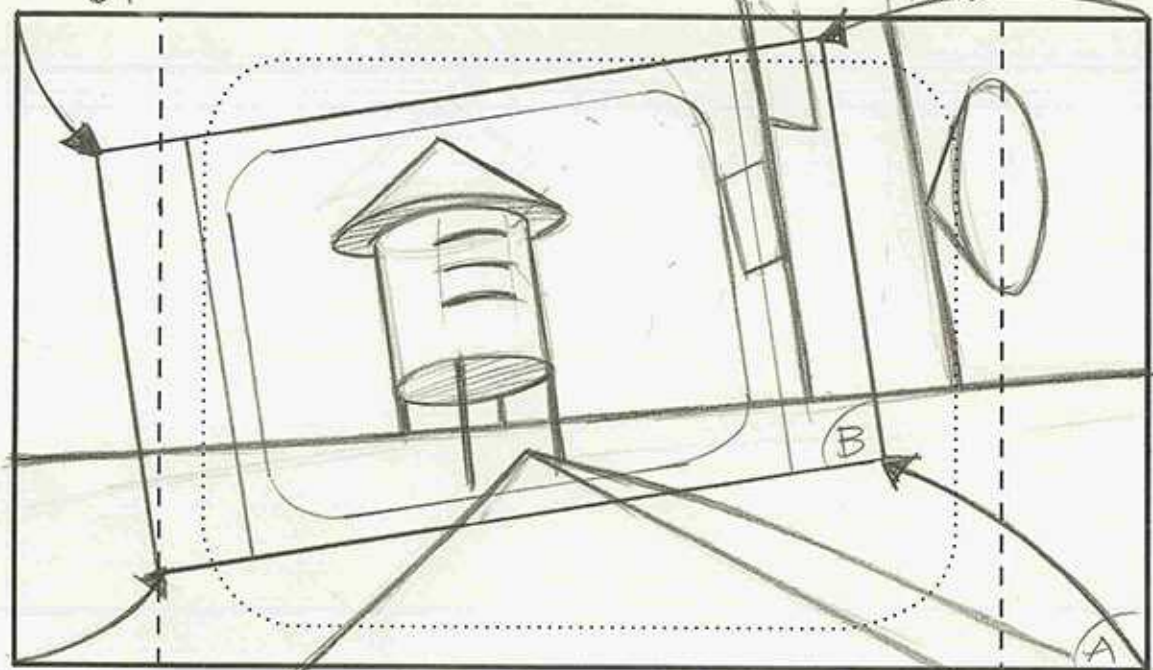


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Sc. 61

Panel



CUT

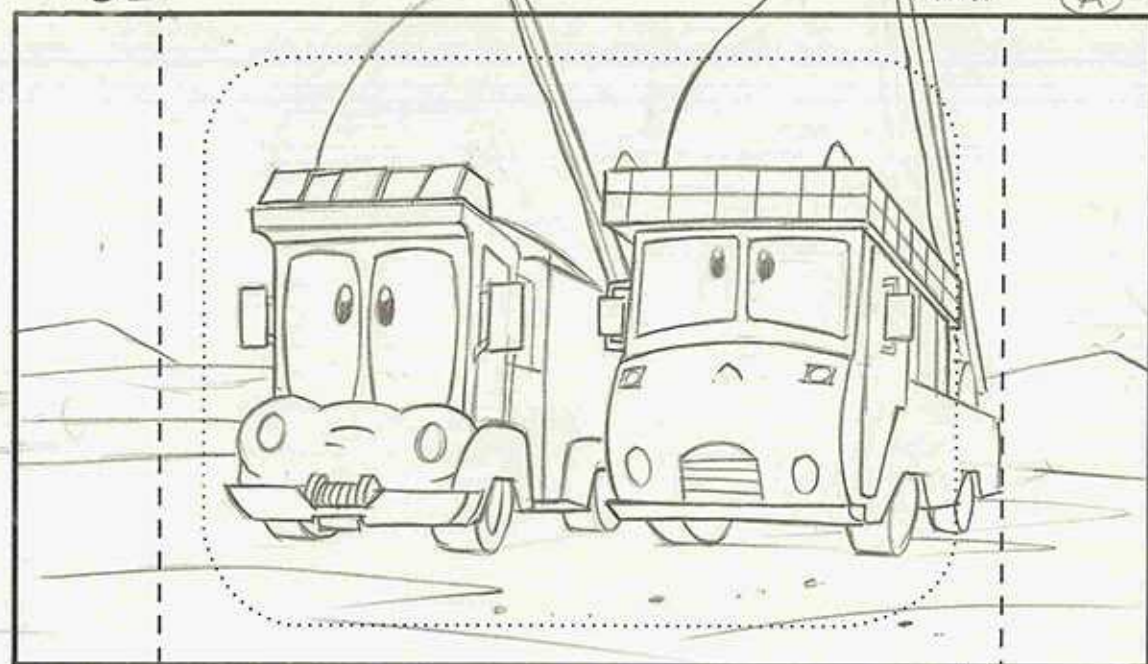
**Action** ANGLE ON SPEAKER.  
SLOW ROTATE IN (A) → (B)

**Dialogue** (43) CHAT:  
I JUST GOT A CALL FROM TANK, HE'S STRANDED  
OUT IN THE COUNTRY WITH FOUR FLAT TIRES.

Sc. 62

Panel

(A)



CUT

**Action** EXT. PRACTICE AREA - ANGLE ON RED & PETROL

**Dialogue** (43) CHAT: (OS) (CONTD)  
..BUT THERE'S NOT ENOUGH GAS LEFT IN ALL OF  
GREEN MEADOWS FOR ANYONE TO DRIVE TO HIM!



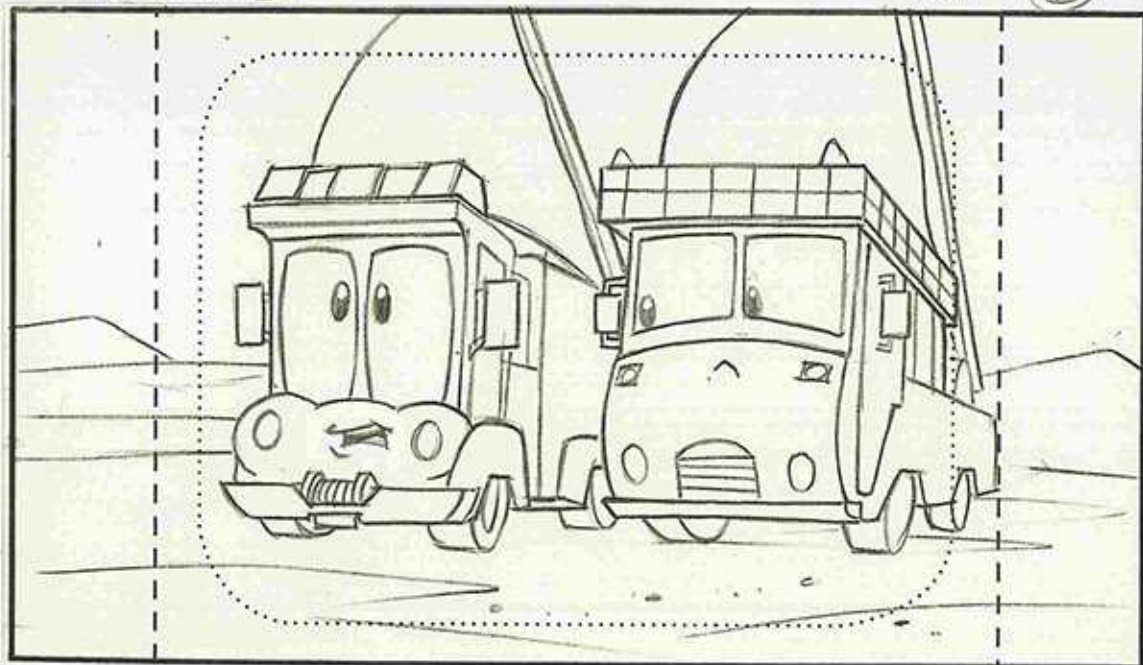


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Sc. 62 CONTD.

Panel (B)

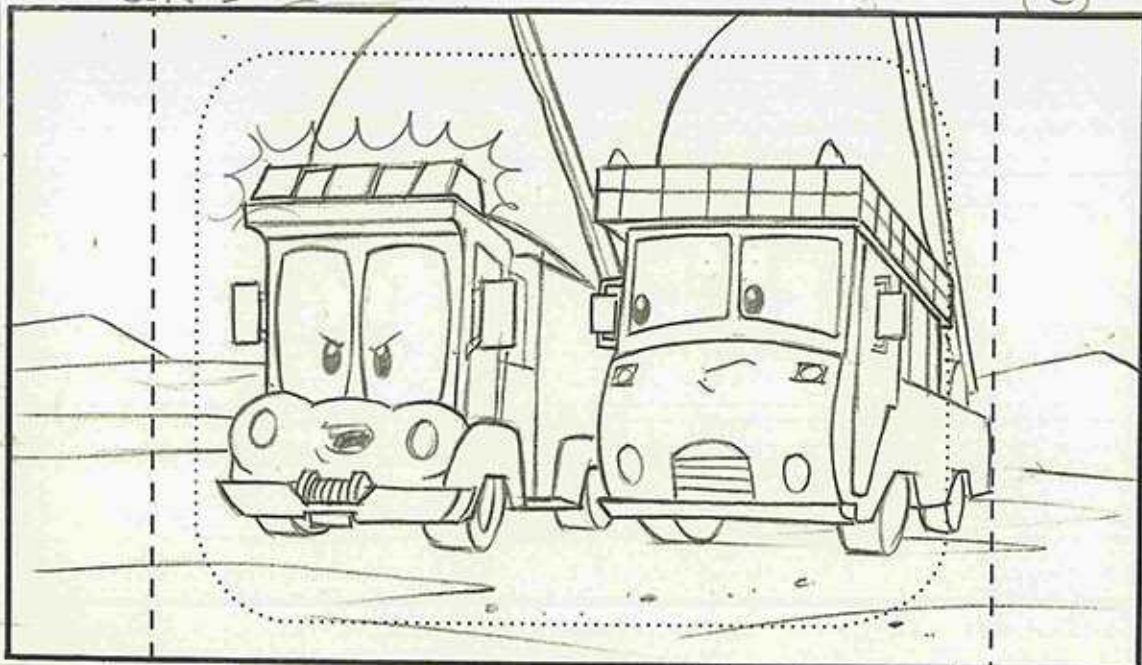


Dialogue Action

(44) RED: (PROUDLY).  
THAT'S OKAY, CHAT. WE DON'T NEED ANY GAS.

Sc. CONTD.

Panel (C)



Dialogue Action

RED LOOKS DETERMINED AS HE TURNS ON HIS SIREN.

SFX: (SIREN) EFX: (BOT. LITE LIGHT)

(45) RED:  
THE SIRENS SAY, LET'S SAIL AWAY!

CUT



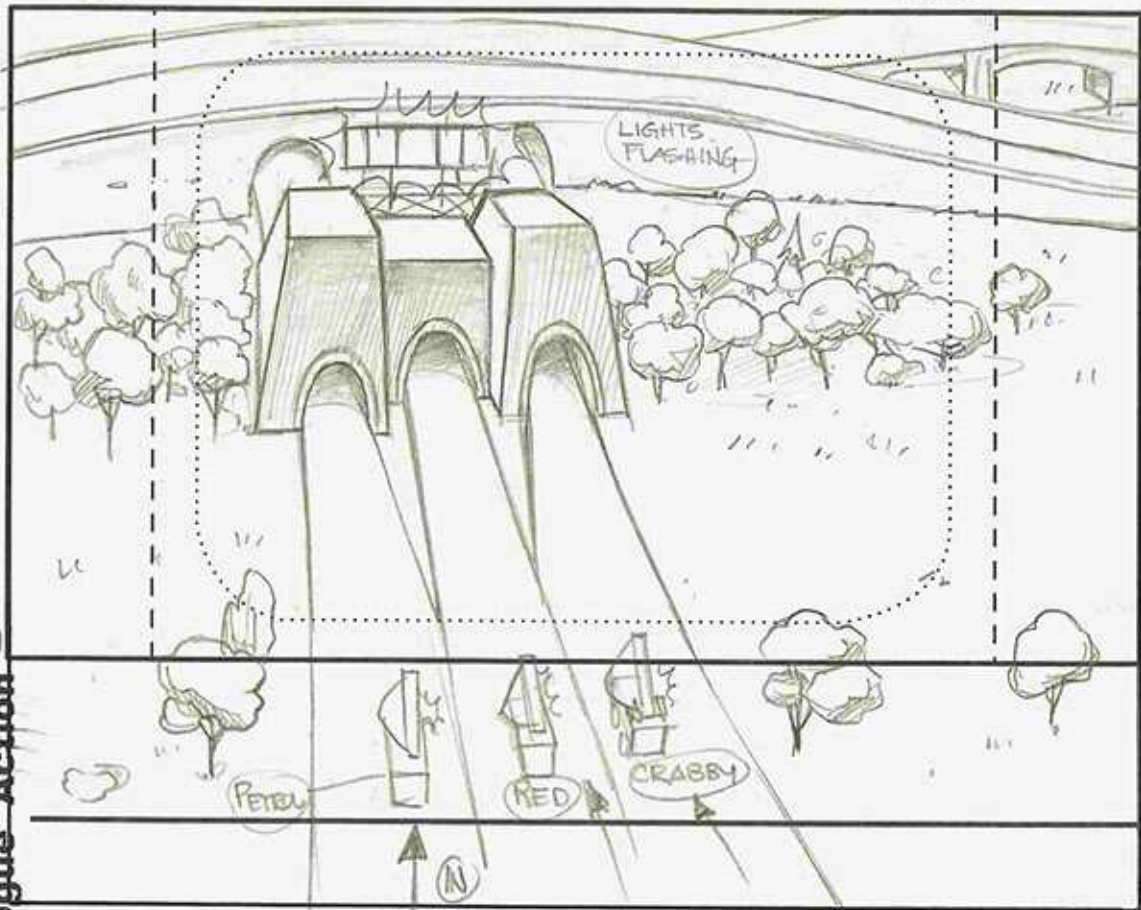


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Sc. 63

Panel



Dialogue Action

ANGLE ON TUNNEL ENTRANCE. RED, SIRENS BLAZING & LIGHTS FLASHING RACE IN, FOLLOWED BY PETROL & CRABBY. THEY HEAD TOWARDS THE TUNNEL

(45A) RED/PETROL/CRABBY:

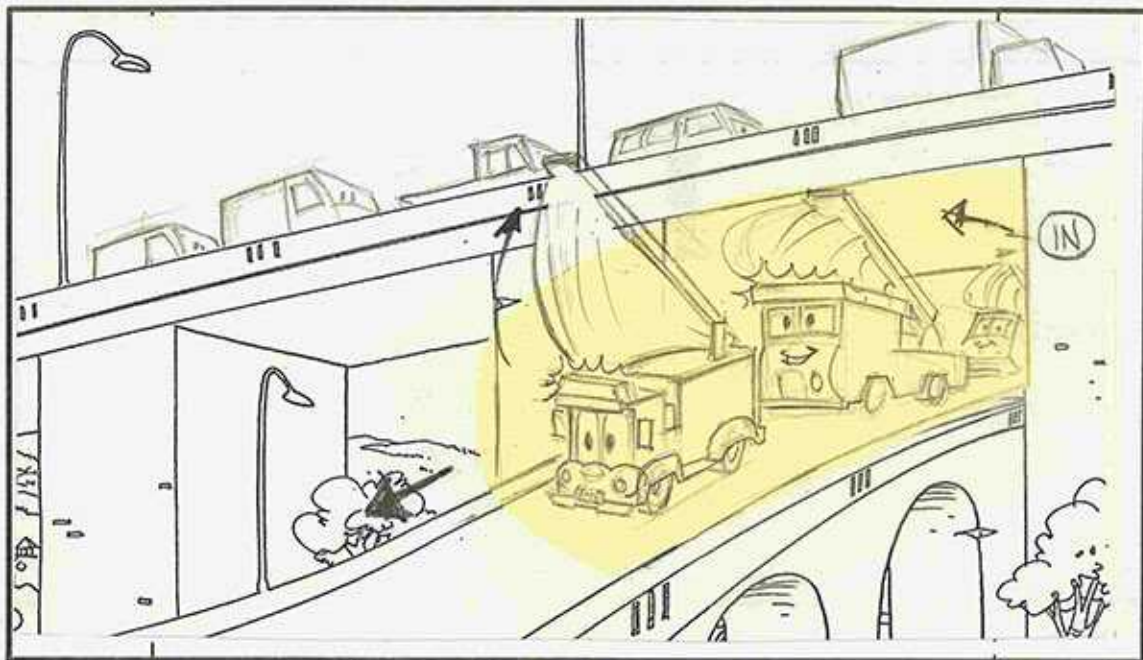
<LAUGHS>

X-DISS



Sc. 64

Panel



Dialogue Action

EXT. BRIDGE / OVER & UNDER THE TRUCKS DRIVE THROUGH SCENE, SIRENS BLARING & LIGHTS FLASHING - SFX: (SIRENS) EFX: (BOT. LITE LIGHTS)

(46) WISER: (VO)

SO THE TRUCKS SAILED OUT...

257-786



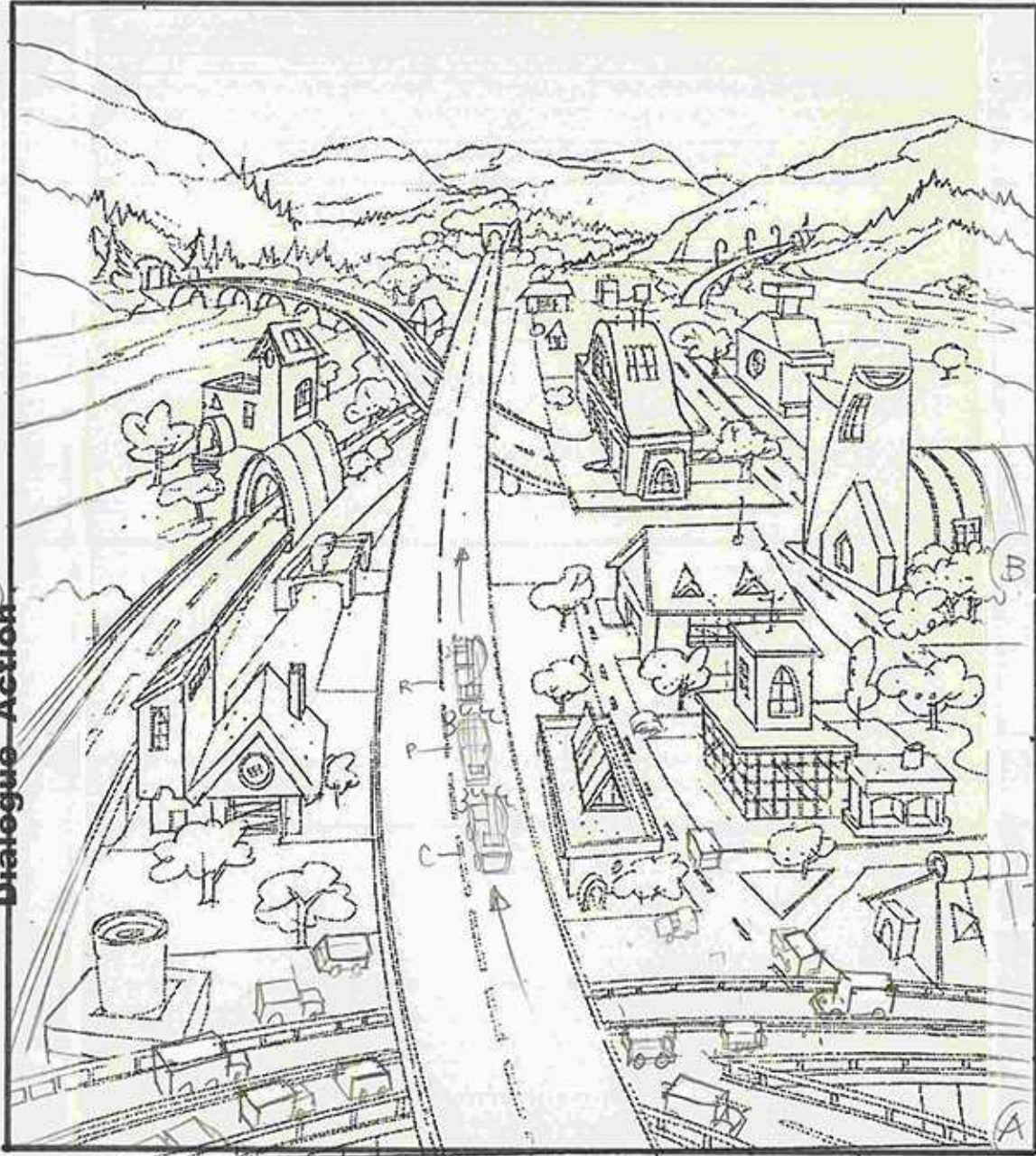


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Sc. 65

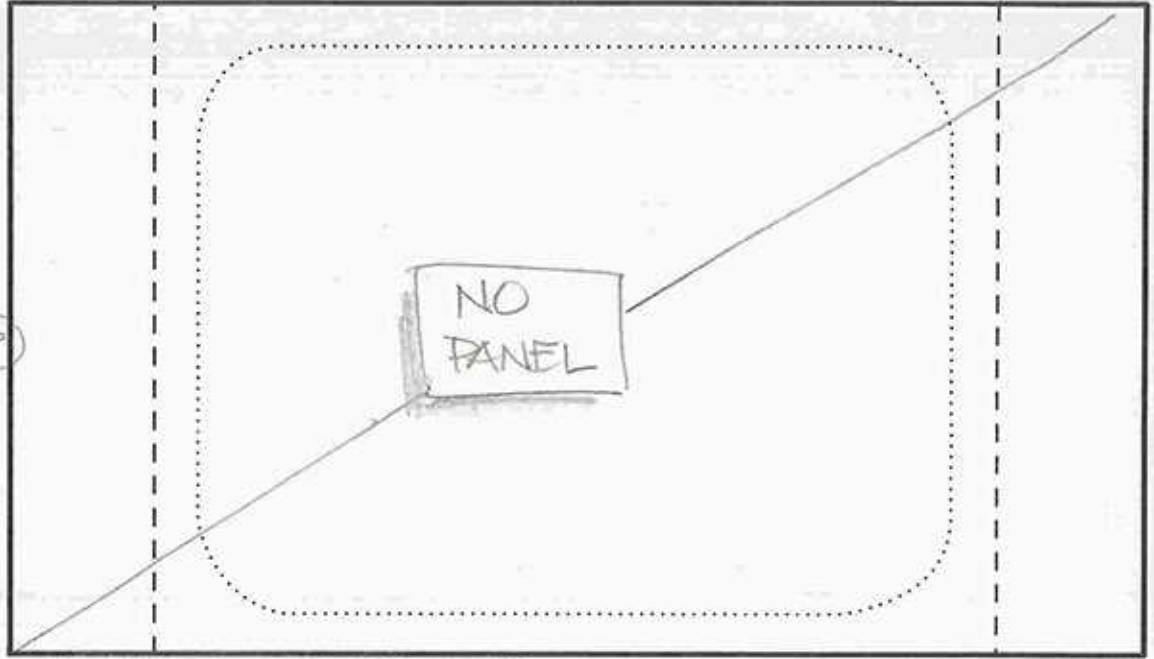
Panel



Dialogue Action

Sc.

Panel



PAN Dialogue Action

EXT BRIDGES WIDE-DAY.

THE TRUCKS SAIL DOWN THE ROAD TOWARDS THE HILLY COUNTRYSIDE.

SFX: <SIREN> EFX: (BOT. LITE LIGHT)

(46) WISER: (VO) (CONTD)

.. TO THE COUNTRY TO FIND TANK.



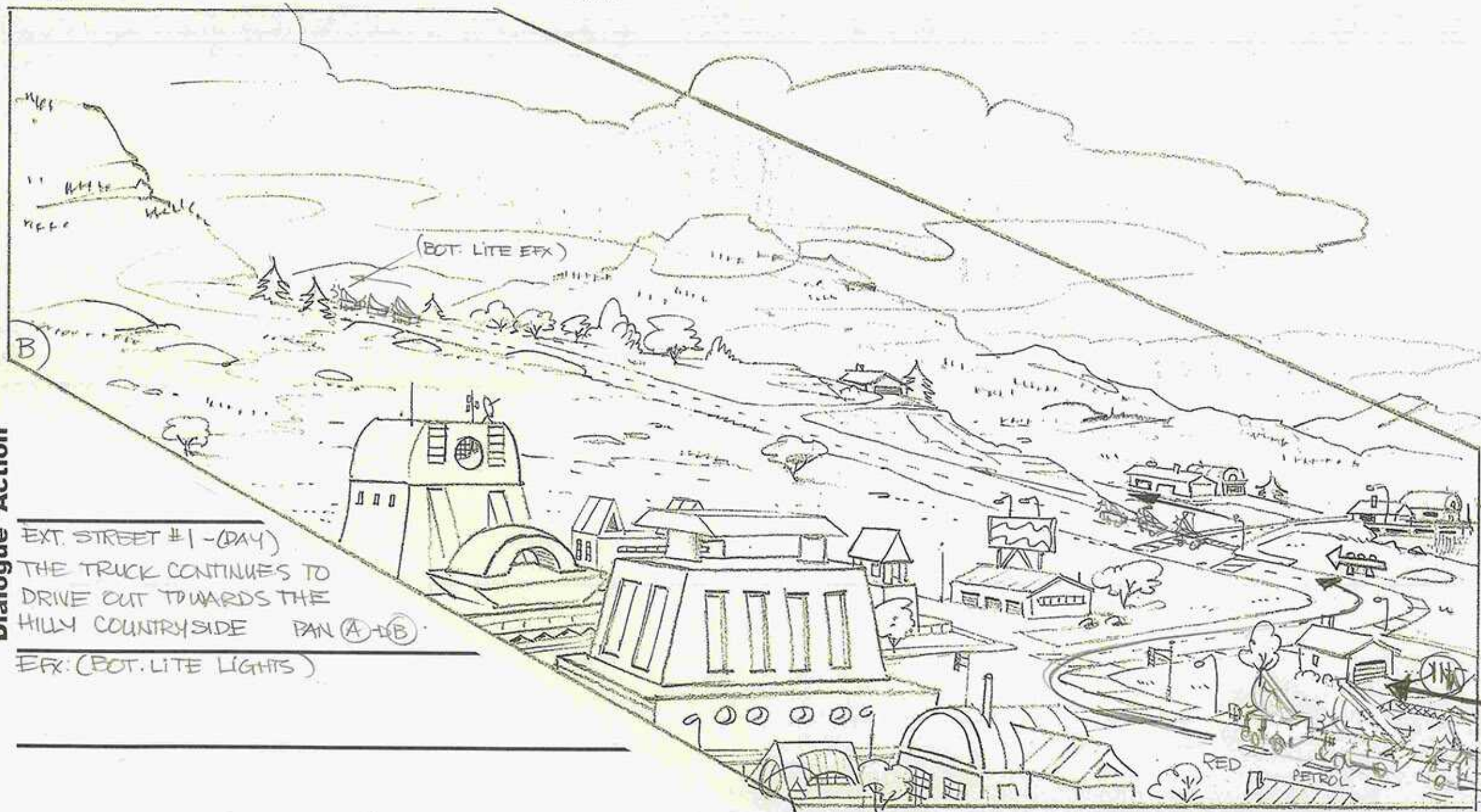


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Sc. 60

Panel



Dialogue Action

EXT. STREET #1 - (DAY)  
THE TRUCK CONTINUES TO  
DRIVE OUT TOWARDS THE  
HILLY COUNTRYSIDE PAN (A) - (B)  
EFX: (BOT. LITE LIGHTS)

CUT

257-786

CRABBY





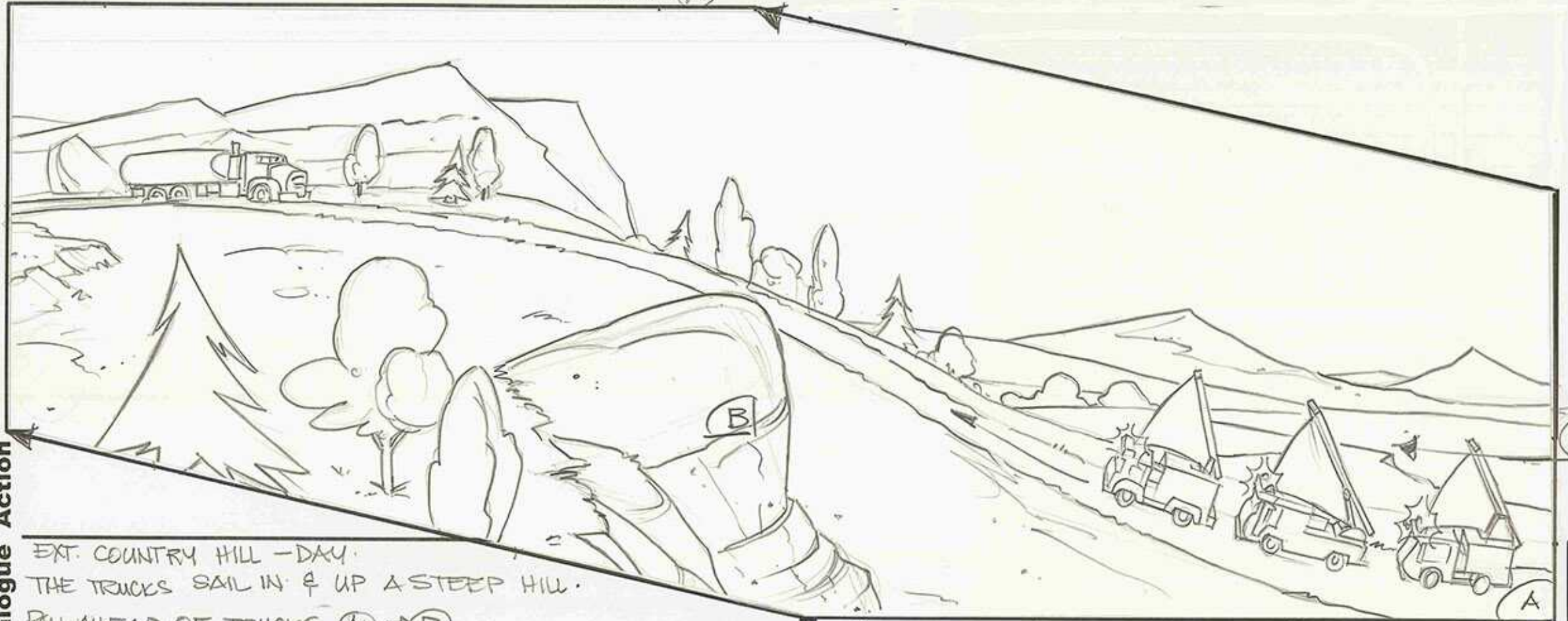
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Page 66

Sc. 67

Panel (A)



CUT  
Dialogue Action

EXT. COUNTRY HILL - DAY.  
 THE TRUCKS SAIL IN & UP A STEEP HILL.  
 PAN AHEAD OF TRUCKS (A) → (B)  
 EFX: (BOT. LITE LIGHT)

Dia

(THE TRUCKS LIGHTS ARE FLASHING)

257-786





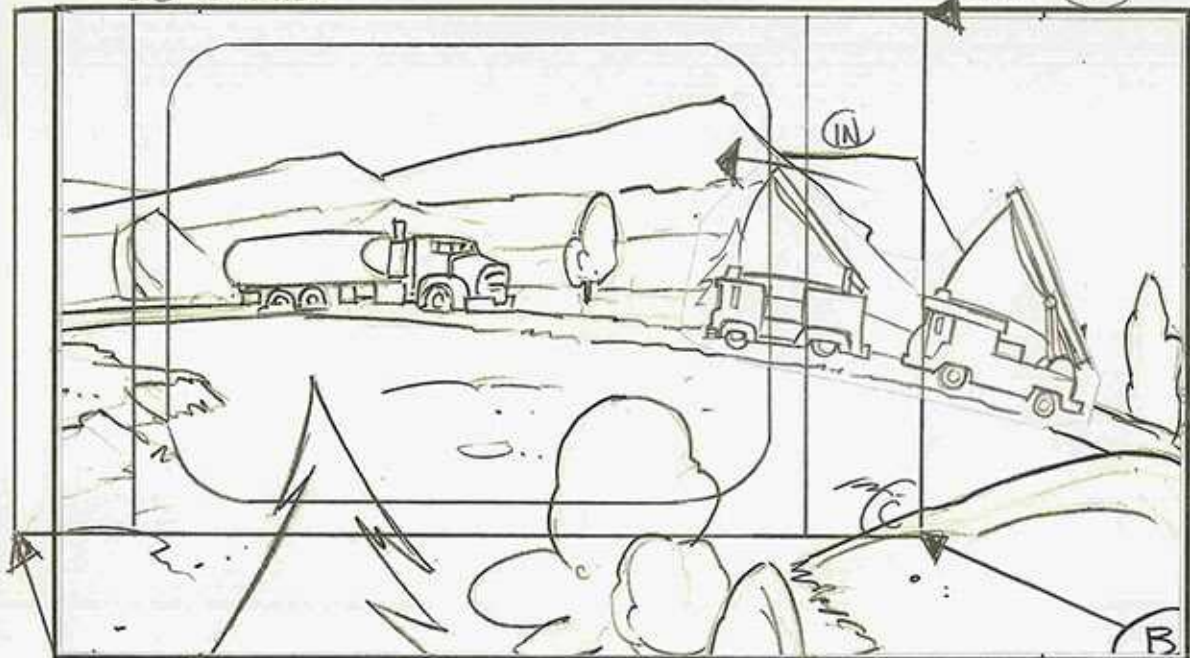
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Page 67

Sc. 68 CONTD.

Panel (B)



**Dialogue Action** THEY SEE TANK SITTING BY THE SIDE OF THE ROAD WITH FOUR FLAT TIRES. TRUCK IN (B) → (C). RED TURNS HIS LIGHT OFF AS HE ENTERS SCENE.

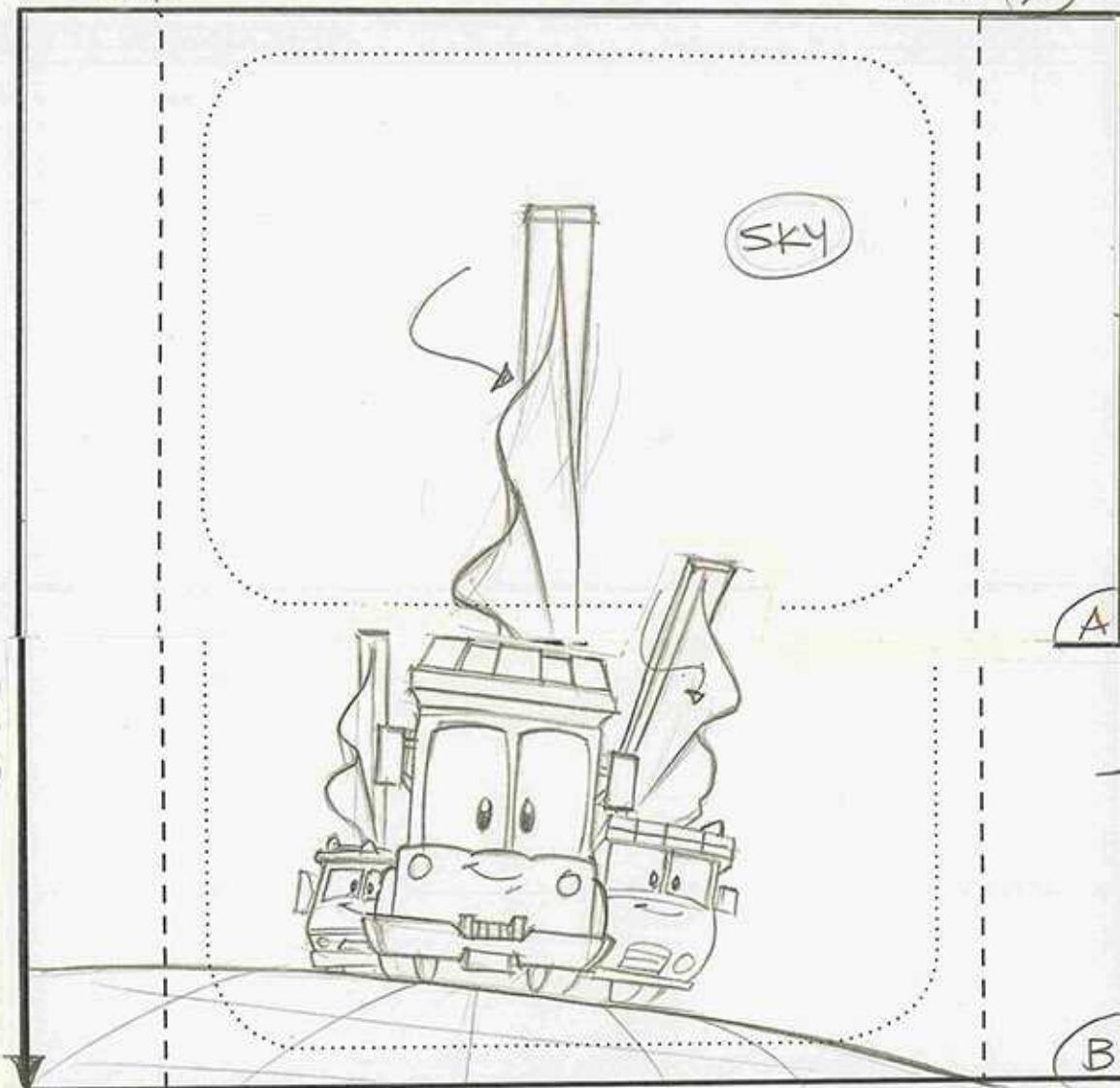
(HU)  
(CUT)

(47) WISER : (VO) (CONTD)

BUT JUST AS THEY WERE ABOUT TO REACH HIM...

Sc. 69

Panel (A)



ANGLE ON SAIL. IT DEFLATES. PAN (A) → (B)

(START)

(PAN)

(STOP)

257-786



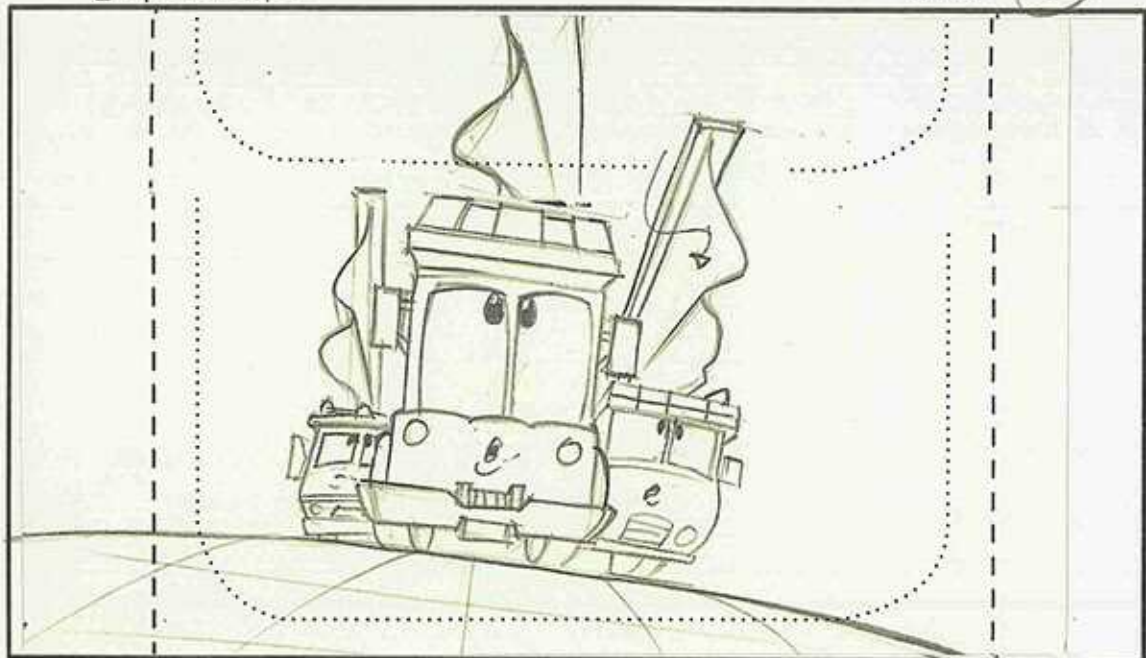


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Sc. 69. CONTD.

Panel (B)

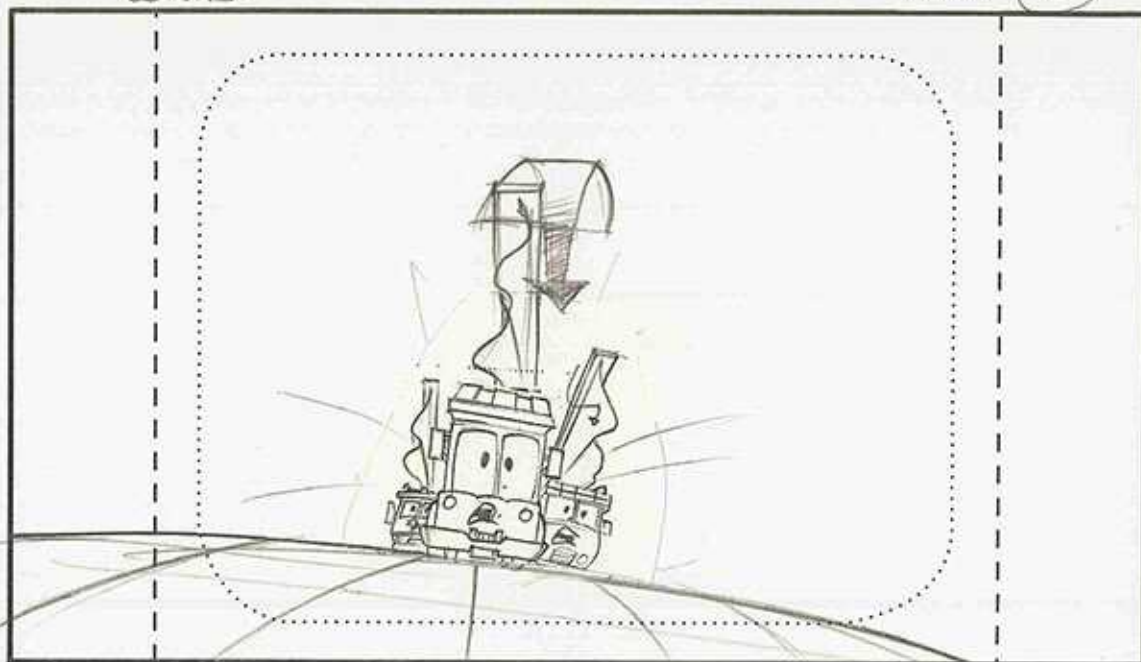


**Dialogue Action**  
THE TRUCKS REALIZING THAT THE WIND HAS DIED  
LOOK UP AT THEIR DEFLATED SAILS

(47) WISER: (VO) (CONTD)  
.. THE WINDS DIED.

Sc. CONTD.

Panel (C)



**Dialogue Action**  
THE TRUCKS ROLL BACKWARDS.

(48) RED/PETROL/CRABBY:  
(WHHHHOOAA!)

CUT



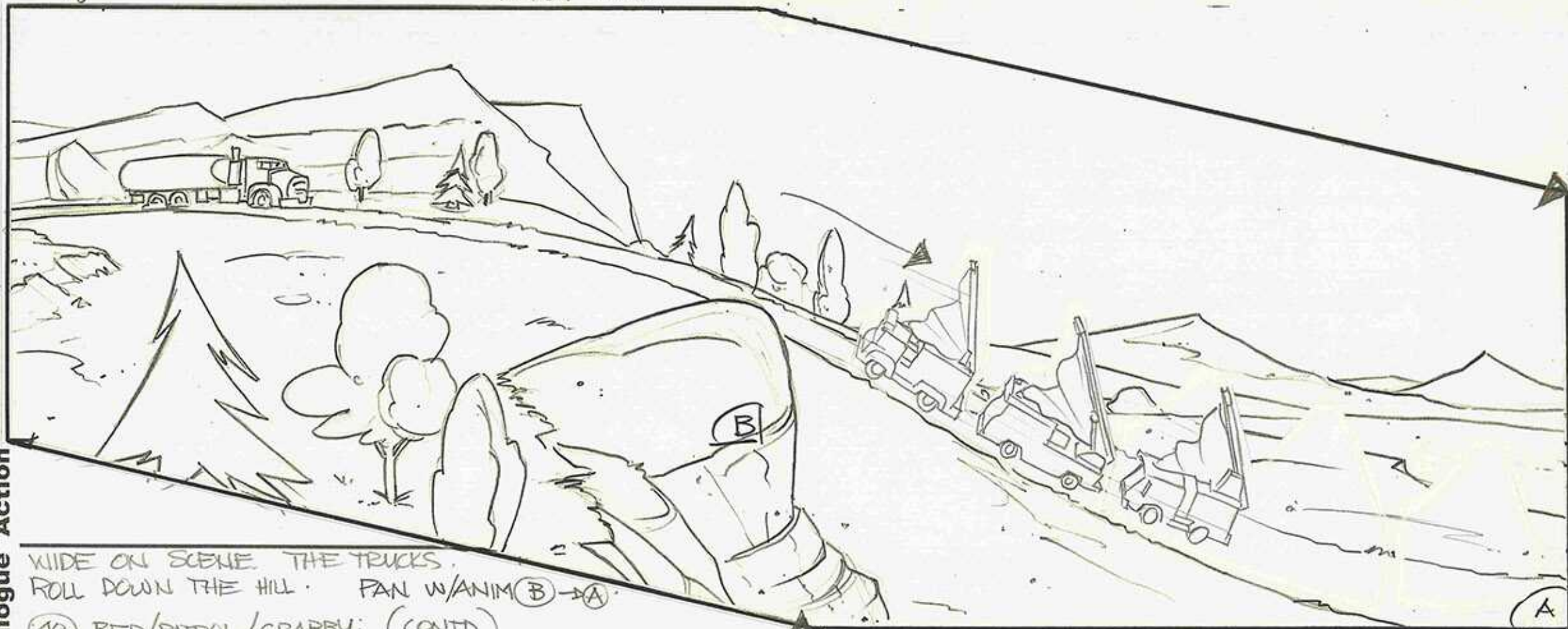


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Sc. 70

SA 69 Panel



LU  
CUT  
Dialogue Action

WIDE ON SCENE THE TRUCKS ROLL DOWN THE HILL. PAN W/ANIM (B) → (A)

(48) RED/PATROL/CRABBY: (CONTD)  
(WHHH#OOAAA!)

Dia

CUT

257-786



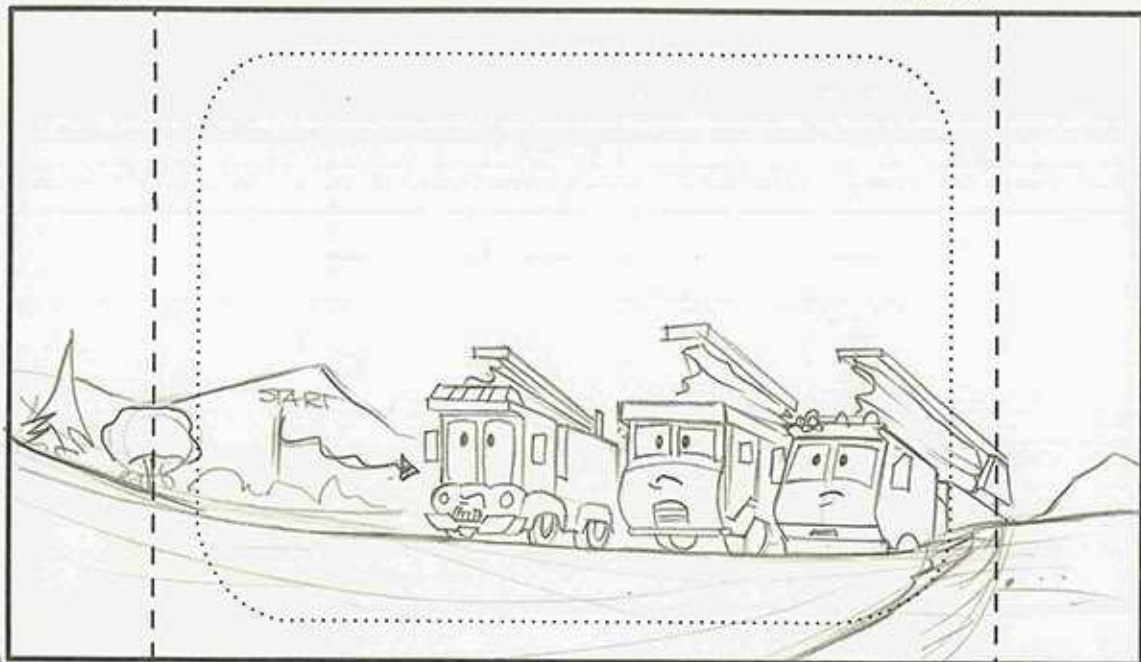


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Sc. 71

Panel

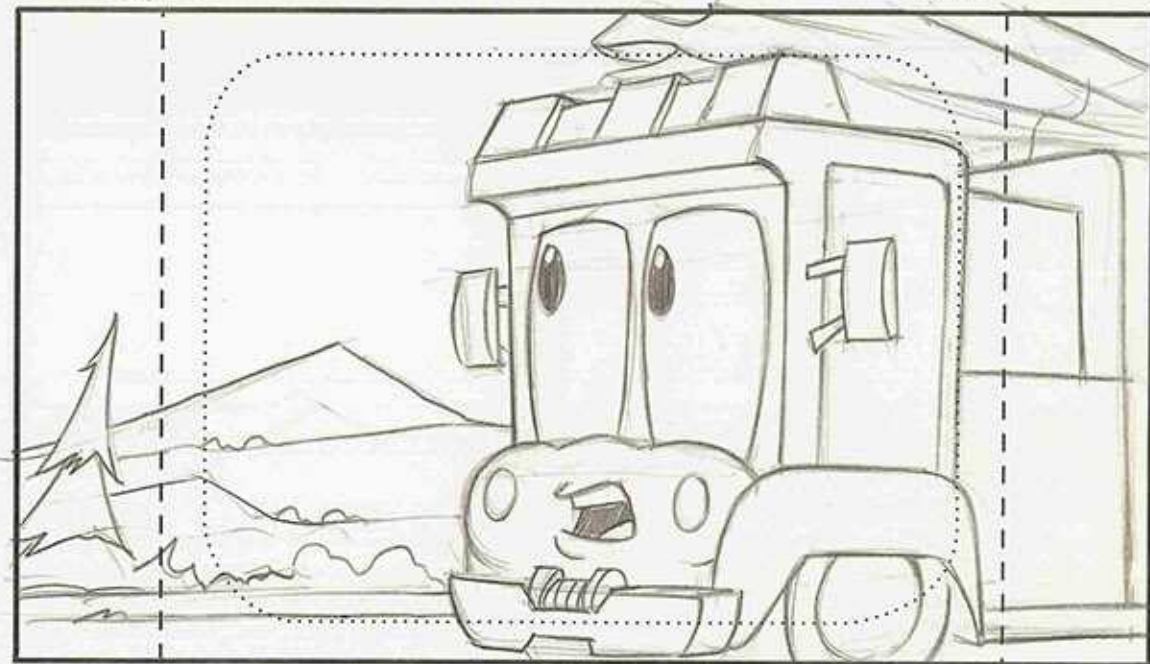


CUT

**Dialogue Action**  
BOTTOM OF HILL.  
THE TRUCKS ROLL TO A STOP. THEIR SAILS ARE DEFLATED.

Sc. 72

Panel



CUT

**Dialogue Action**  
CLOSE ON RED. HE CALLS OUT TO TANK

(49) RED: (YELLING)  
TANK, ARE YOU ALL RIGHT?

CUT

257-786



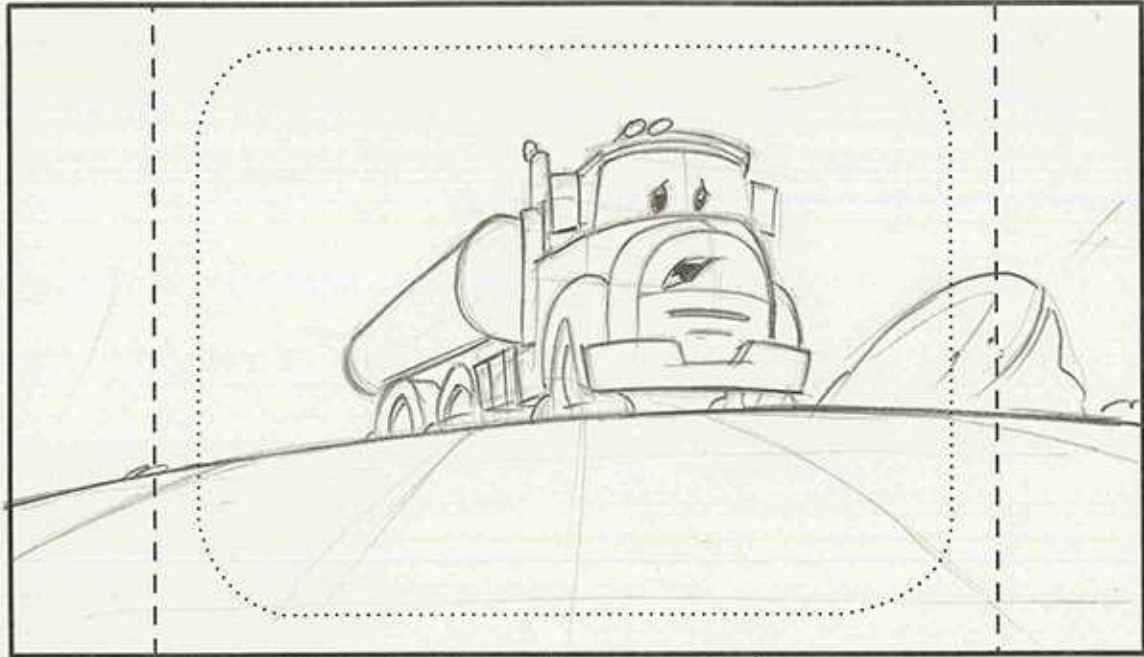


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Sc. 73

Panel



Dialogue Action

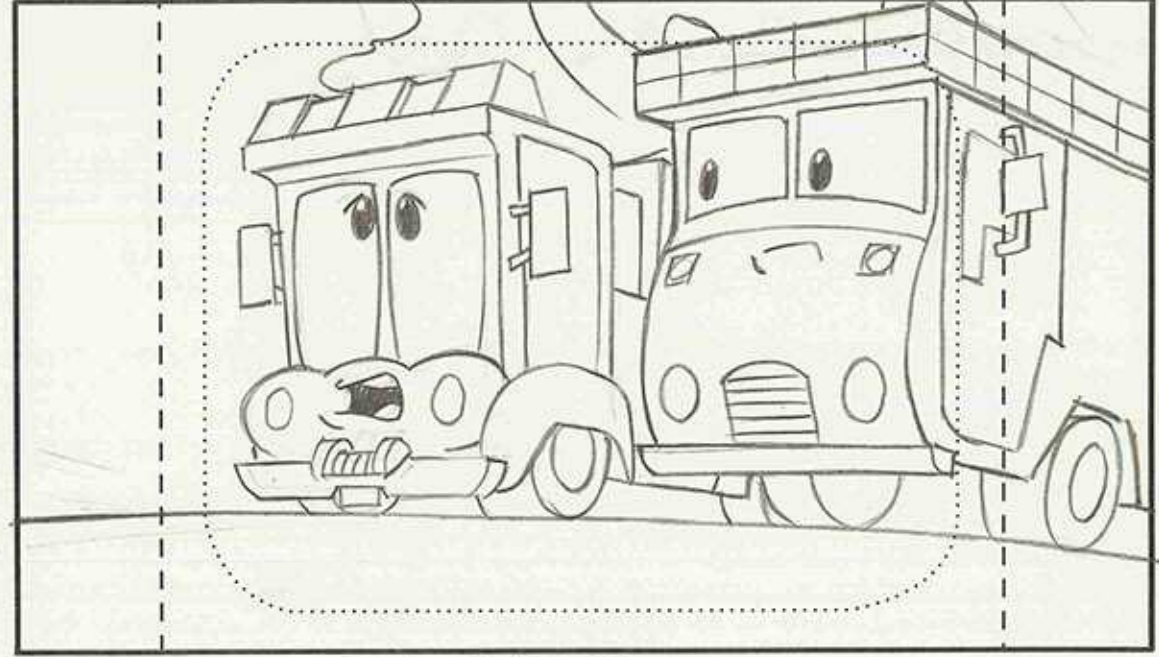
ANGLE ON TANK (RED'S P.O.V)

(50) TANK: (CALLS OUT).

I'D BE A LOT BETTER IF I HAD FOUR WORKING TIRES.

Sc. 74

Panel (A)



Dialogue Action

ANGLE ON RED & PETROL.

(51) RED: (YELLING)

DONT WORRY, WE'LL BE RIGHT OVER AS SOON AS THE WIND PICKS UP.

CUT



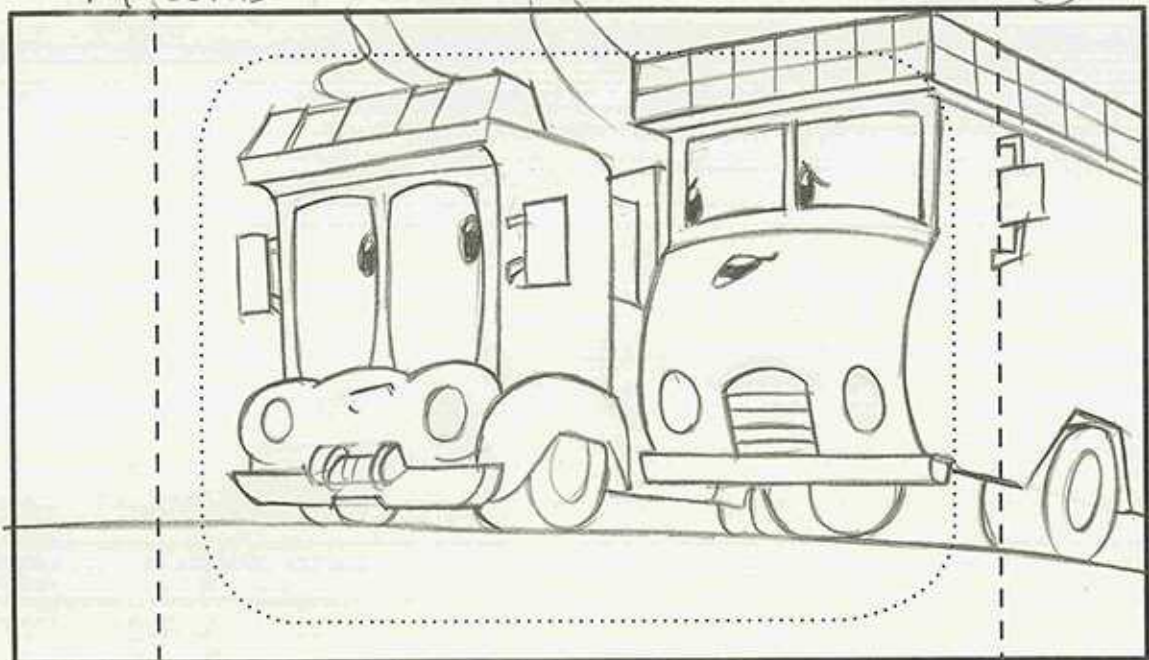


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Sc. 74 (CONTD)

Panel (B)



Dialogue Action

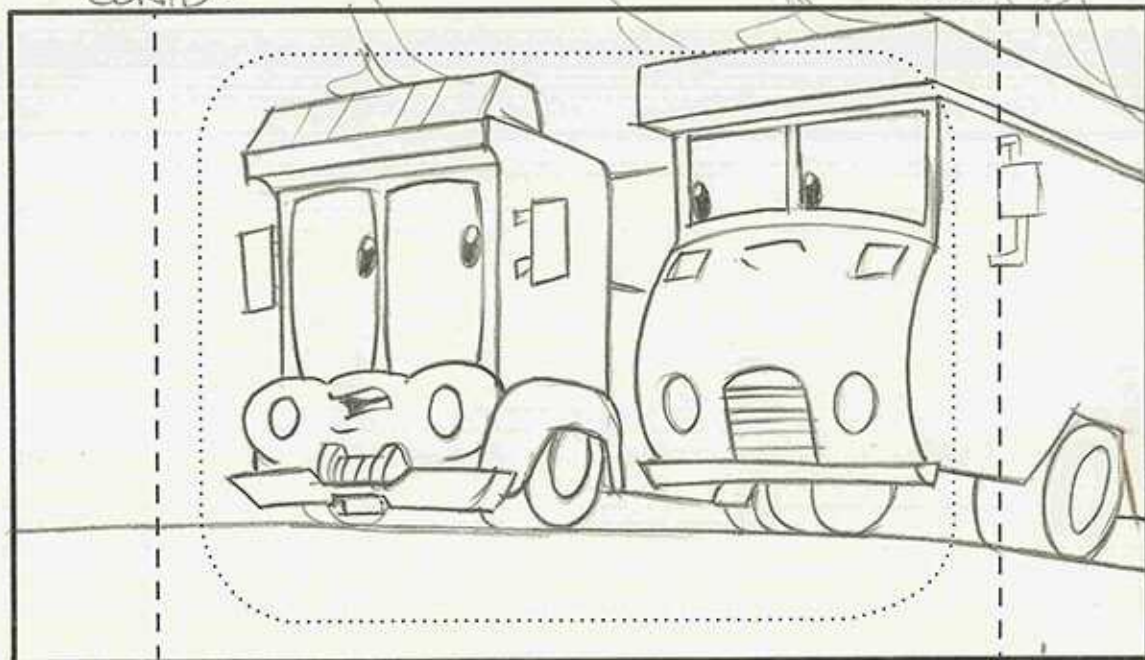
PETROL LOOKS WORRIED -

(52) PETROL: (SOFTLY)

BUT RED, WHAT IF THERE ISN'T ANY MORE WIND?

Sc. CONTD

Panel (C)



Dialogue Action

(53) RED:

I GUESS, WE'LL HAVE TO COME UP WITH SOMETHING ELSE.



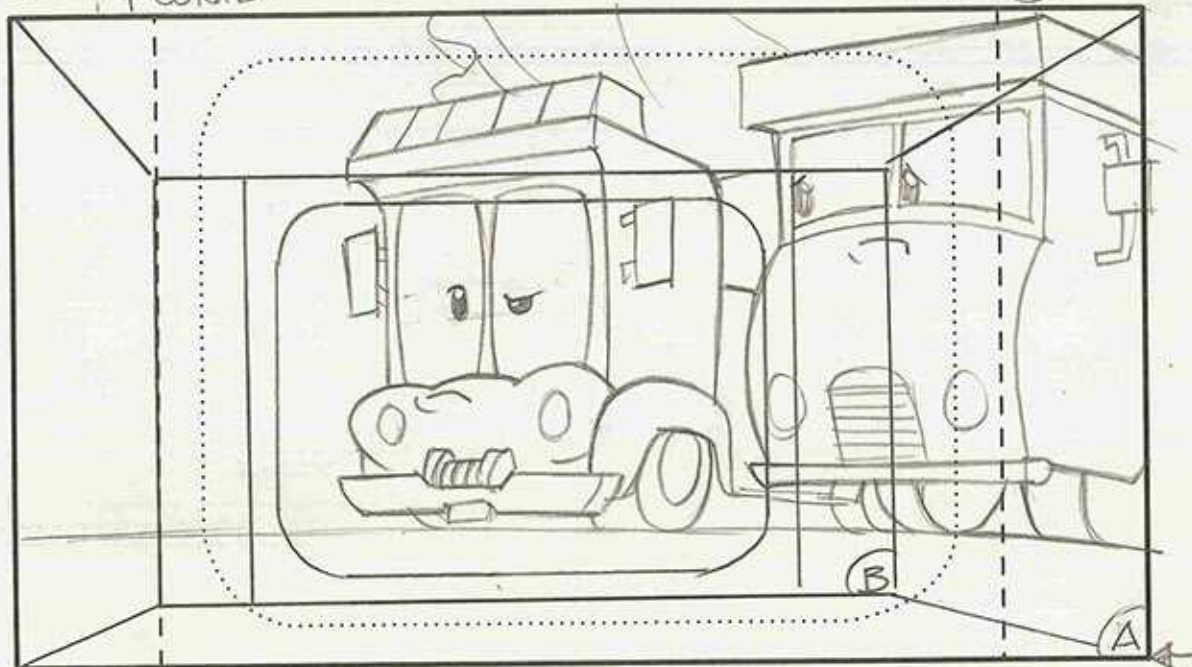


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Sc. 74 CONTD.

Panel (D)

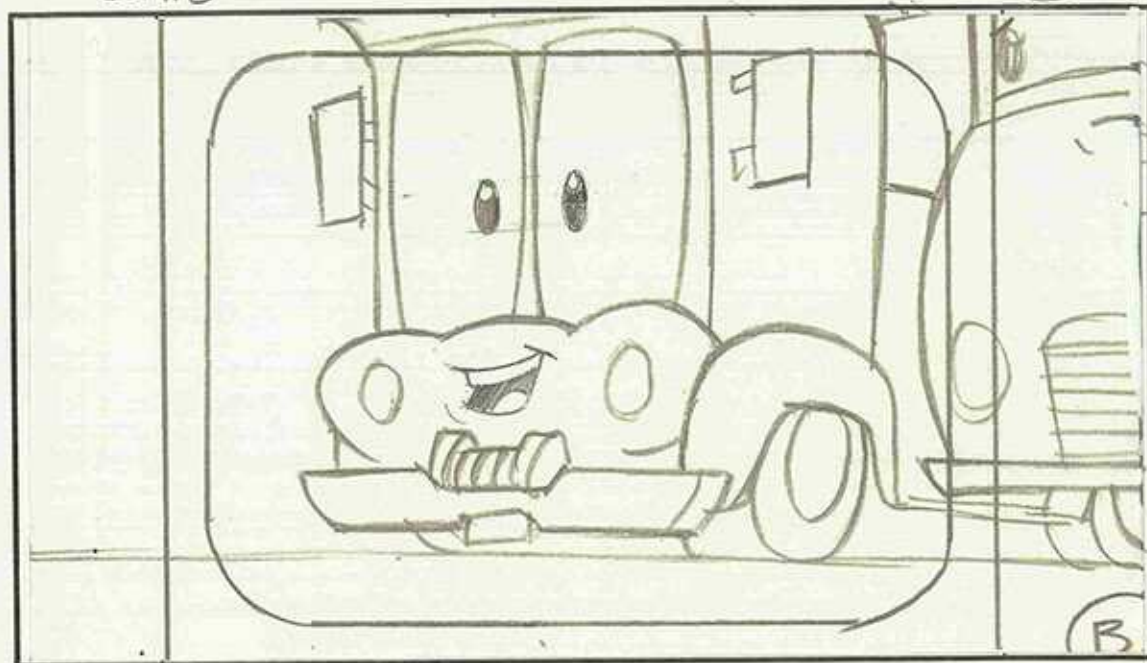


Dialogue Action

TRUCK IN (A) → (B) RED IS THINKING

Sc. CONTD.

Panel (E)



Dialogue Action

RED HAS AN EPIPHANY!

(53) RED: (CONTD)

I KNOW!



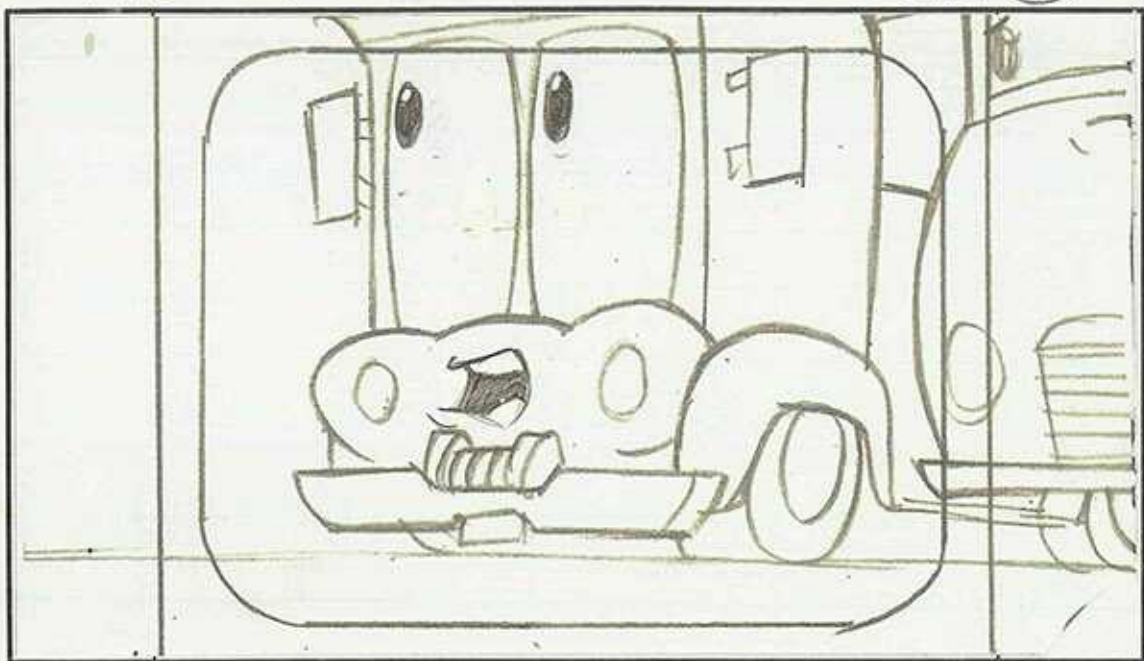


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Sc. 74 (CONTD)

Panel (F)



Dialogue Action

RED CALLS OUT TO (OS) TANK

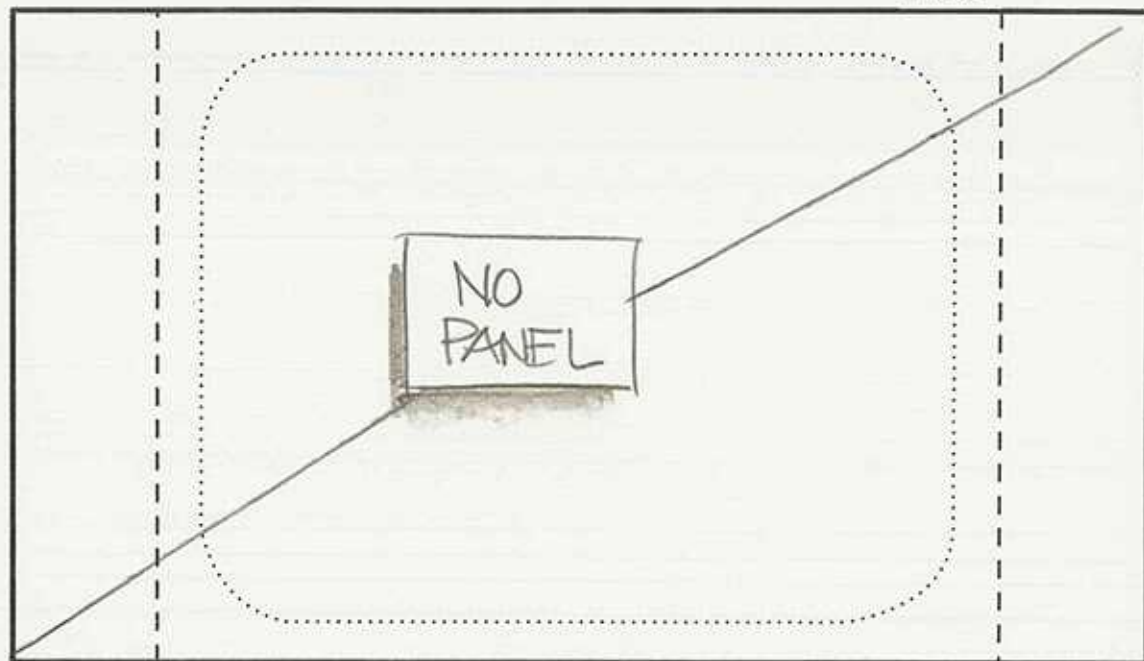
(CUT)

(53) RED: (CONTD)

"TANK"

Sc.

Panel



Dialogue Action



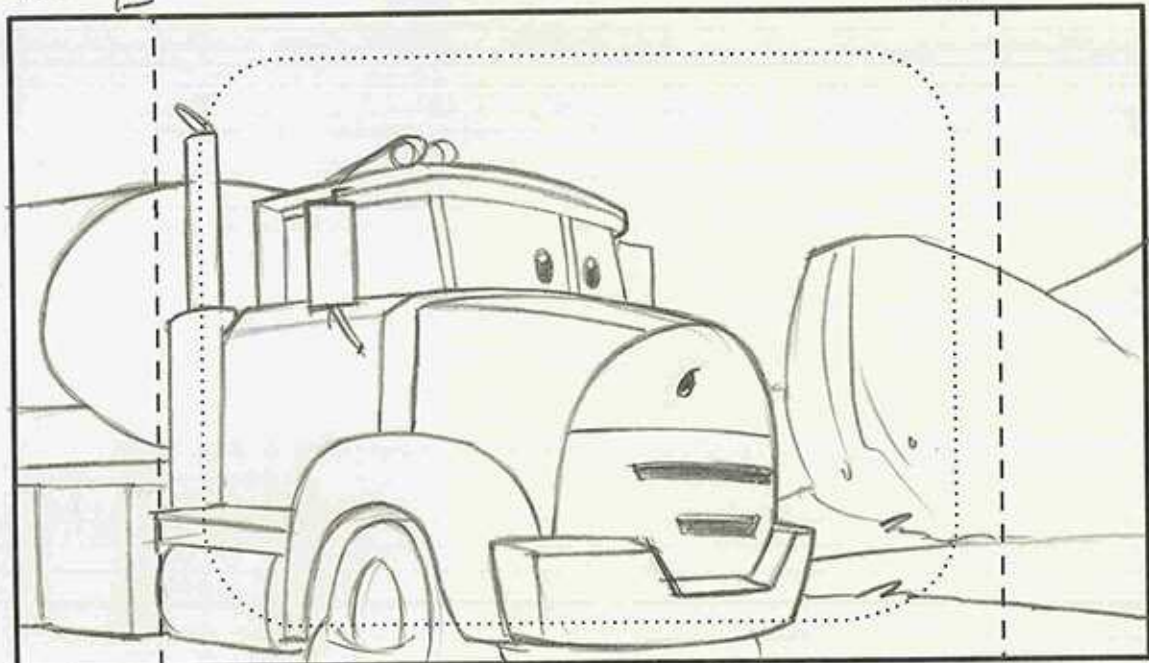


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Sc. 75

Panel



CUT

Dialogue Action

ANGLE ON TANK, LOOKING PERPLEXED.

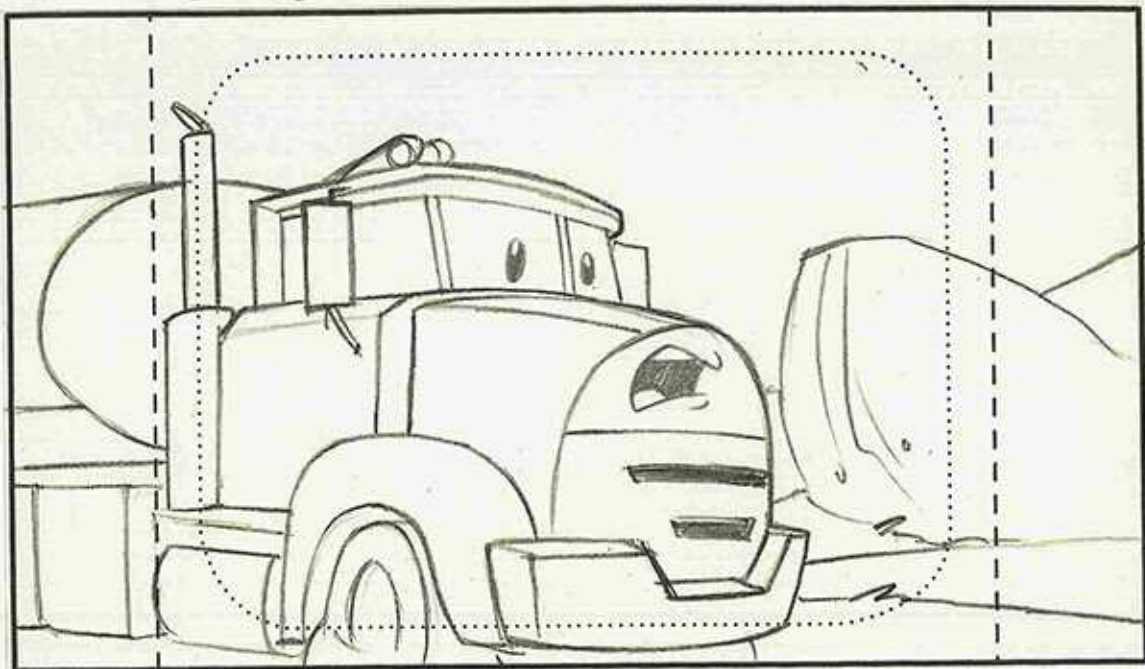
(53) RED: (VO) (CONTD)

GET READY, HERE IT COMES!

Sc.

CONTD.

Panel



Dialogue Action

NOW HE LOOKS CONFUSED.

(54) TANK: (CONFUSED)

HERE WHAT COMES?



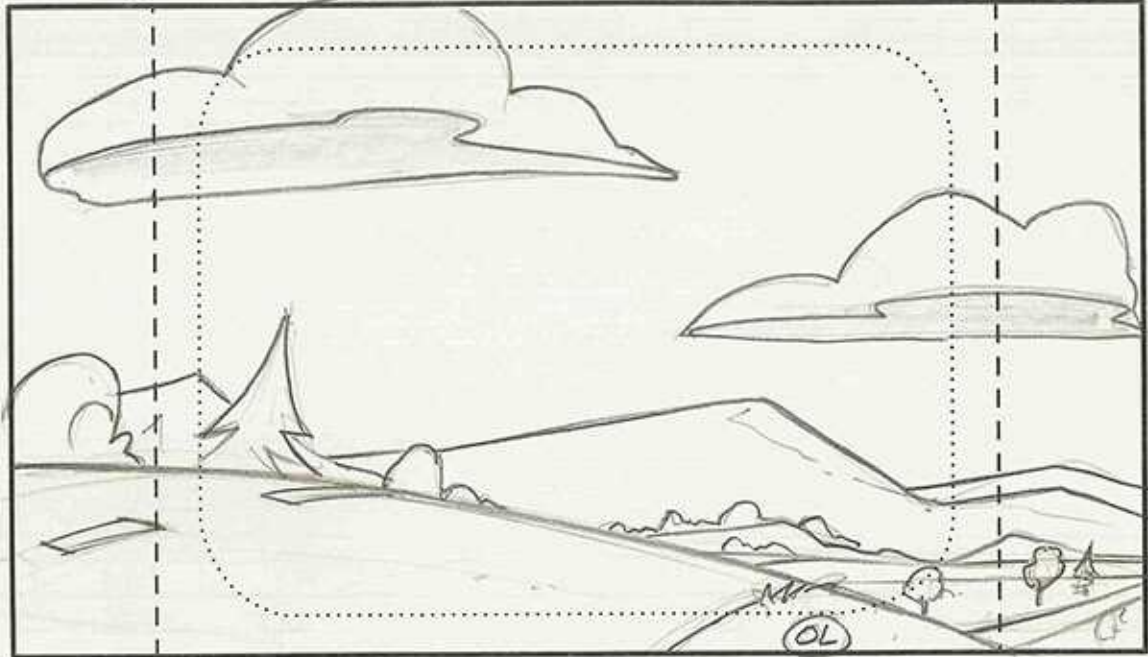


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Sc. 76.

Panel (A)

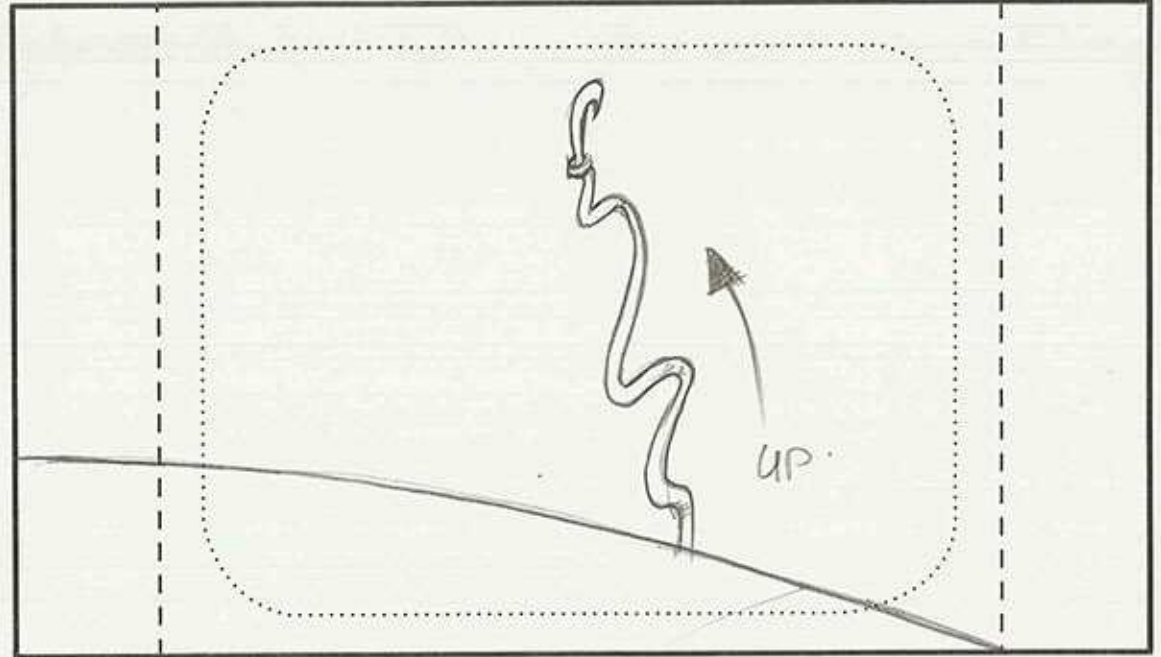


Dialogue Action

TANK'S P.O.V. ON THE CREST OF THE HILL.

Sc. CONTD.

Panel (B)



Dialogue Action

RED HOOK FLIES UP OVER THE CREST OF THE HILL.

CUT



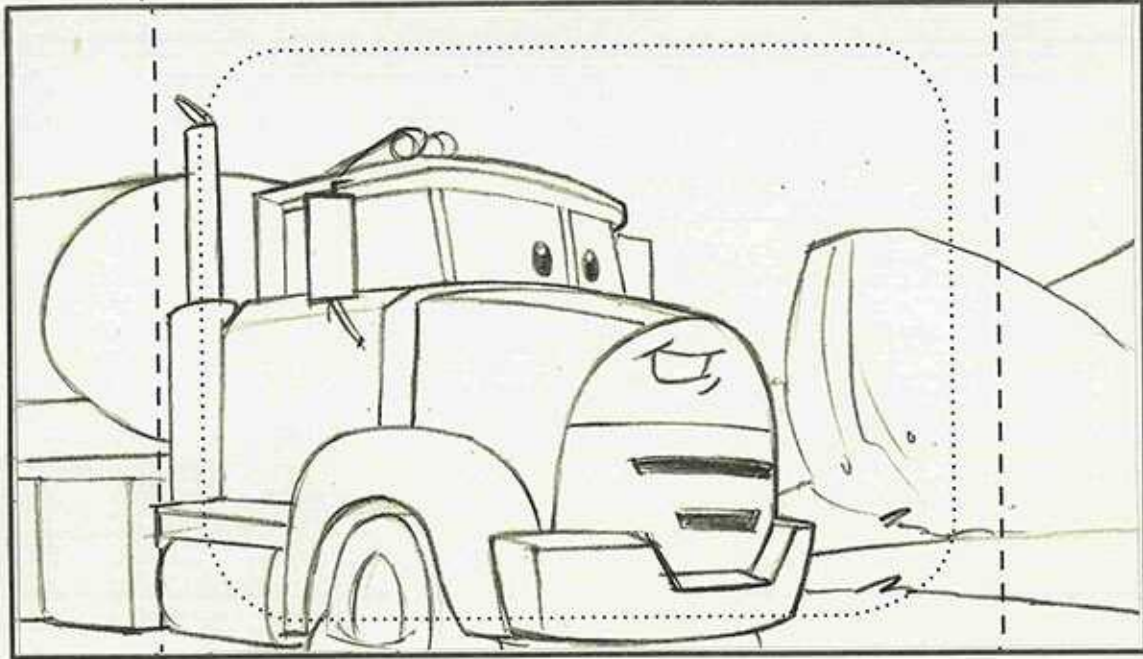


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Sc. 77

S/A 76 - Panel



ANGLE ON TANK. HE GETS IT!

Dialogue Action

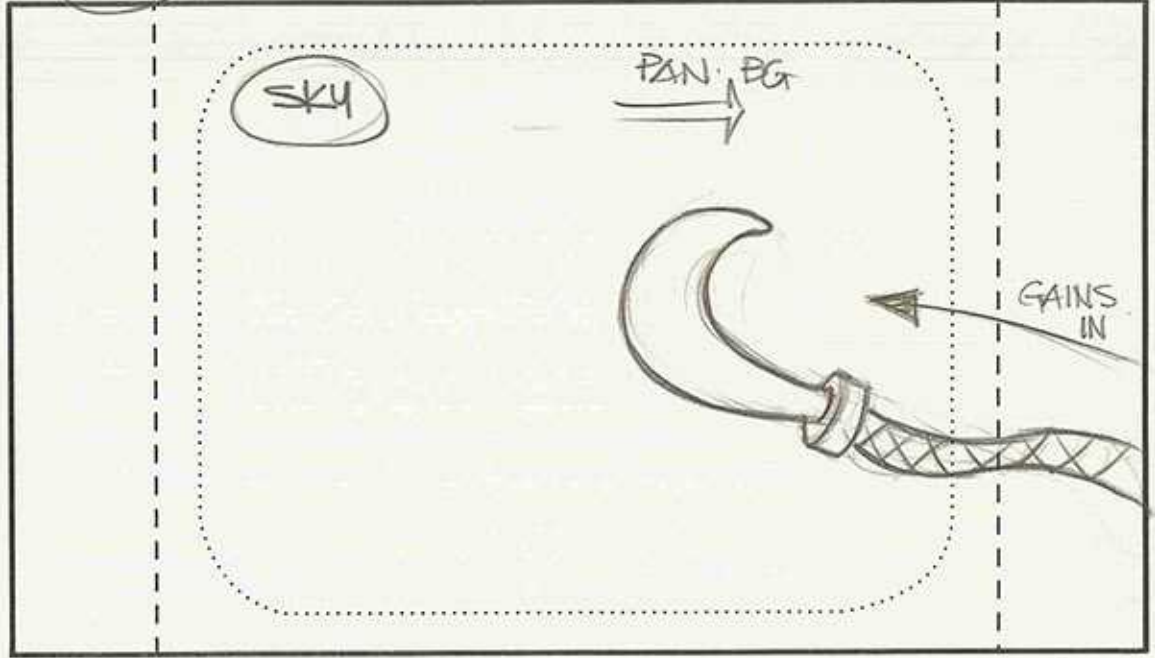
(55) TANK! (GRINNING)

YEAH!

CUT

Sc. 78

Panel A



CLOSE ON RED'S HOOK AS IT GAINS INTO SCENE.  
PAN BG

Dialogue Action

257-786



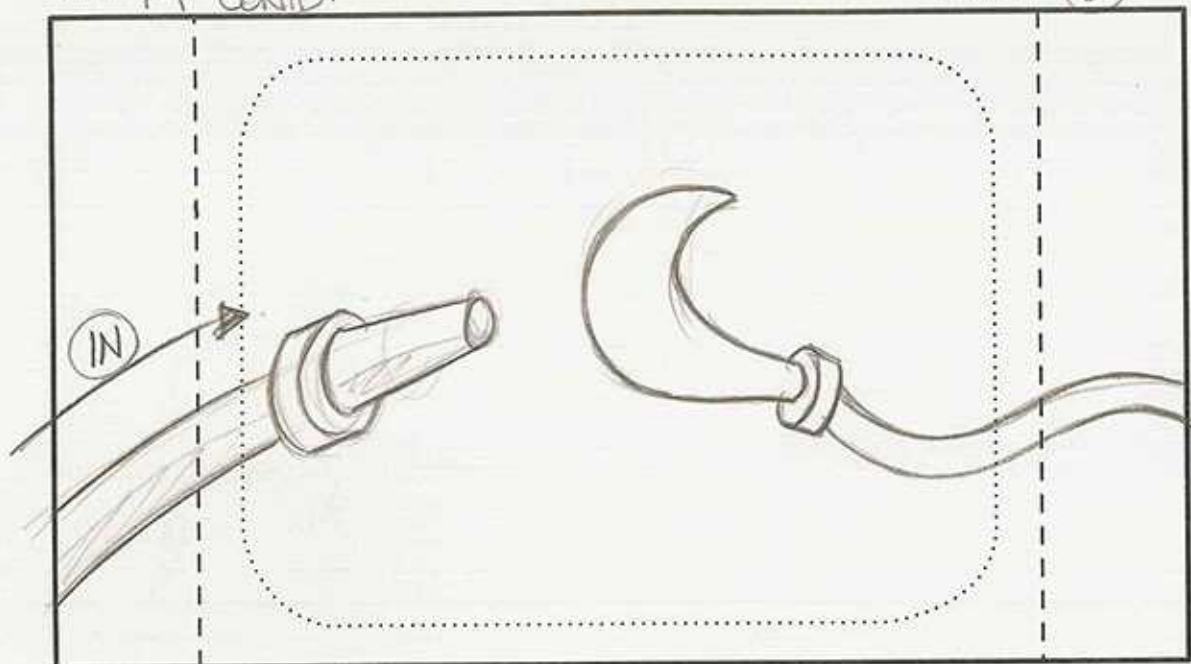


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Sc. 79 CONTD.

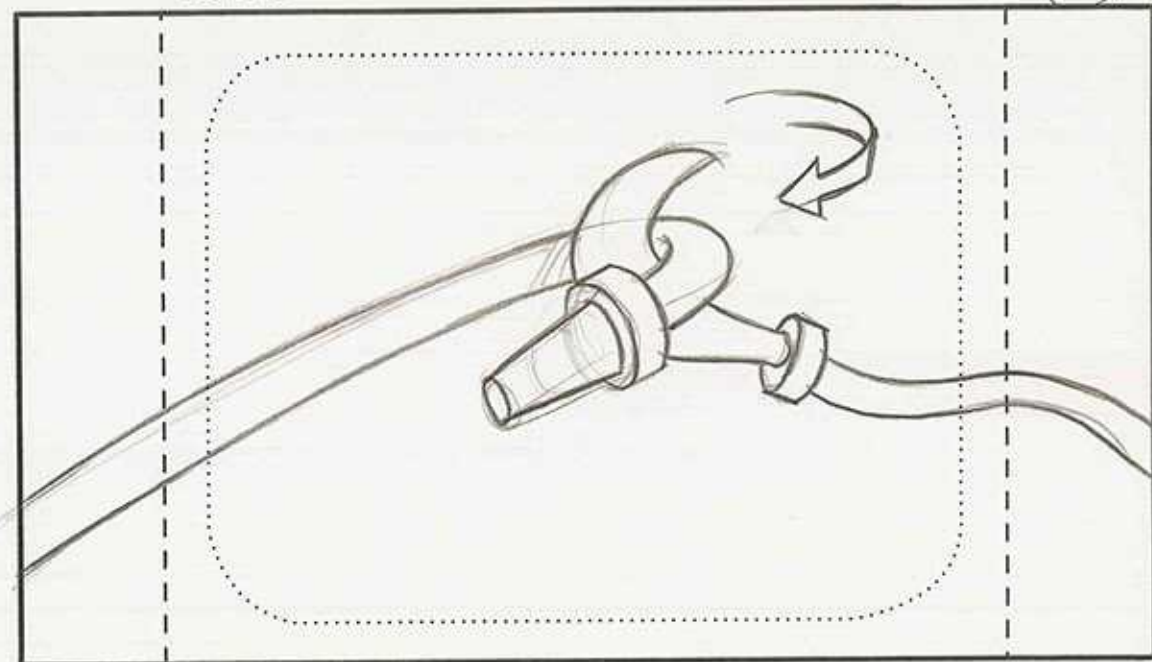
Panel (B)



**Dialogue Action**  
TANK'S HOSE IN (STOP PAN)

Sc. CONTD.

Panel (C)



**Dialogue Action**  
... 'SNAGGING RED'S HOOK



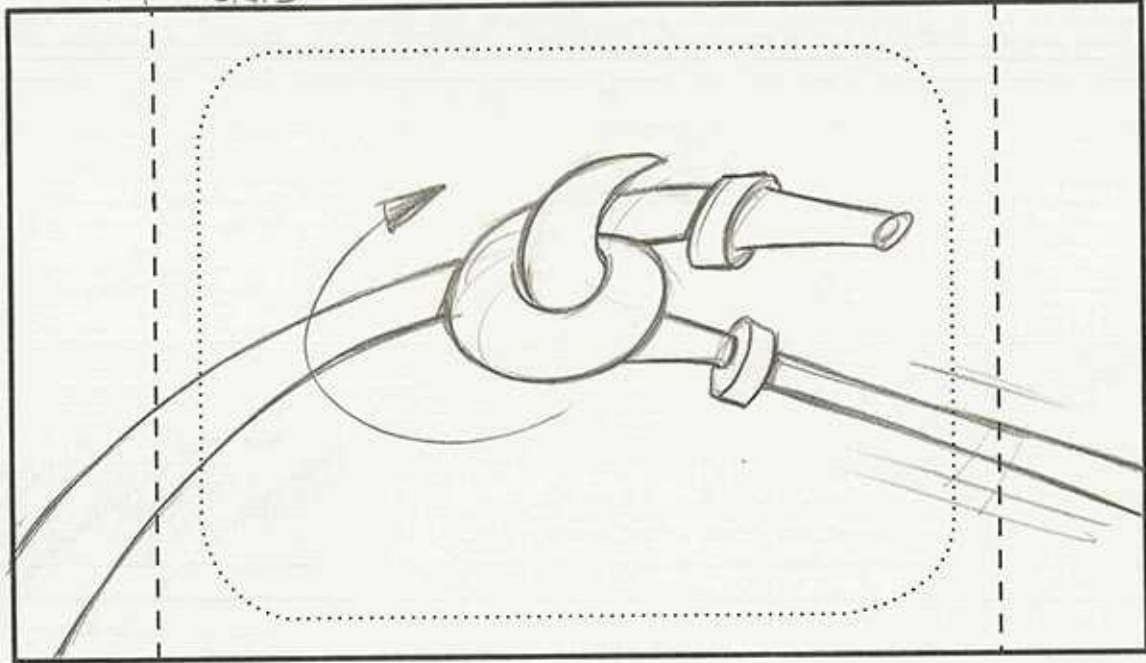


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Sc. 79 CONTD.

Panel D

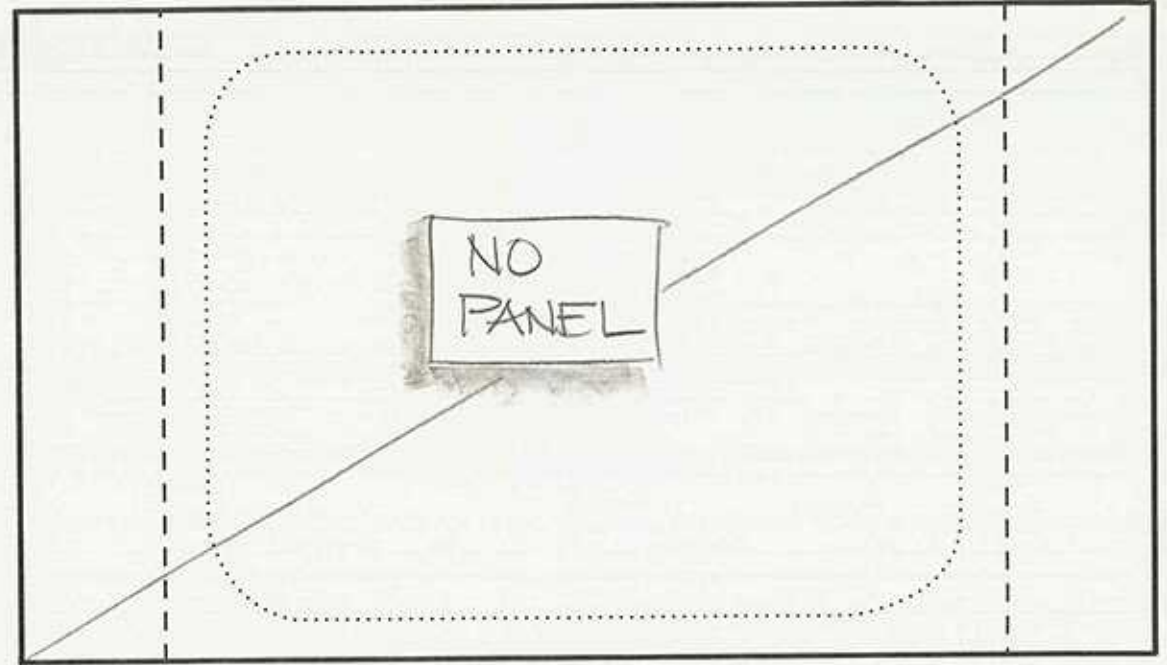


Dialogue Action

THE HOSE LOOPS AROUND THE HOOK UP.

Sc.

Panel



Dialogue Action

SCENE CONT'D ON NEXT PAGE.



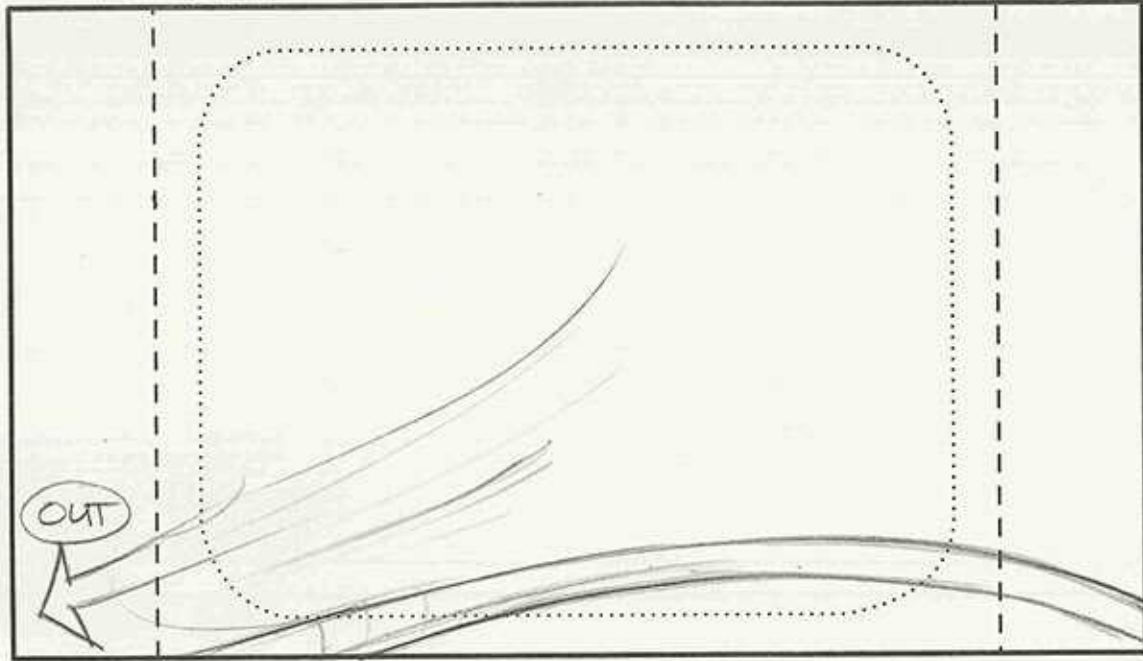


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Sc. 79 CONTD.

Panel (D)



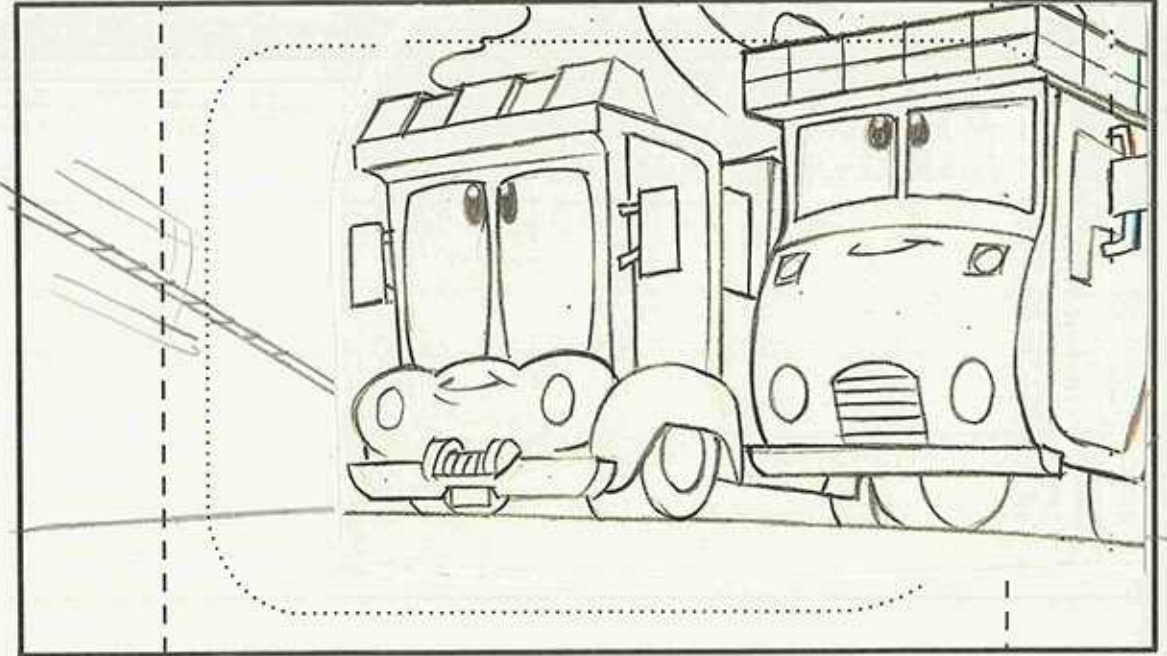
Dialogue Action

.. AND PULLS IT OUT

CUT

Sc. 80

SA 75 Panel (A)



Dialogue Action

ANGLE ON RED & PETRA

(56) TANK: (OS) (CALLING OUT)  
NICE THROW! I'M READY FOR YOU



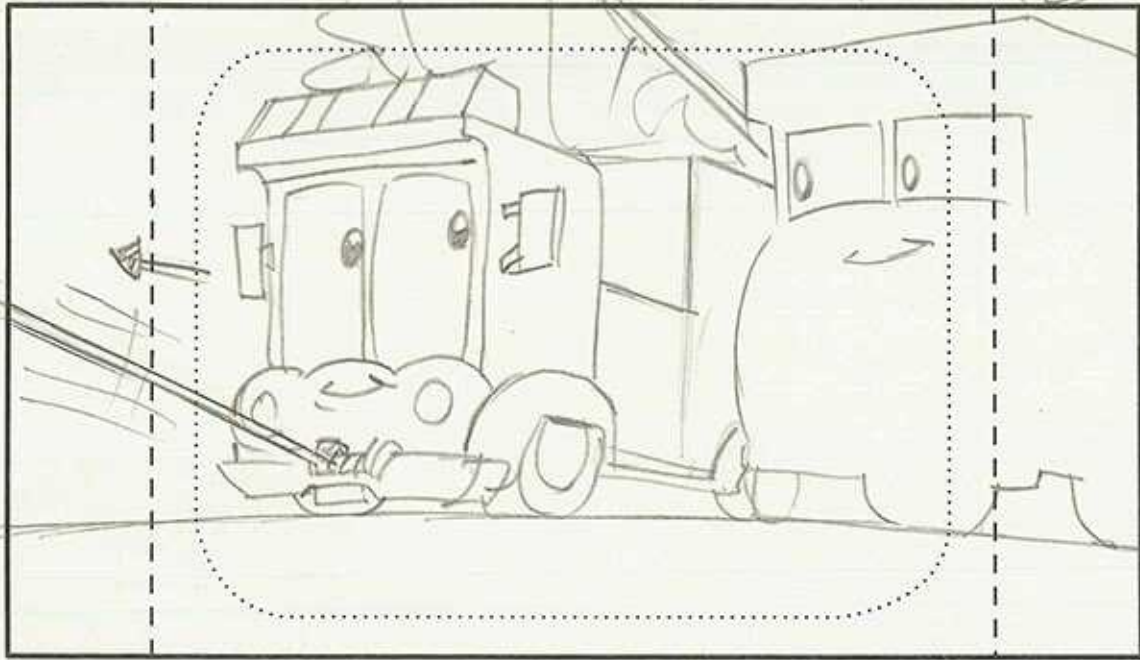


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Sc. 80 CONTD.

Panel (B)



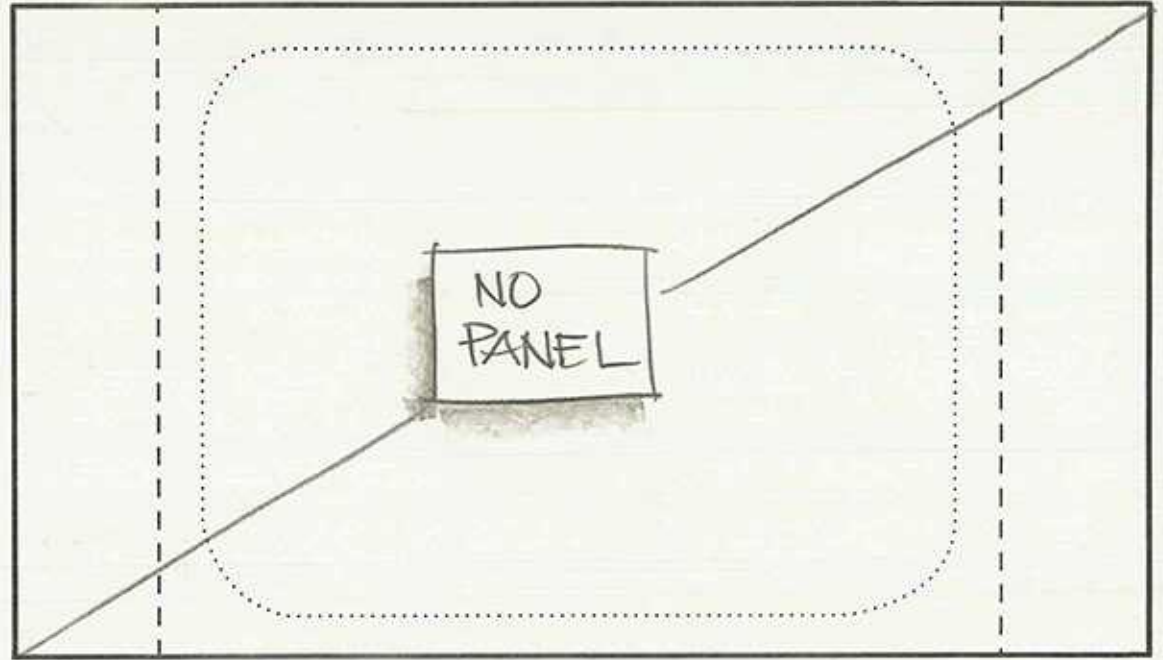
Dialogue Action

RED STARTS TO REEL IN HIS CABLE..  
HE MOVES FORWARD

Cut

Sc.

Panel



Dialogue Action



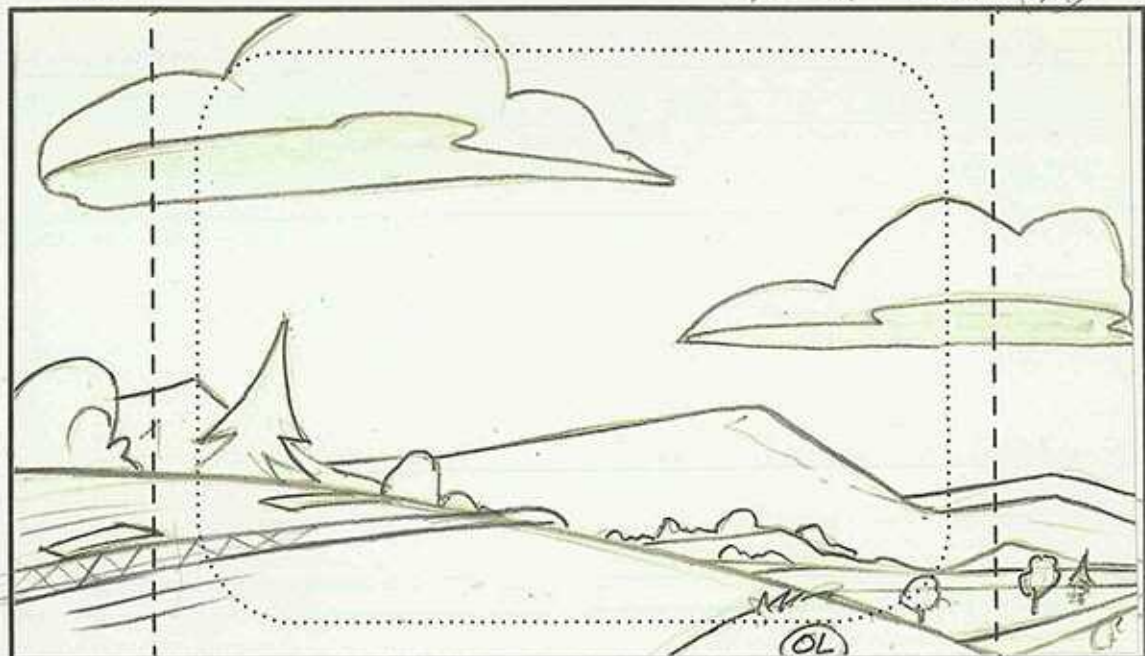


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Sc. 81

5A 77 Panel (A)



CUT ANGLE ON HILL'S CREST - THE CABLE VIBRATES.

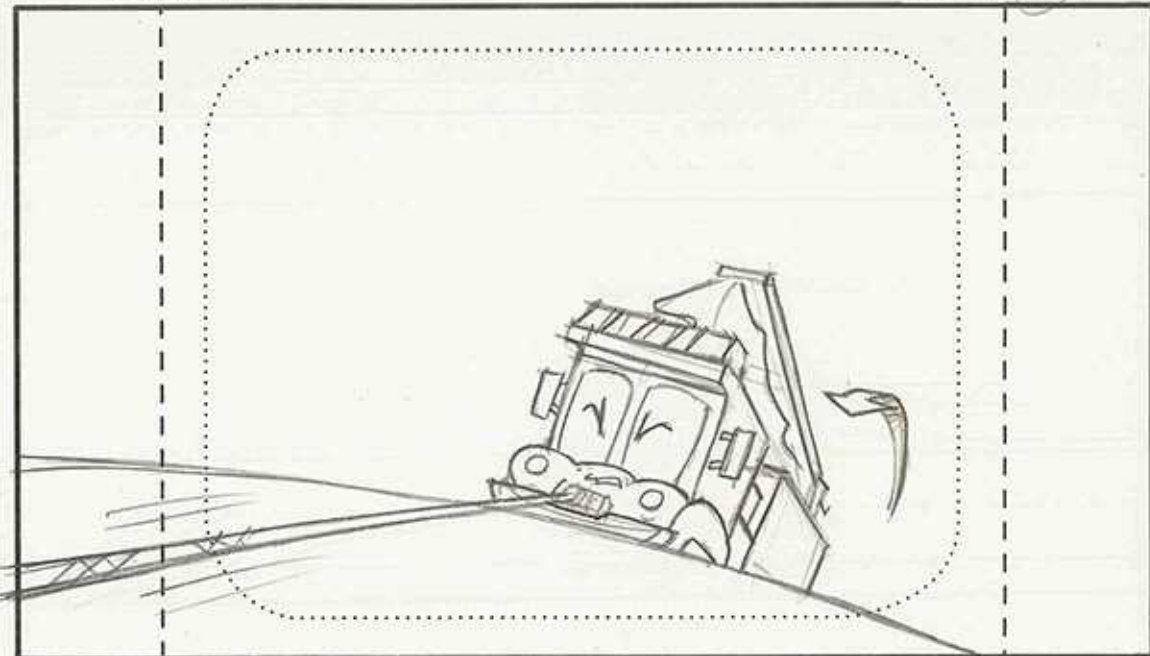
Dialogue Action

(56A) RED: (OS)

<STRAINING>

Sc. CONTD.

Panel (A)



RED CRESTS THE HILL.

Dialogue Action

CUT

257-786



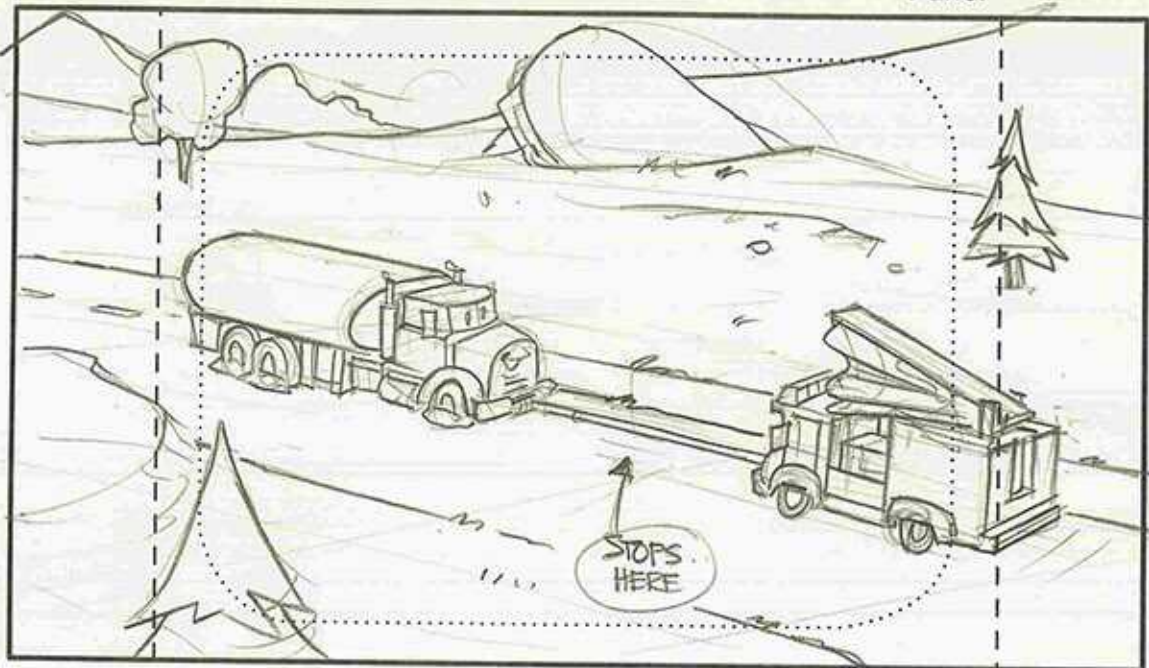


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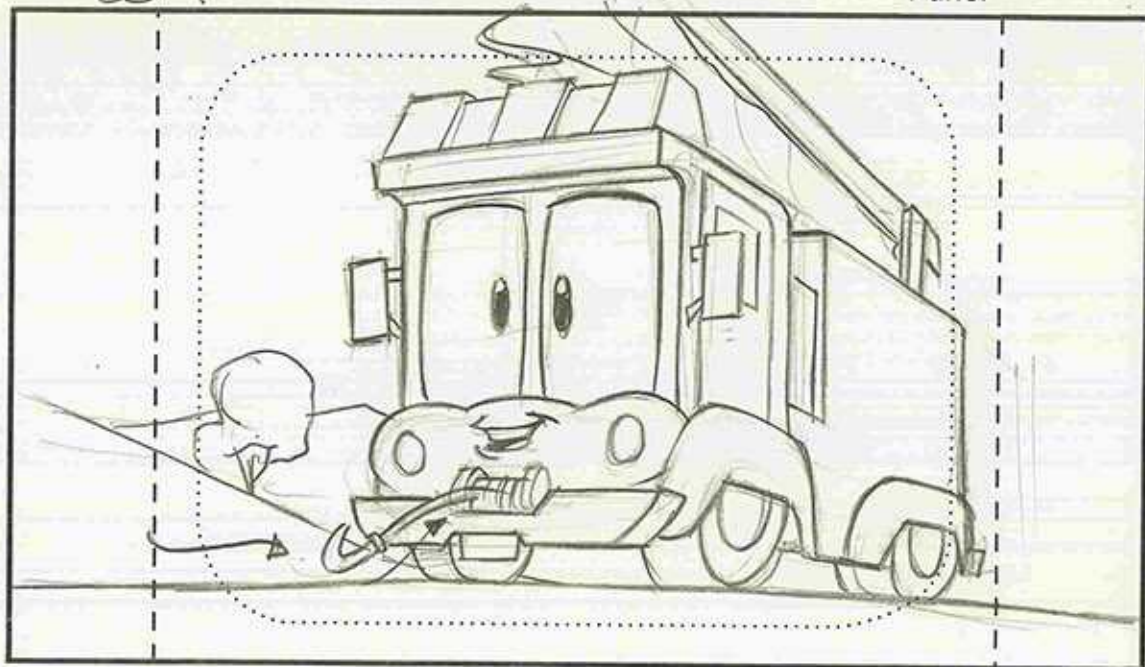
Sc. 82

Panel



Sc. 83

Panel



CUT WIDE ON TANK AS RED PULLS HIMSELF CLOSER.

CUT

Dialogue Action

(57) TANK:

BOY, AM I GLAD TO SEE YOU..

CLOSE ON RED. HE'S REELING IN HIS HOSE

CUT

Dialogue Action

(58) RED:

ME TOO. AS SOON AS YOU CAN GIVE ME SOME GAS, I CAN HELP GET YOUR TIRES FIXED.

257-786



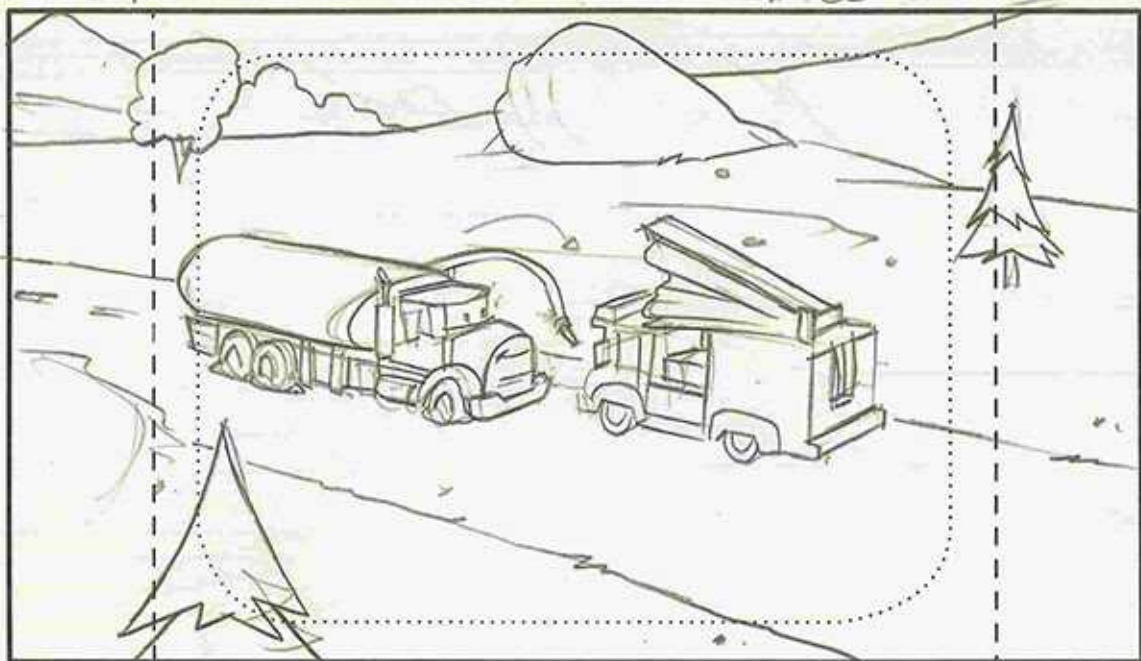


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Sc. 84

SA 83 Panel



Dialogue Action

WIDE ON RED & TANK  
TANK EXTENDS HIS HOSE TOWARDS RED.

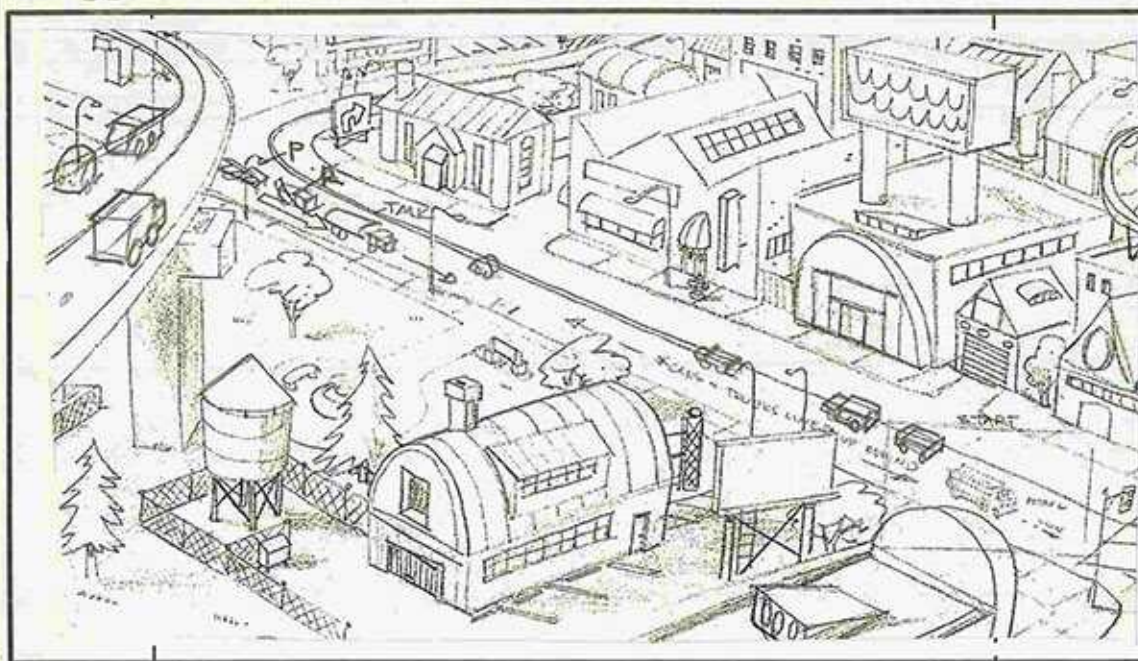


(59) WISER: (VO)

YES, IT TURNED OUT TO BE A HAPPY DAY AFTER ALL ...

Sc. 85

Panel



Dialogue Action

EXT DOWN SHOT STREET -DAY  
TANK, FOLLOWED BY RED PETROL & CRABBY DRIVE INTO TOWN.

(60) WISER: (VO) (CONTD)

'CAUSE ONCE TANK ROLLED INTO TOWN,

CUT





# FIREHOUSE TALES

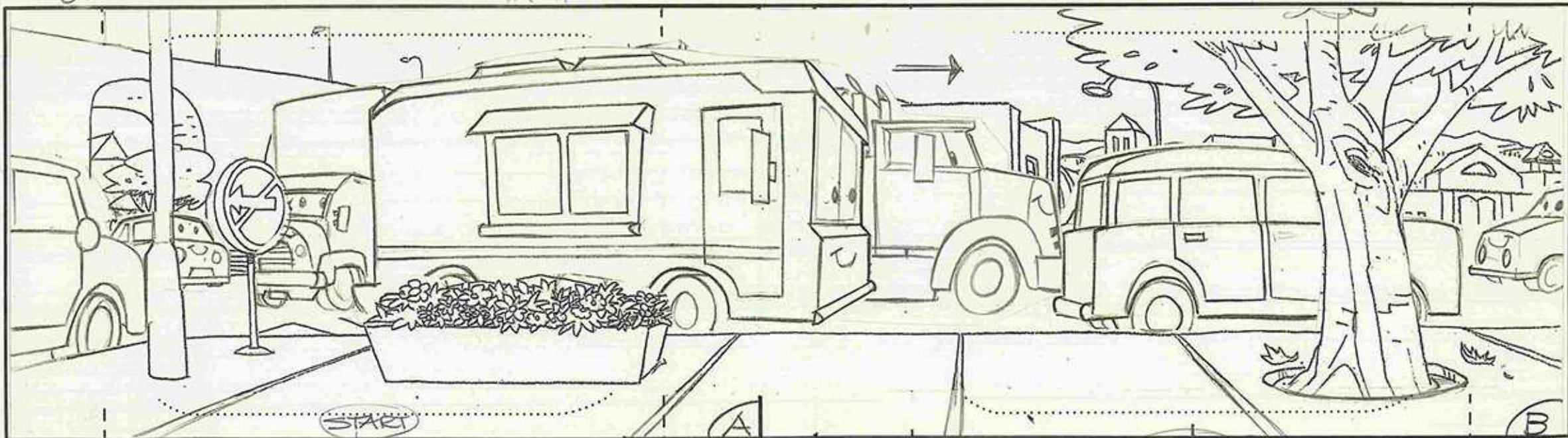
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Sc. 86

SA 21 Panel

Sc.

Panel



X-DISS

Dialogue Action

PAN WITH ANIM. (A) → (B)  
TANK DRIVES PAST SMILING CARS.

(60) WISER: (VO)

.. THE REST OF THE TOWN COULD GET ROLLING, TOO!

Dialogue Action

CUT

257-786



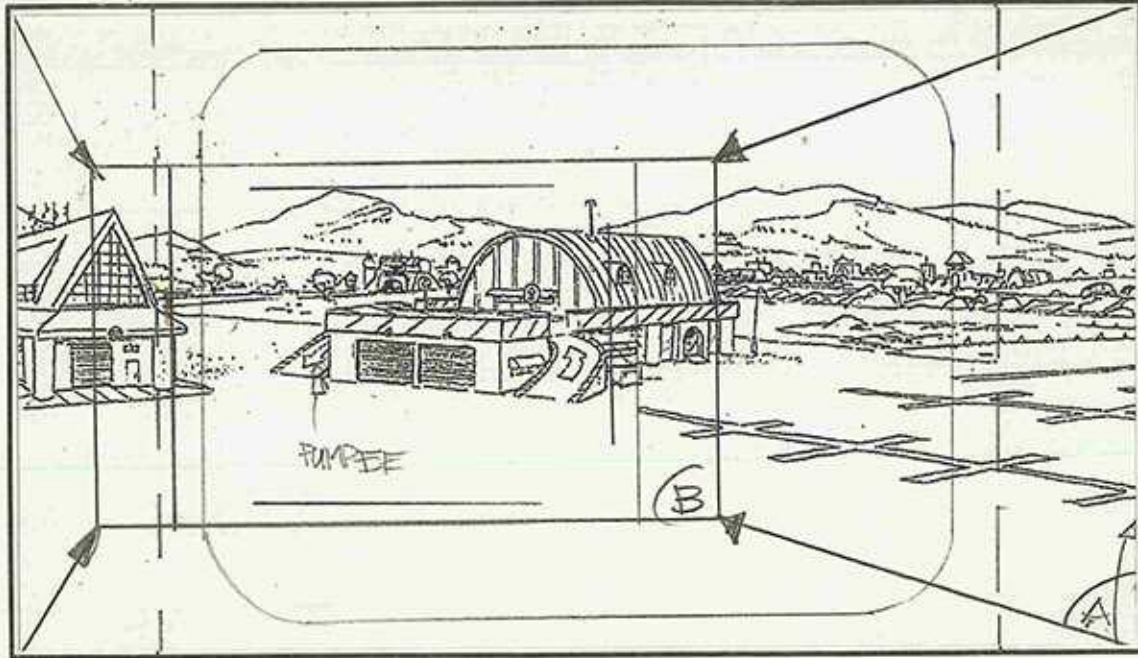


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Sc. 87

S/A 1 Panel



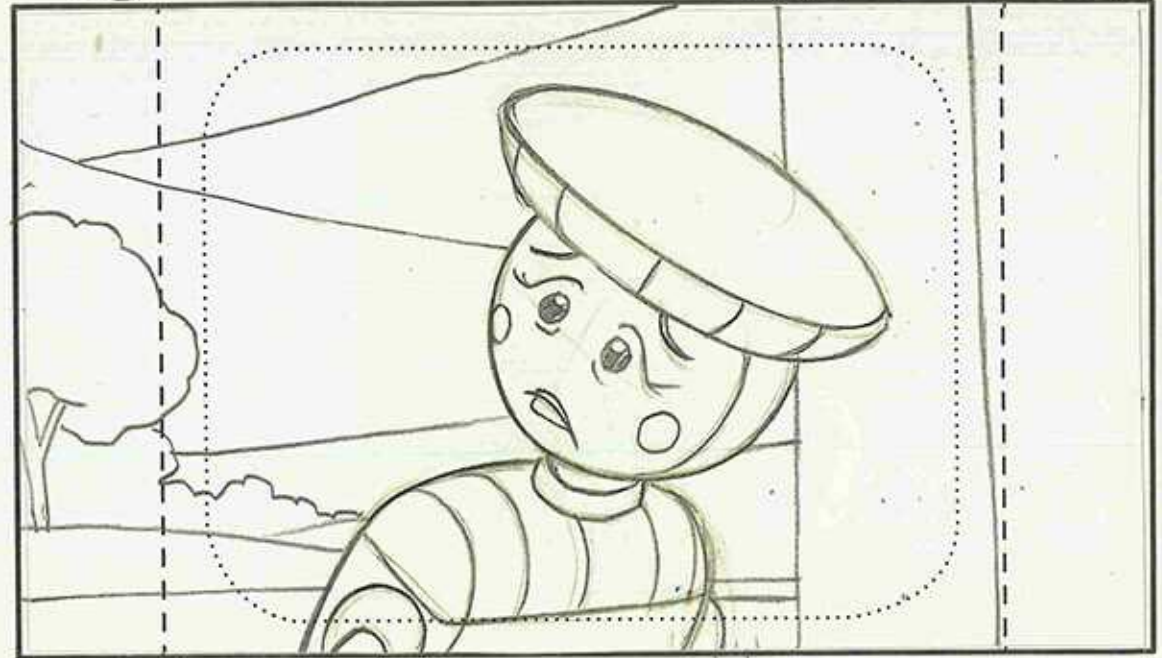
**CUT**

**Dialogue Action**

EXT. FIREHOUSE  
 PUMPEE IS STANDING BY THE GARAGE.  
 TRUCK IN (A) → (B)

Sc. 88

S/A 4 Panel (A)



**CUT**

**Dialogue Action**

CLOSE ON PUMPEE SHE'S LOOKING AROUND.

SFX: <TANK'S HORN BLAST> (OS)



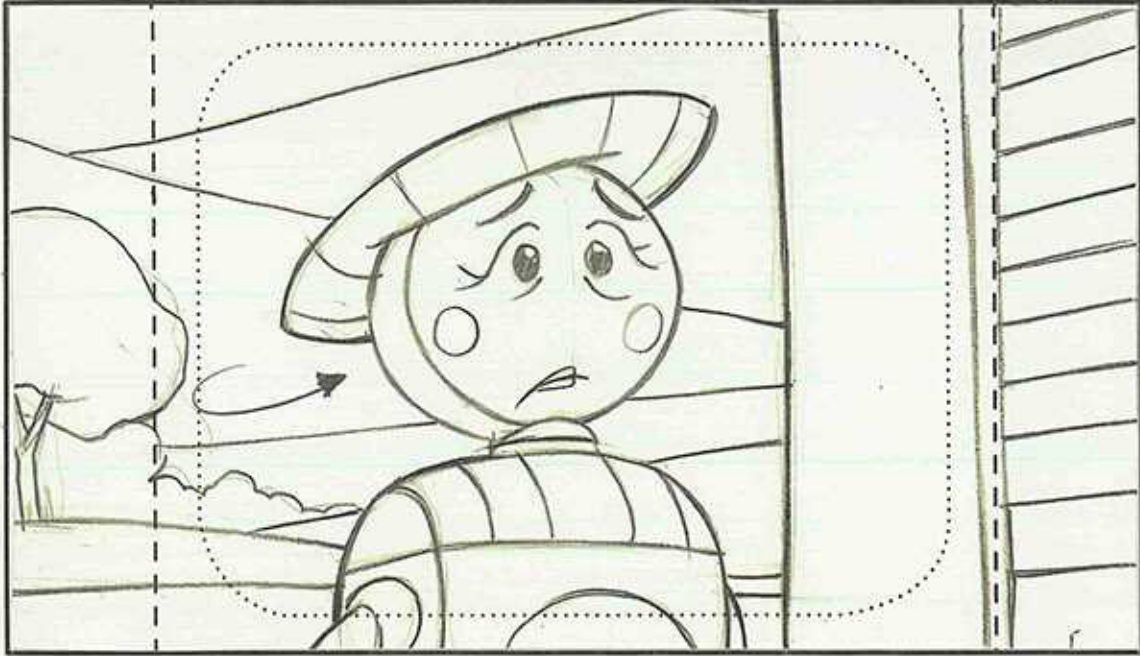


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Sc. 88 CONTD

Panel (B)

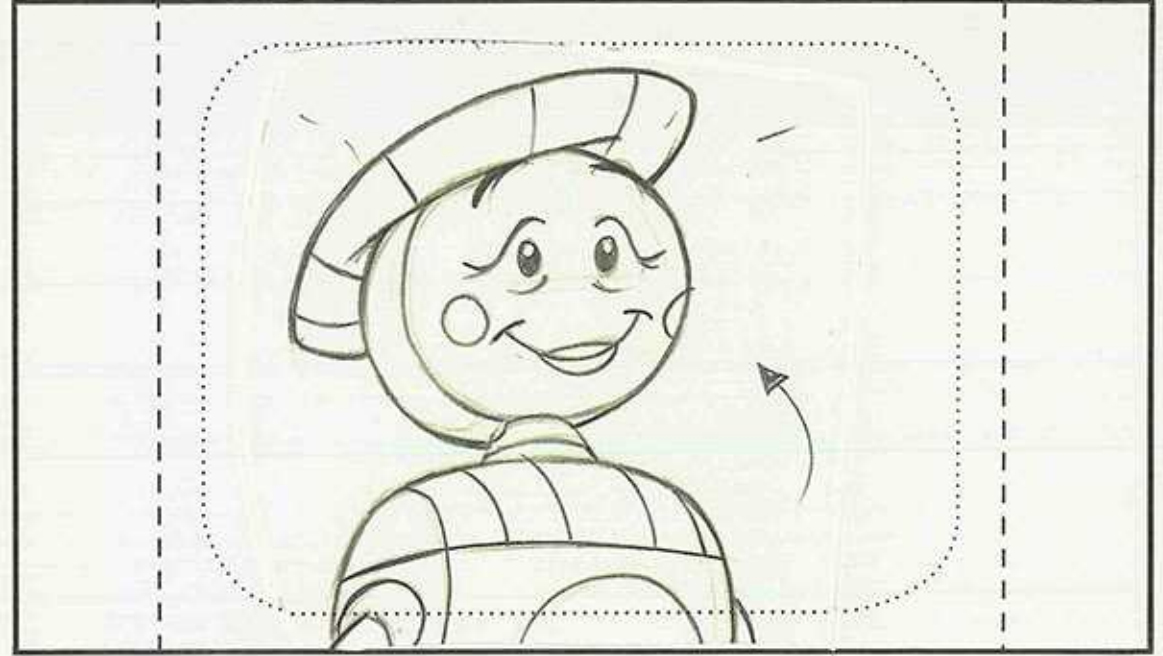


SHE LOOKS UP.

Dialogue Action

Sc. CONTD

Panel (C)



PUMPEE BRIGHTENS.

Dialogue Action

SFX: <TANK'S HORN BLAST> (OS)



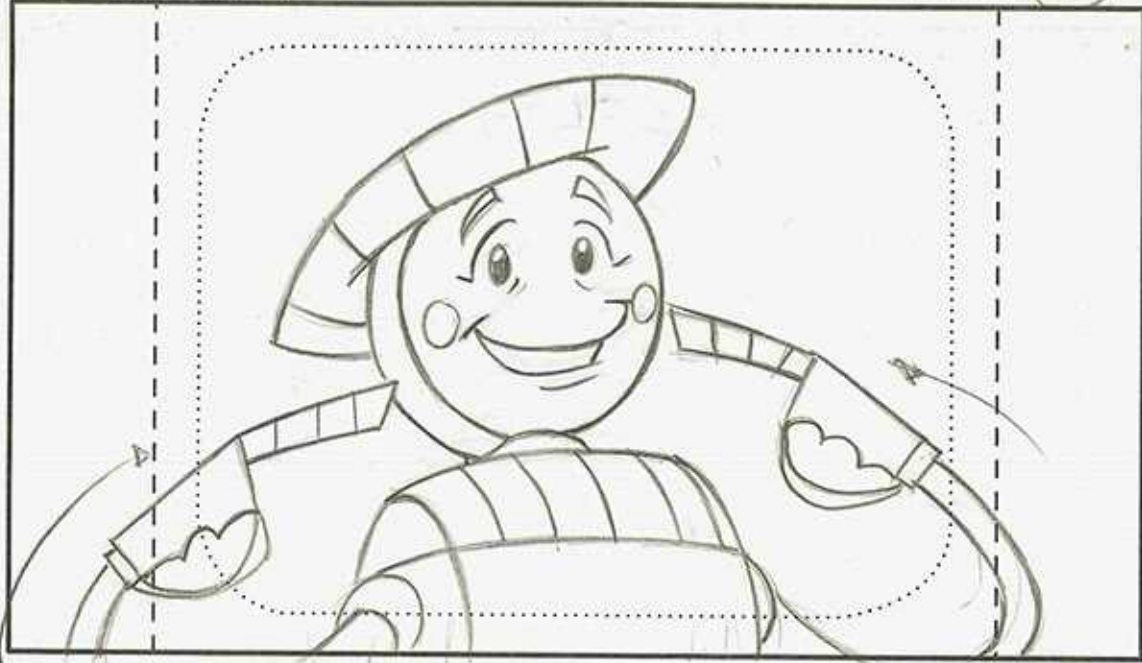


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Sc. 88 CONTD

Panel D



Dialogue Action

SHE BREAKS OUT IN A BIG SMILE

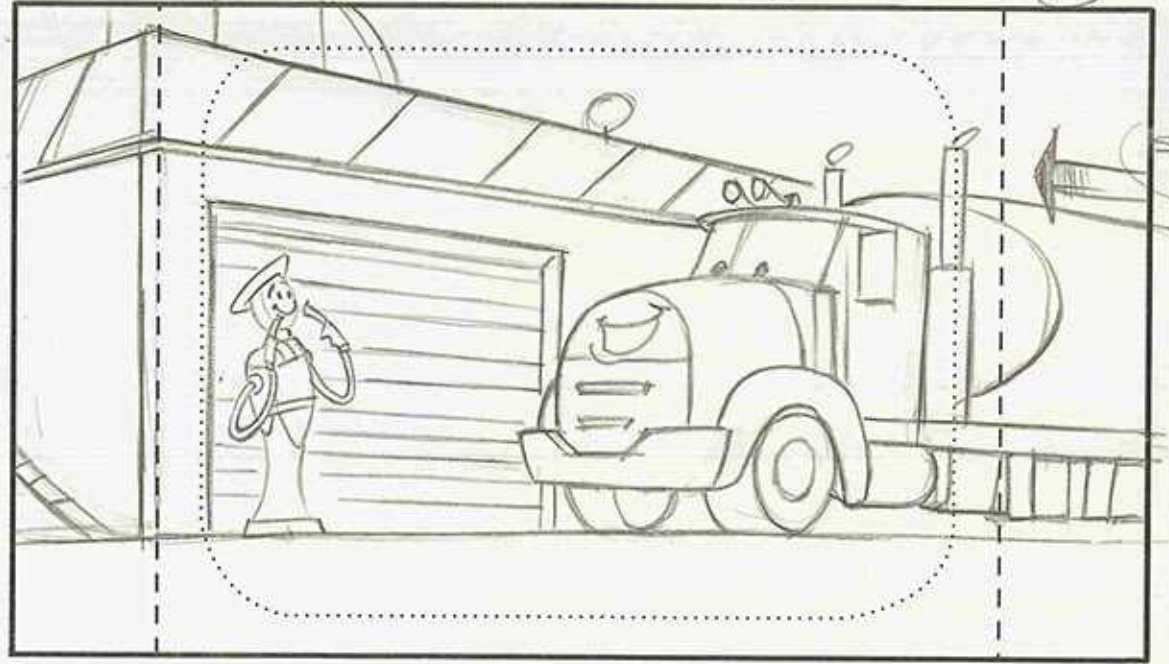
CUT

(61) WISER : (VO)

AND NO ONE WAS HAPPIER ABOUT IT THAN PUMPEE.

Sc. 89

Panel A



Dialogue Action

WIDER ON PUMPEE. TANK SETTLES INTO SCENE ALL SMILES.

(62) WISER : (VO) (CONTD)

YES, THINGS WERE FINALLY GETTING BACK TO NORMAL.





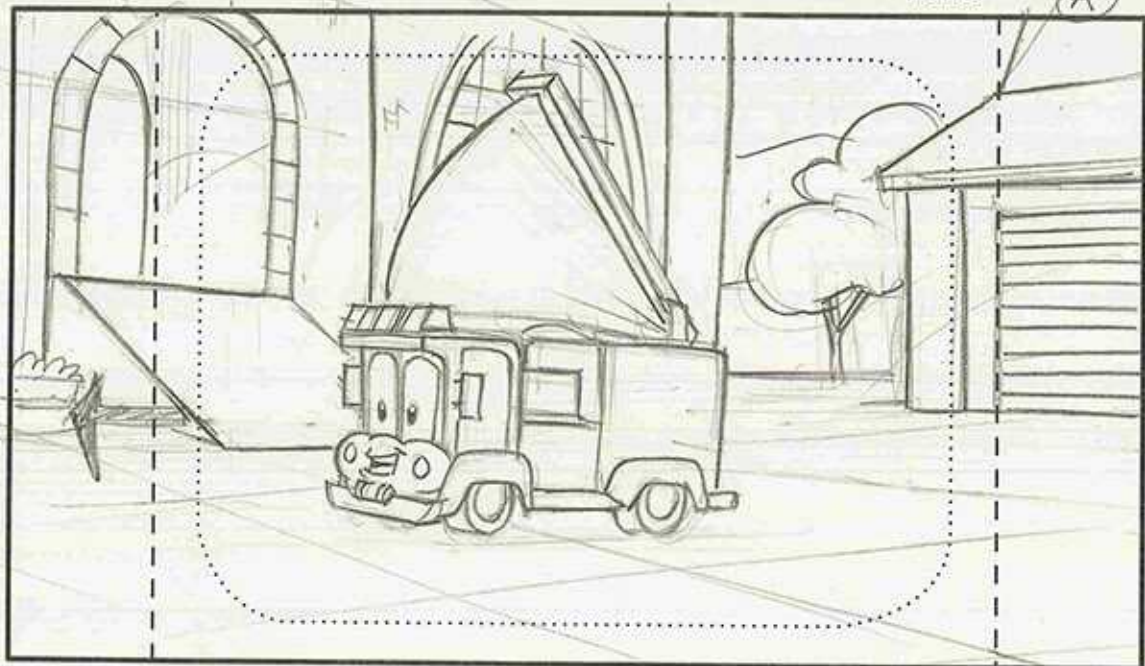
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Page 90:

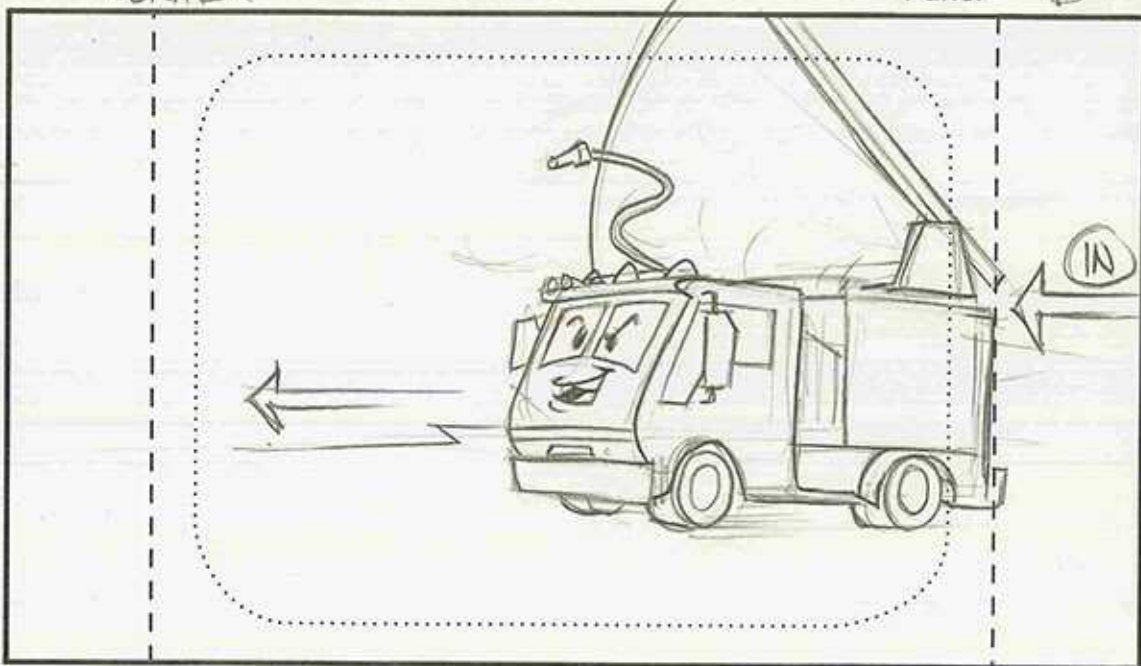
Sc. 90.

Panel (A)



Sc. CONTD.

Panel B



CUT

Dialogue Action

WIDER ON RED AS HE SAILS THRU SCENE

△ RED:

<LAUGHING>

Dialogue Action

FOLLOWED BY CRABBY WHO CHASE AFTER RED, BRANDISHING HIS HOSE.

⑥4 CRABBY:

GANG WAY!

257-786





# FIREHOUSE TALES

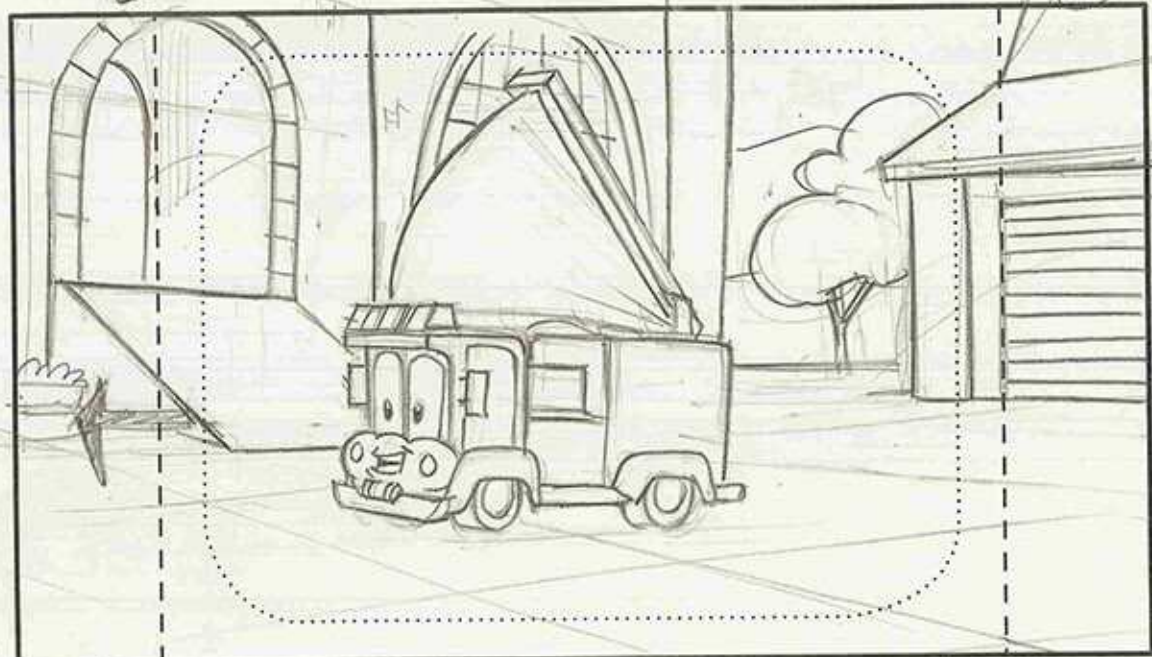
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Page 90:

Sc. 90

Panel

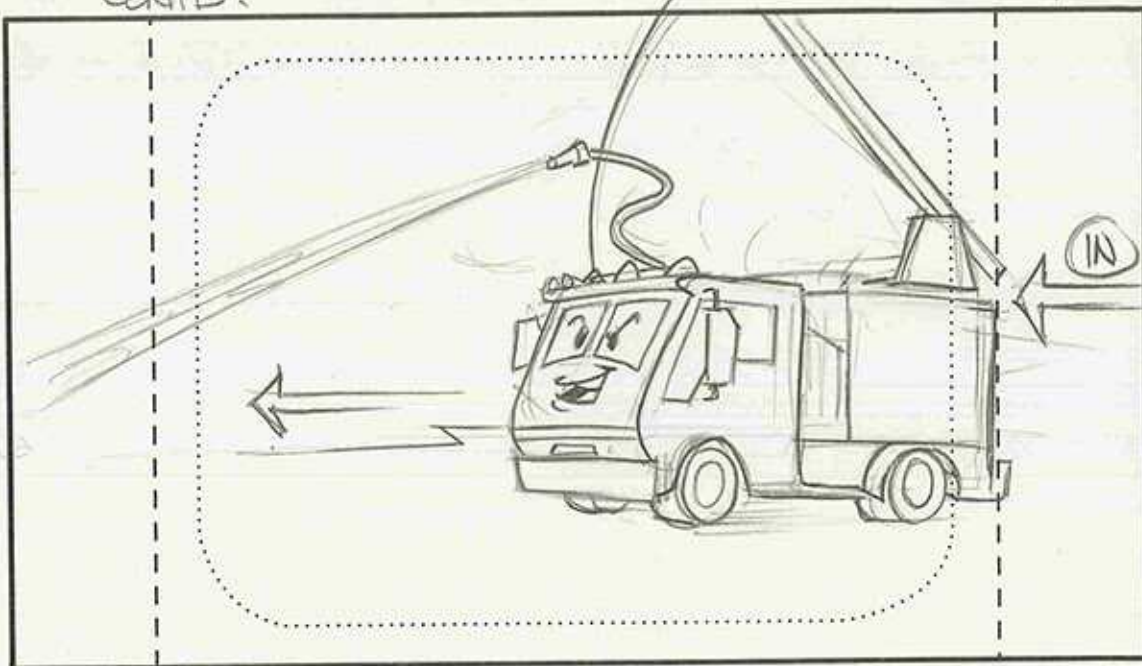
(A)



Sc. CONTD.

Panel

(B)



**Dialogue Action** WIDER ON RED AS HE SAILS THRU SCENE

**Dialogue Action** FOLLOWED BY CRABBY WHO CHASE AFTER RED, BRANDISHING HIS HOSE, SPRAYING AWAY.

(A) RED:  
<LAUGHING>

(B) CRABBY:  
GANG WAY!

FX: (S/T SPRAY)

257-786



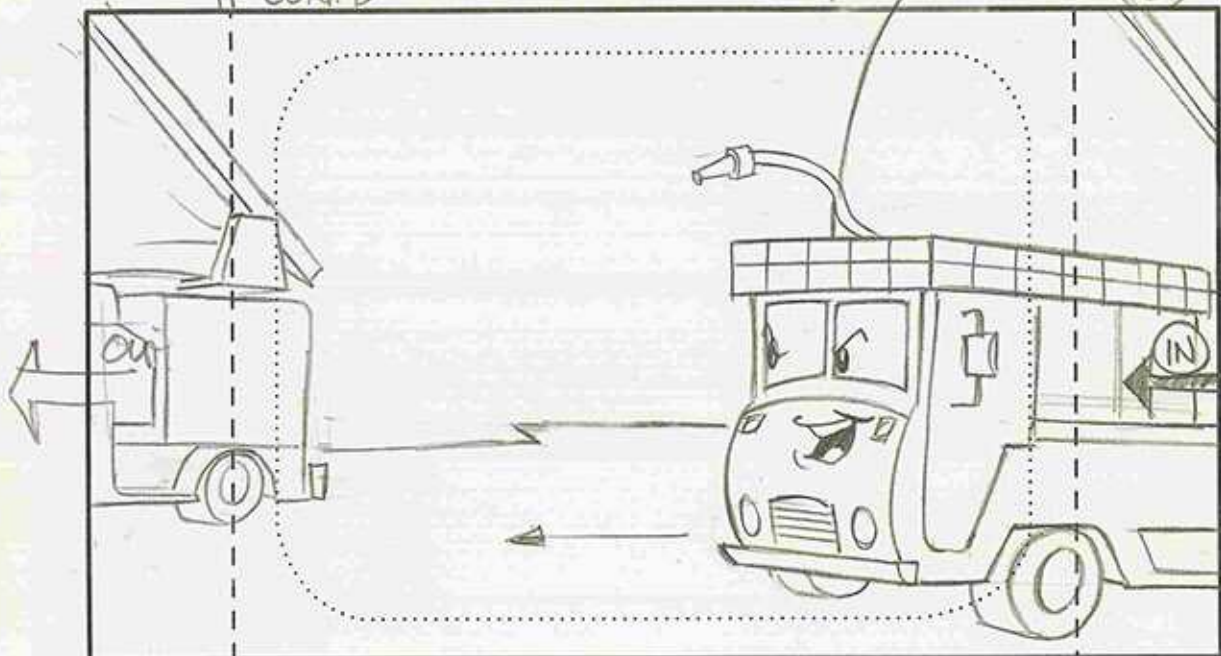


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Sc. 91 CONTD

Panel C



Dialogue Action

PETROL IS RIGHT ON CRABBY'S HEEL

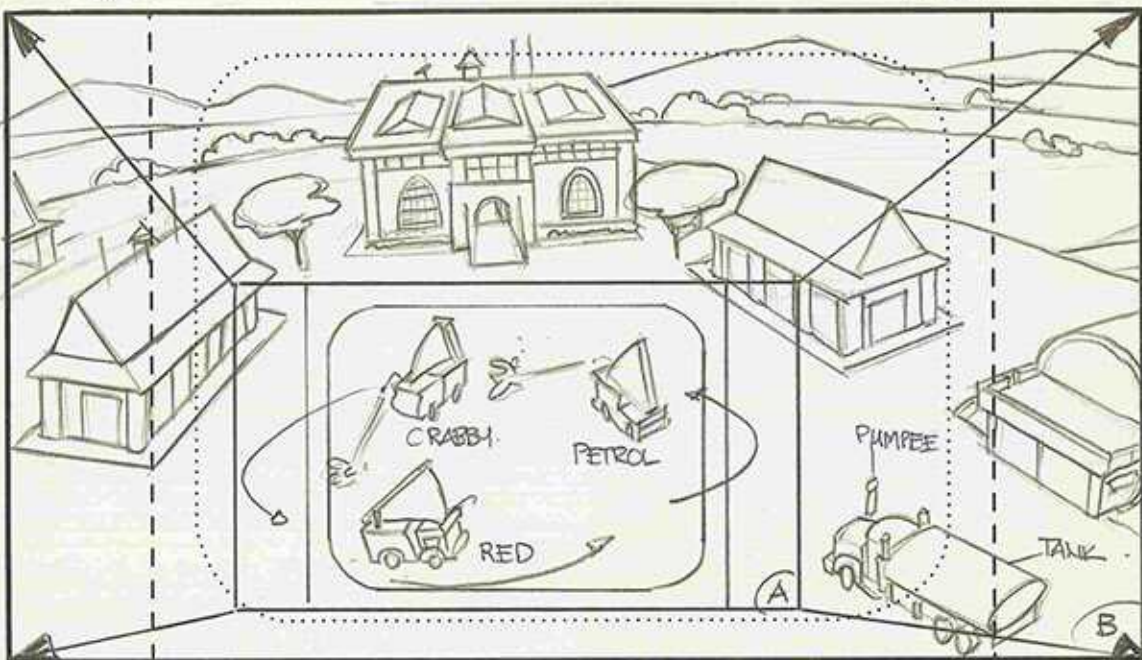
CUT

(65) PETROL:

LOOK OUT, YE SALTY SEA DOGS!

Sc. 92

Panel



Dialogue Action

WIDE ON FIREHOUSE. THE TRUCKS CHASE EACH OTHER WHILE TANK & PUMPEE WATCH. THE TRUCKS SPRAY EACH OTHER TRUCK OUT (A) → (B) FADE OUT DURING TRUCK OUT

(66) WISER: (VO)

FX: (S/T SPRAY)

WELL, ALMOST...

(66A) PUMPEE/TANK: <LAUGHS>



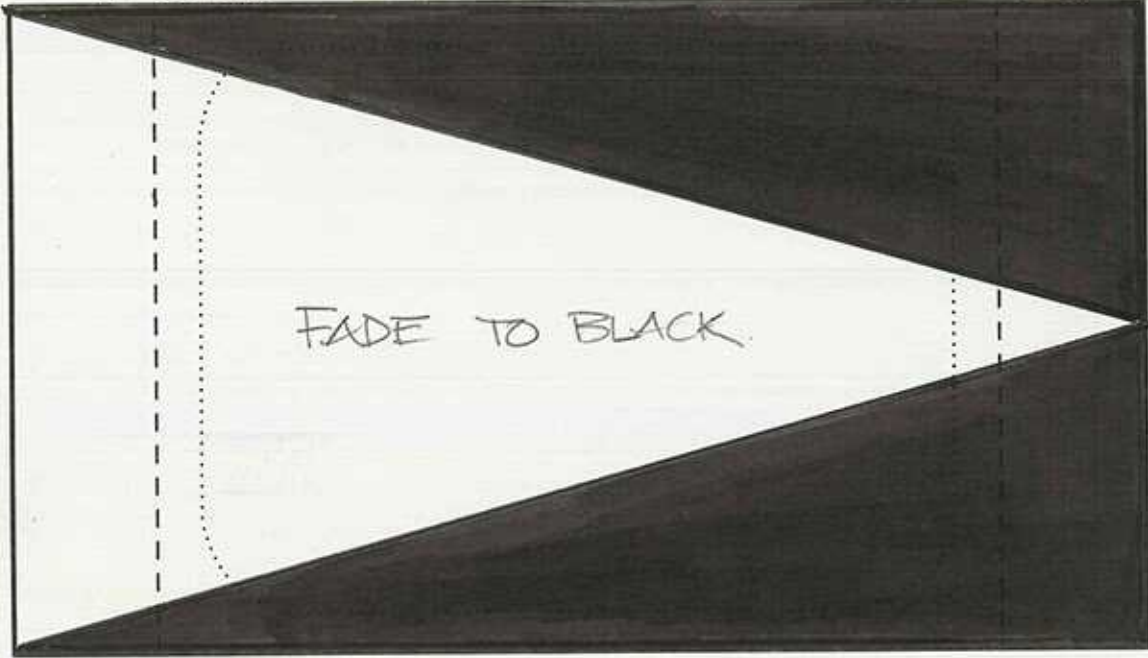


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Sc. 91. CONTD

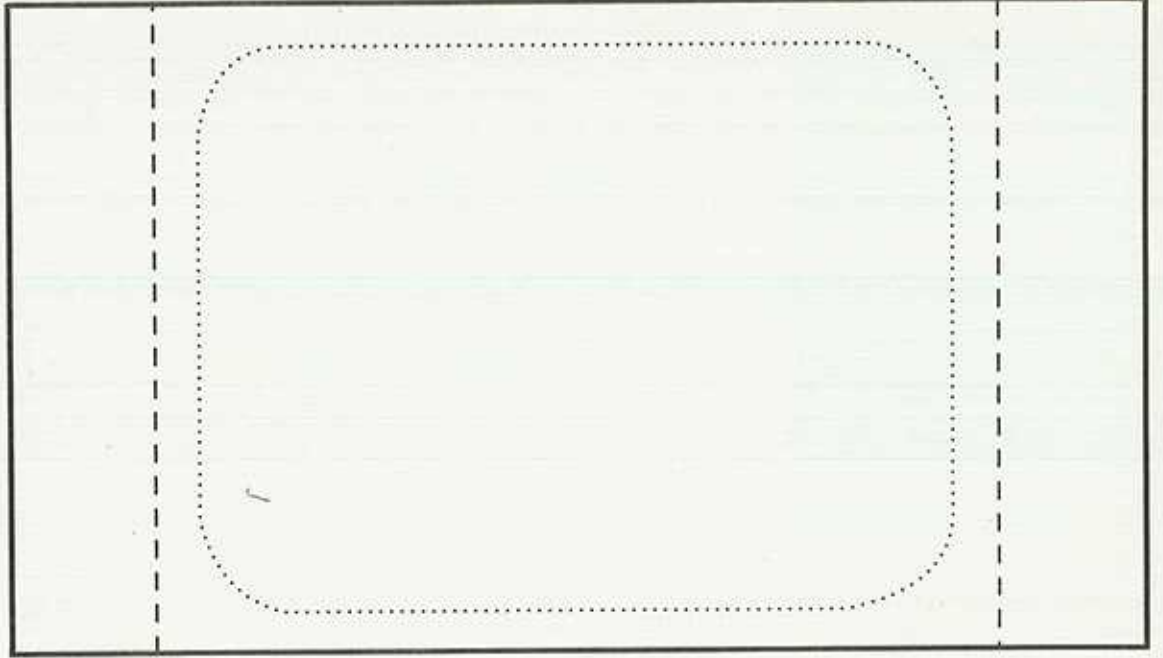
Panel (B)



Dialogue Action

Sc.

Panel



Dialogue Action