



CINEGROUPE

SIP

Episode

23

page

43

SCENE

4

timing

pose 1/2



F/X
Sound

Action



24X
DOODLE
WIPE

HOLD ON BACK OF PETITION
IN PRINCIPAL'S HAND

Dialogue

PRINCIPAL

THE INUIT ...

SCENE

68

timing

pose 2/2



F/X
Sound

SFX: <PAPER RUSTLE>

Action

LOVERS PETITION IN SC.

Dialogue

PRINCIPAL (CONT)

CHILDREN IN NORTH ARE IN DIRE
NEED OF BOOKS.

SCENE

69

timing

pose 1/1



F/X
Sound

Action



JEN SITS ACROSS PRINCIPAL
IN HIS OFFICE

Dialogue

PRINCIPAL (CONT)

YOUR FUND-RAISER WOULD REALLY
HELP TOWARDS PROVIDING THEM WITH A
MOBILE LIBRARY. WHAT DO YOU THINK?



CINEGROUPE

SIP

Episode 23 page 44

SCENE 70

timing

pose 1/1

SCENE 71

timing

pose 1/3

SCENE 71

timing

pose 2/3



F/X
Sound



F/X
Sound

SFX: <THUD, THUD, CLANG, BANG...>



F/X
Sound

Action

M/C JEN LOOKS APPREHENSIVE

Action

M/C THEY LOOK UP @ SOUND OF BANGING.

Action

Dialogue

JEN
IT SOUNDS WONDERFUL, BUT...

Dialogue

PRINCIPAL
WHAT IN TARNATION IS THAT.

Dialogue

JEN
SOUNDS LIKE IT'S COMING FROM THE IDENTICALOR.



CINEGROUPE

SIP ANIMATION

Episode

23

page 45

SCENE

71

timing

pose 3/3

SCENE

72

timing

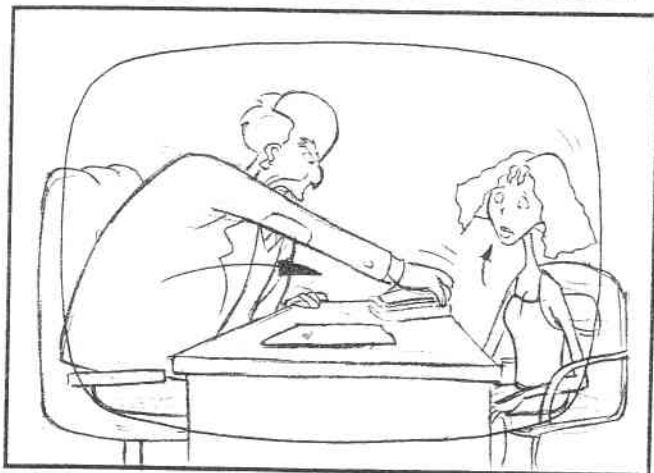
pose 1/1

SCENE

73

timing

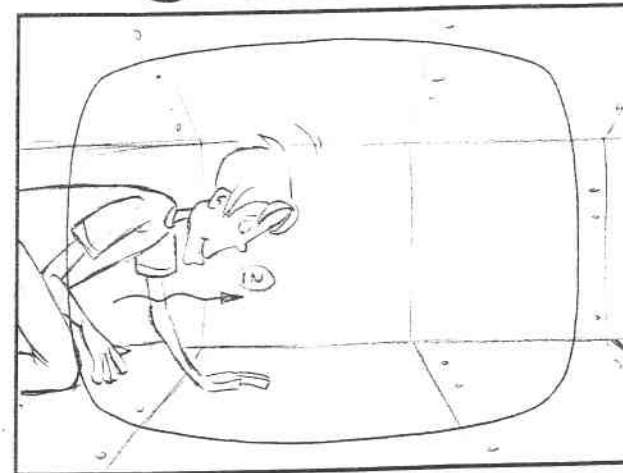
pose 1/2



F/X
Sound



F/X
Sound



F/X
Sound

SFX: < BANG, CLANG > (CONT)

Action

PRINCIPAL REACHES FOR
PHONE

Action

(M/C)

MATCH ACTION

RAISES PHONE TO EAR

Action

(CUT)

ANDY CRAWLS (M) (L)
IN VENT. DUCT

Dialogue

PRINCIPAL

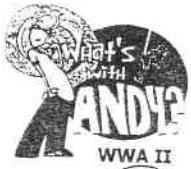
THE JANITOR SNORE HE

Dialogue

PRINCIPAL (CONT)

GOT R D OF THE RACCOON PROBLEM.

Dialogue

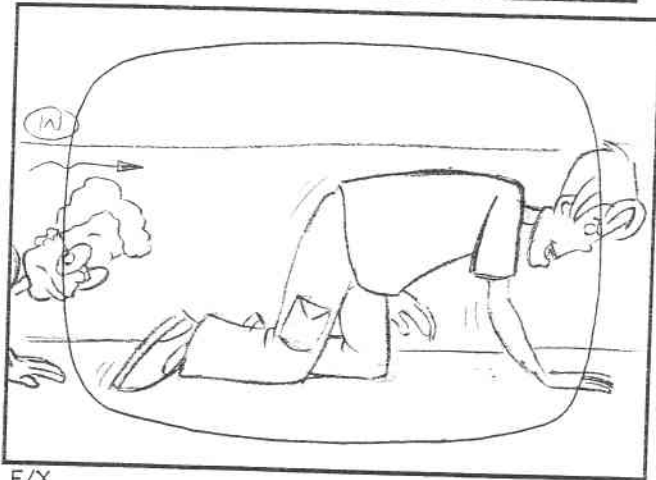


CINEGROUPE

SIP
ENTERTAINMENT

Episode 28 page 46

SCENE 73 timing pose 2/2



F/X
Sound

Action

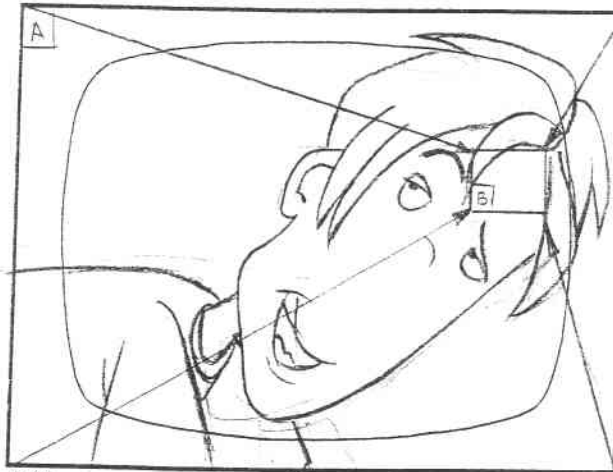
DANNY FOLLOWS ANDY (W)(L)

Dialogue

ANDY

SO DEROSA THINKS HE'S GONNA
GET RID OF ME, EH?

SCENE 74 timing pose 1/1



F/X
Sound

Action

c/u
M/C - ANDY PAUSES

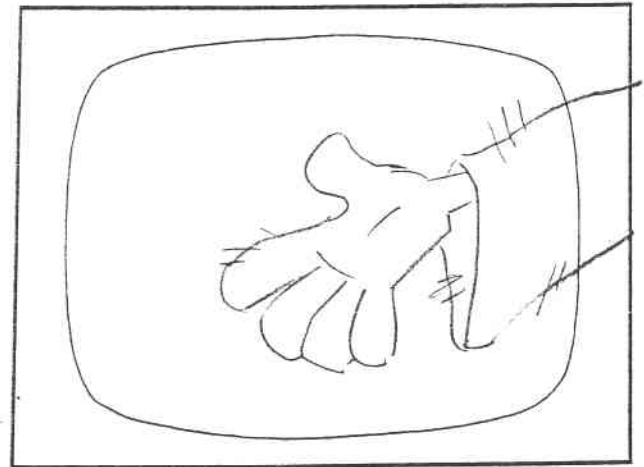
- TRK-IN [A] TO [B]

Dialogue

ANDY (CONT)

I'M A LITTLE TOO CLEVER TO
LET THAT HAPPEN.

SCENE 75 timing pose 1/3



F/X
Sound

Action

X-DISS. TO DOODLE VISION

c/u ANDY'S HAND HELD
OUT

Dialogue

PRINCIPAL (V.O.)

ZHI BETA KAPPA TO...



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SIP

Episode

23

page

47

SCENE

75

timing

pose 2/3

SCENE

75

timing

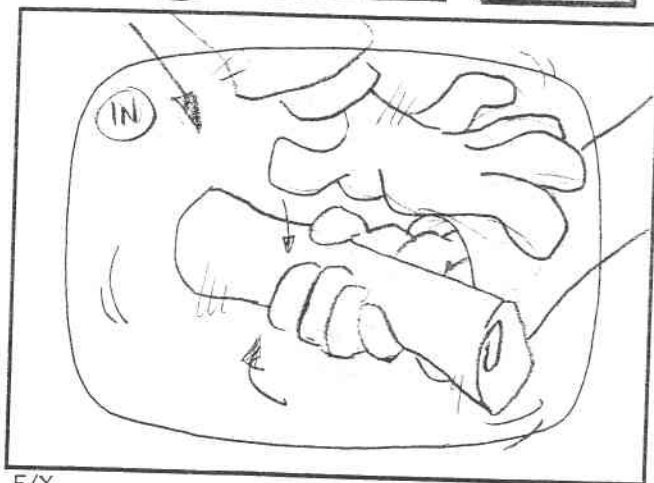
pose 3/3

SCENE

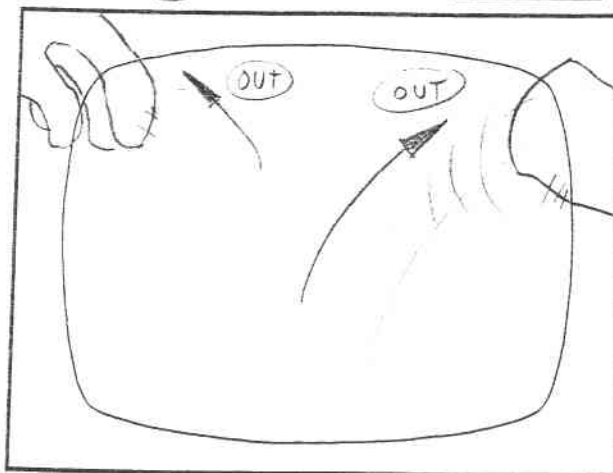
76

timing

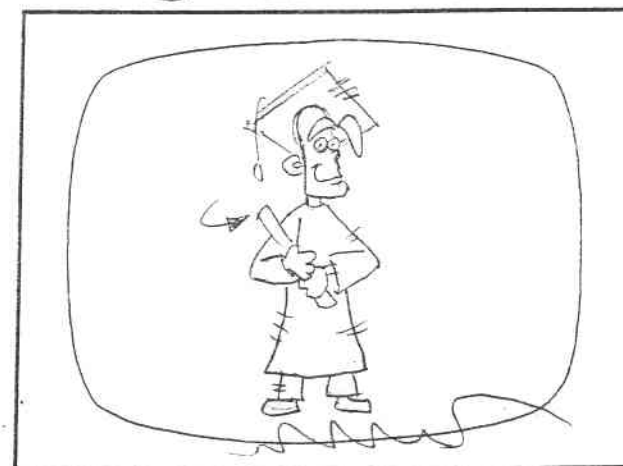
pose 1/1



F/X
Sound



F/X
Sound



F/X
Sound

SFX: <APPLAUSE>

Action

PRINCIPAL'S HAND (IN) + DROPS
DIPLOMA INTO ANDY'S HAND

Action

HANDS (OUT)

Action

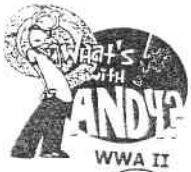
(CUT) ANDY IN CAP + GOWN
HOLD DIPLOMA + SMILES

Dialogue

PRINCIPAL (CONT)
ANDY LARKIN FOR BRILLIANCE
IN FRANKING.

Dialogue

Dialogue



CINEGROUPE sip animation

Episode 23 page 48

SCENE 77 timing pose 1/5

SCENE 77 timing pose 2/5

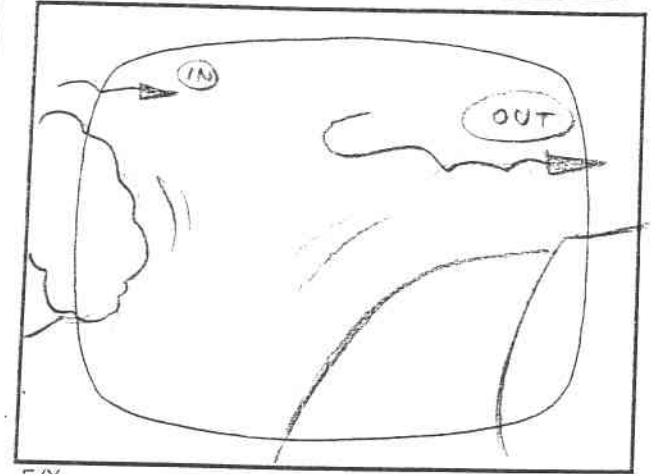
SCENE 77 timing pose 3/5



F/X
Sound



F/X
Sound



F/X
Sound

SFX : <FADING APPLAUSE>

Action

X X-DISS FROM DOODLE VISION WHILE TRK-OUT A TO B
- HOLD ON ANDY LOOKING DREAMY

Dialogue

Action

ANDY LEANS CLOSER TO CAM.

Dialogue

ANDY

SOME-TIMES, EVEN I AMAZE MYSELF.

Action

ANDY OUT R + DANNY IN L

Dialogue



CINEGROUPE

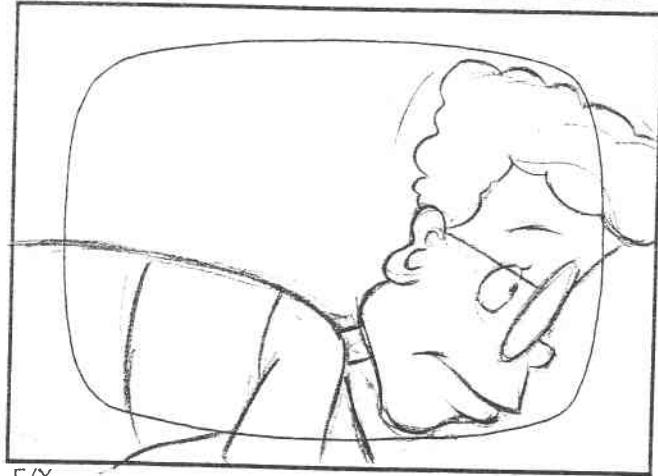
SIP

Episode 23 page 49

SCENE 77

timing

pose 4/5



F/X
Sound

Action

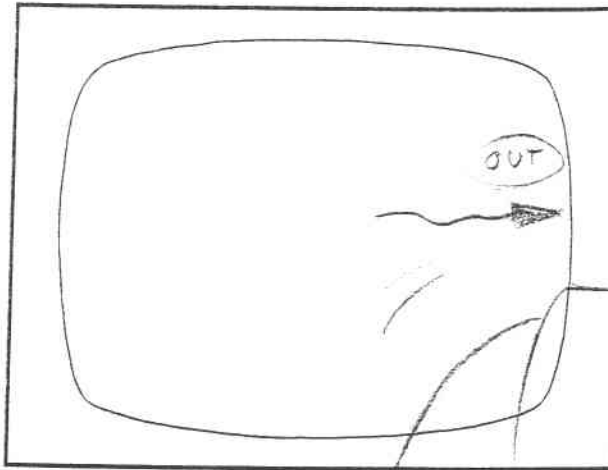
DANNY THRU

Dialogue

SCENE 77

timing

pose 5/5



F/X
Sound

Action

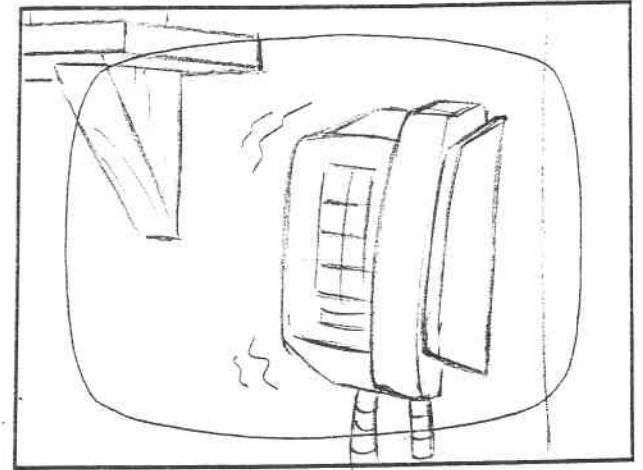
+ OUT @

Dialogue

SCENE 78

timing

pose 1/4



F/X
Sound

Action

SEX : <PHONE RING>

CUT HOLD ON C.U. PHONE IN JANITOR'S OFFICE.

Dialogue



CINEGROUPE

SIP ANIMATION

Episode 23 page 50

SCENE 78

timing

pose 2/4

SCENE 79

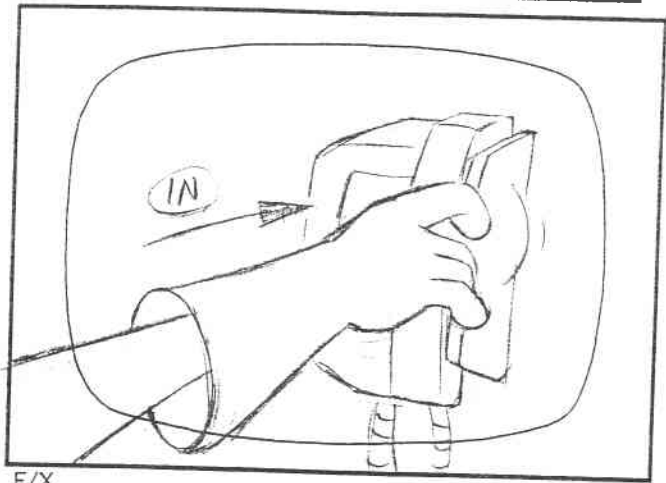
timing

pose 3/4

SCENE 78

timing

pose 4/4

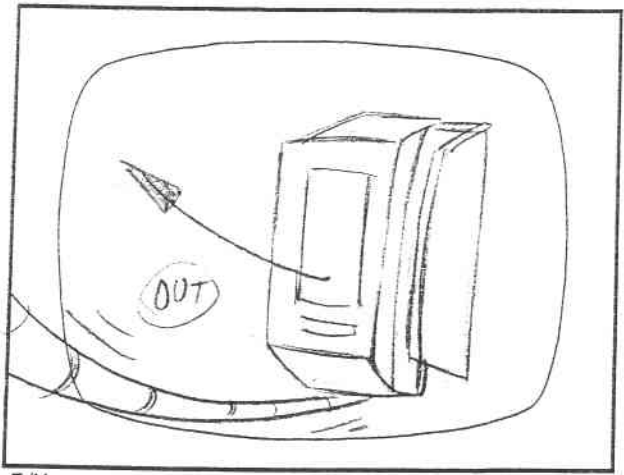


F/X
Sound

SFX: <PICK-UP CLATTER>

Action

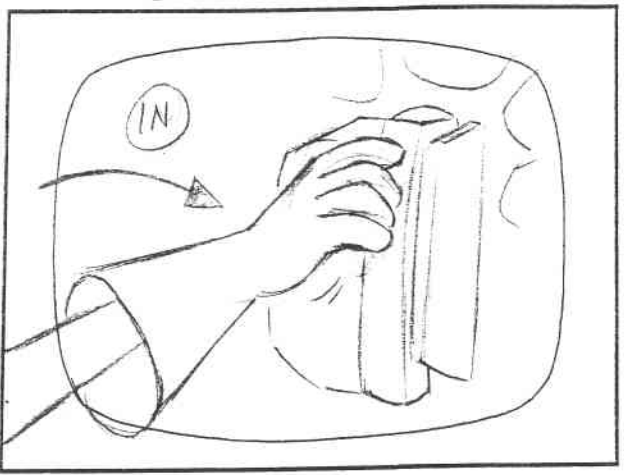
JANITOR'S GLOVED HAND
(IN) (L) + GRABS RECEIVER



F/X
Sound

Action

CORD DANGLES AS
RECEIVER (OUT) (L)



F/X
Sound

SFX: <HANG UP CLATTER>

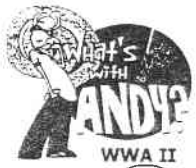
Action

JANITOR'S HAND (IN) (L)
+ REPLACES RECEIVER.

Dialogue

Dialogue JANITOR (J.O.)
YES SIR, I HEAR 'EM TOO,
MR DEROSA. THIS TIME THOSE
RACCOONS ARE DEAD MEAT.

Dialogue



CINEGROUPE

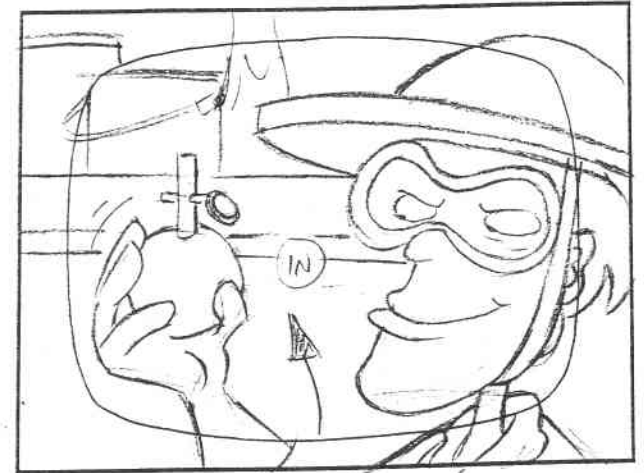
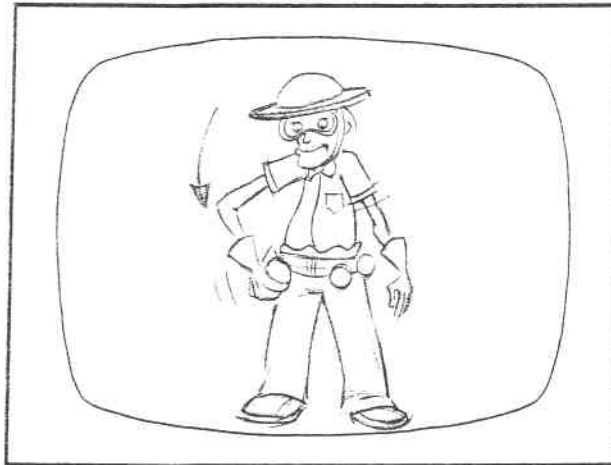
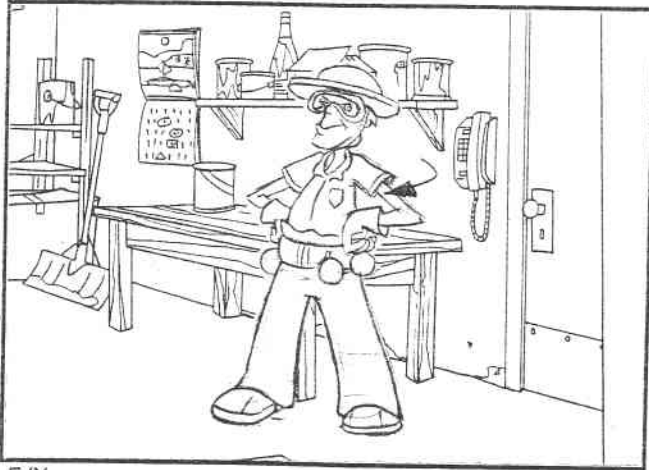
SIP

Episode 28 page 51

SCENE 79 timing pose 1/2

SCENE 79 timing pose 2 1/2

SCENE 80 timing pose 1/4



F/X
Sound

F/X
Sound

F/X
Sound

Action

M/C JANITOR TURNS IN FULL RACCOON TERMINATOR REGALIA.

Action

REACHES FOR SMOKE BOMB ON BELT

Action C.U.

M/C HOLDS UP SMOKE BOMB

Dialogue

Dialogue

Dialogue



CINEGROUPE

SIP

Episode  page 52

SCENE 80 timing pose 2/4

SCENE 80 timing pose 3/4

SCENE 80 timing pose 4/4



F/X
Sound



F/X
Sound

SFX: < PING! >



F/X
Sound

SFX: < SSSS... >

Action

STICKS FINGER IN RING

Action

PULLS OUT PIN

Action

SURPRISED LOOK AS
SMOKE EMERGES

Dialogue

Dialogue

Dialogue

JANITOR
OOPS!



CINEGROUPE

SIP animation

Episode 23 page 53

SCENE 81 timing pose 1/2



F/X
Sound

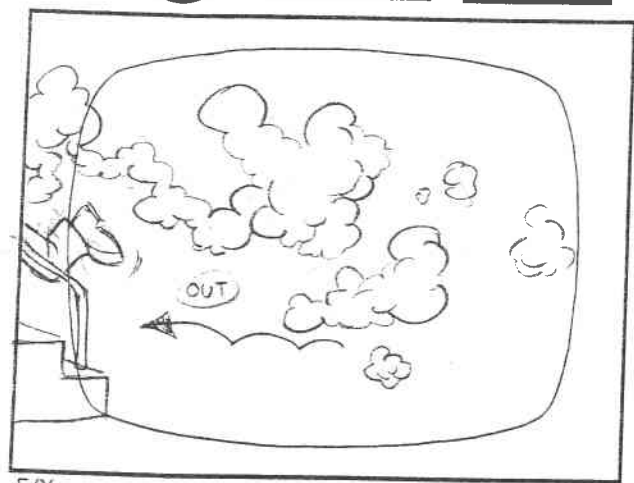
SFX: <ssss...>

Action

CUT JANITOR RUNS L
W/ SMOKING SMOKE BOMB

Dialogue

SCENE 81 timing pose 2/2



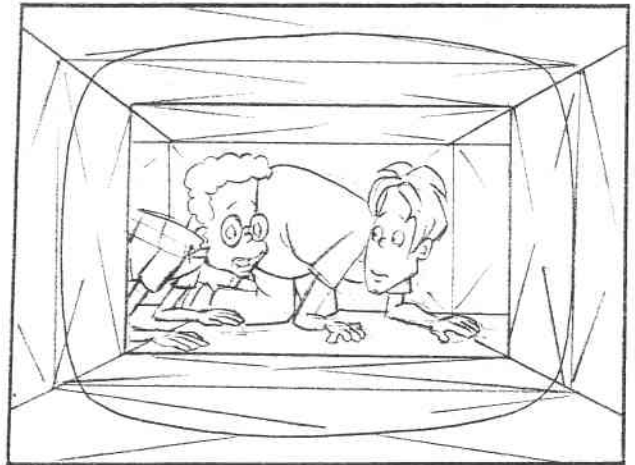
F/X
Sound

Action

RUNS OUT L

Dialogue

SCENE 82 timing pose 1/3



F/X
Sound

Action

CUT DANNY + ANDY STOPPED
@ CROSSING OF DUCTS

Dialogue

DANNY
WHICH WAY?



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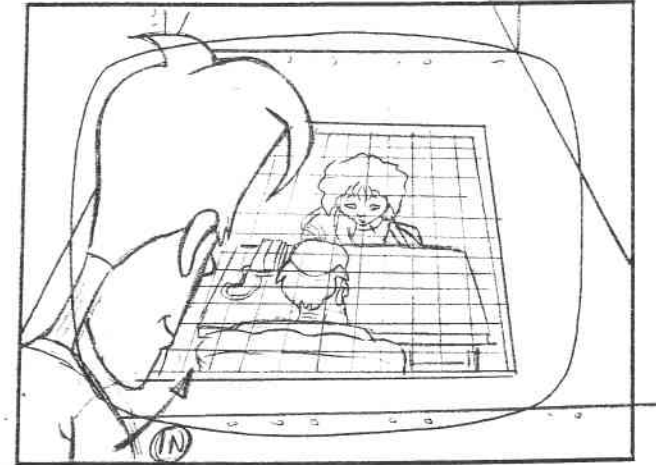
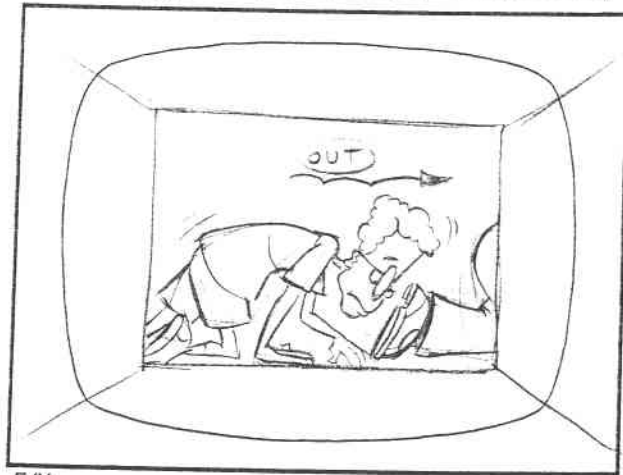
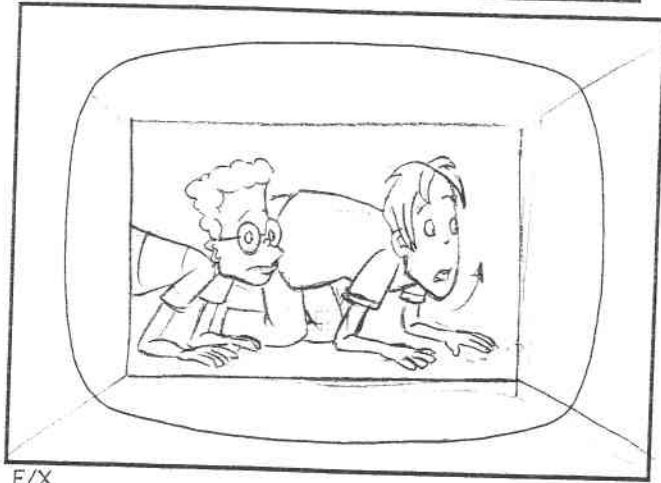
SIP ANIMATION

Episode 23 page 54

SCENE 82 timing pose 2/3

SCENE 82 timing pose 3/3

SCENE 83 timing pose 1/3



F/X
Sound

F/X
Sound

F/X
Sound

Action

THEY TURN (R) TO LISTEN

Action

DANNY FOLLOWS AS ANDY
(OUT) (R)

Action

(CUT) DOWN SHOT THRU CEILING:
GRATE ON PRINCIPAL + JEN
- ANDY (IN) CU LOOKING DOWN
THRU VENT.

Dialogue

ANDY
SHHH, LISTEN
JEN (V.O.)
AS I WAS ABOUT TO TELL YOU

Dialogue

JEN (V.O.) (CONT)
→ MR. DEPOSA I...

Dialogue

JEN (CONT)
.. DON'T HAVE ANYTHING TO
SELL FOR THE FUND RAISER YET.



CINEGROUPE

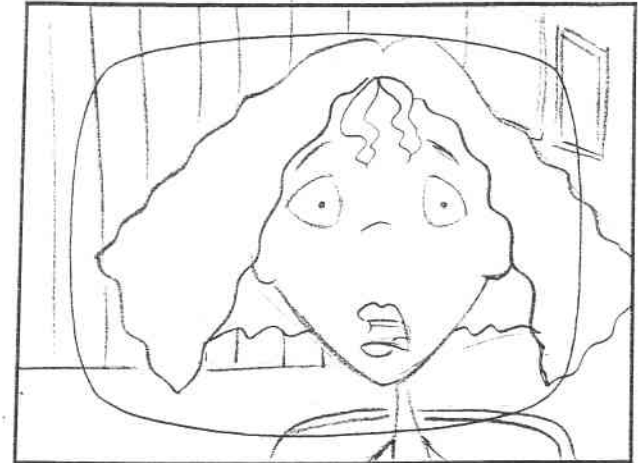
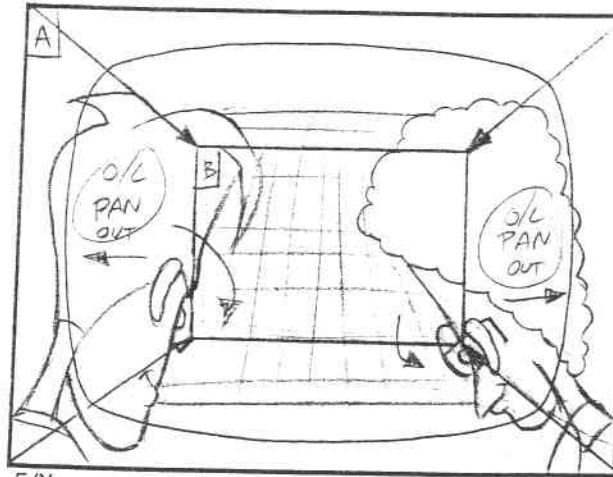
SIP
animation

Episode 23 page 55

SCENE 83 timing pose 2/3

SCENE 83 timing pose 3/3

SCENE 84 timing pose 1/2



F/X
Sound

F/X
Sound

F/X
Sound

Action

ANDY TURNS AS DANNY (IN) (R)

Action

TRK-IN [A] TO [B] ON PRINCIPAL
+ JEN THRU GRATE AS
ANDY + DANNY PAN OUT
ON EITHER SIDE OF FIELD

Action

(M/C) C.U. ON JEN'S PERPLEXED
EXPRESSION

Dialogue

ANDY
BINGO!

Dialogue

PRINCIPAL
I ALREADY HAVE SOMETHING IN
MIND. PORK AND BEANS!

Dialogue

JEN
PORK AND BEANS? BUT...



CINEGROUPE

SIP

Episode 23 page 56

SCENE 84

timing

pose 2/2



F/X
Sound

Action

JEN SHRUGS - UNSURE

Dialogue

JEN (CONT)

WHERE AM I SUPPOSED TO GET BARK AND BEANS?

SCENE 85

timing

pose 1/3



F/X
Sound

Action

(M/C) PRINCIPAL SCRIBBLES ON SLIP

Dialogue

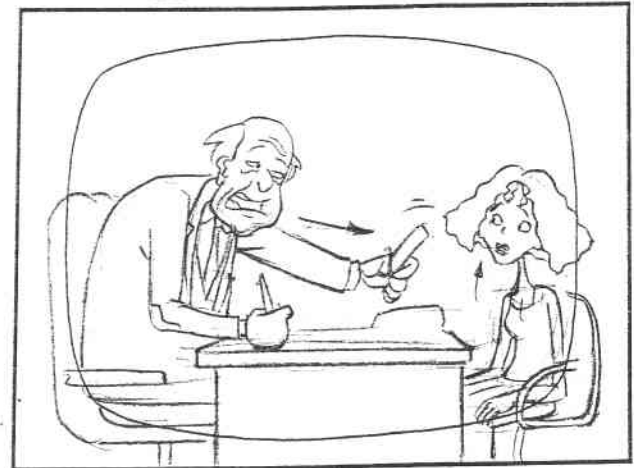
PRINCIPAL

TRY THE KITCHEN. THERE'S NINETY GALLONS SITTING THERE WAITING FOR YOU.

SCENE 85

timing

pose 2/3



F/X
Sound

Action

HANDS SLIP TO JEN

Dialogue

PRINCIPAL (CONT)

THAT'S YOUR PERMISSION SLIP.



CINEGROUPE

SIP
ANIMATION

Episode 23 page 57

SCENE 85 timing pose 3/3



F/X
Sound

Action

JEN LOOKS @ SLIP
IN WONDER

Dialogue

JEN
NINETY GALLONS? WHEN COME WE
WAKE SO MUCH?

SCENE 86 timing pose 1/2



F/X
Sound

Action

M/c

Dialogue

PRINCIPAL
THE CAFETERIA LADY'S EYESIGHT
ISN'T WHAT IT USED TO BE.

SCENE 86 timing pose 2/2



F/X
Sound

Action

PRINCIPAL LEANS BACK +
RAISES HAND IN GESTURE
OF RESIGNATION TO
CIRCUMSTANCE

Dialogue

PRINCIPAL (CONT)
SHE THOUGHT THE ORDER FORM REA
ONE HUNDRED GALLONS WHEN IT
WAS FOR TEN.



CINEGROUPE

SIP

Episode 28 page 58

SCENE 27 timing pose 1/4



F/X
Sound

Action
M/C JEN LOOKS PERKY

Dialogue JEN
DON'T WORRY MR. PEROSA, I'LL GET RID OF THEM FOR YOU.

SCENE 28 timing pose 1/4

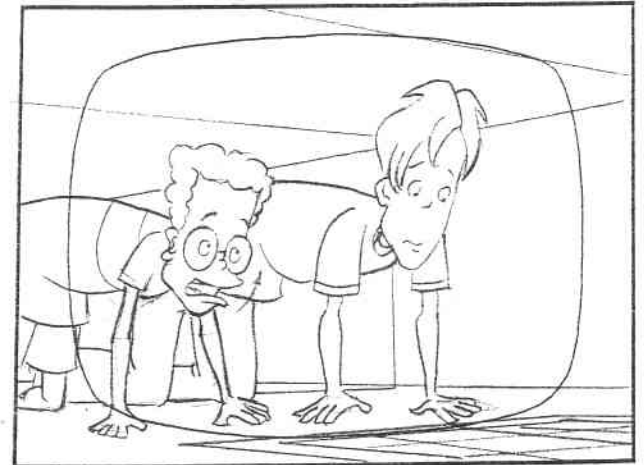


F/X
Sound

Action
M/C

Dialogue JEN (CONT)
THEY'LL HELP RAISE A LOT OF FUNDS FOR THE LIBRARY.

SCENE 29 timing pose 1/2



F/X
Sound

Action
CUT DANNY + ANDY LOOK DOWN THRU GRATE IN DUCT

Dialogue DANNY
WHY RAISE FUNDS FOR THE LIBRARY?



CINEGROUPE

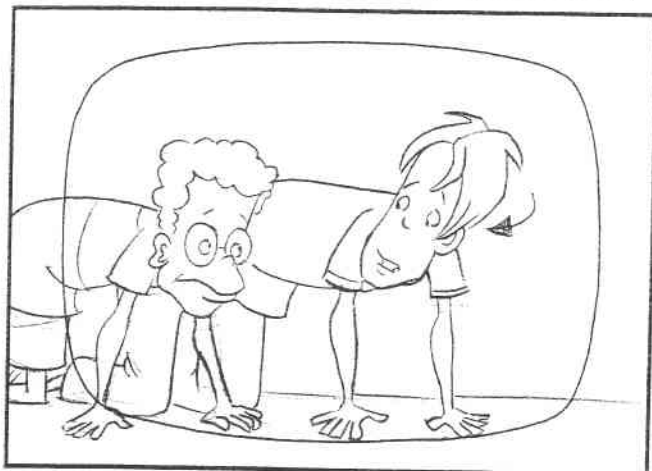
SIP

Episode 28 59 page

SCENE 89 timing pose 2/2

SCENE 90 timing pose 1/2

SCENE 90 timing pose 2/2



F/X
Sound

F/X
Sound

F/X
Sound SFX: <TINK!>

Action

Action

MIC ANDY LOOKS SLY

Action

EYES WIDE AS HE HEARS SOMETHING O.S.

Dialogue

ANDY

BEATS ME. MS SCORN IS A FREAK ABOUT HER BOOKS. THEY'RE ALL LIKE BRAND NEW.

Dialogue

ANDY (CONT)

BUT THESE DORK AND BEANS GIVE ME AN IDEA FOR A PRIZE WINNING PRANK. I'M GONNA MAKE JEN'S FUND RAISER THE MOST MEMORABLE EVER!

Dialogue

ANDY

DID YOU HEAR SOMETHING?



CINEGROUPE

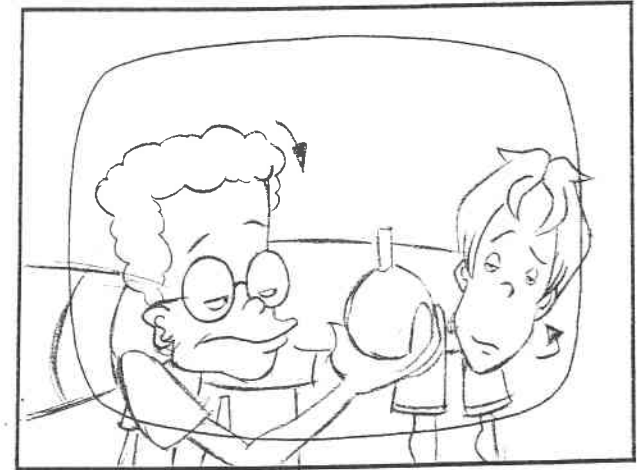
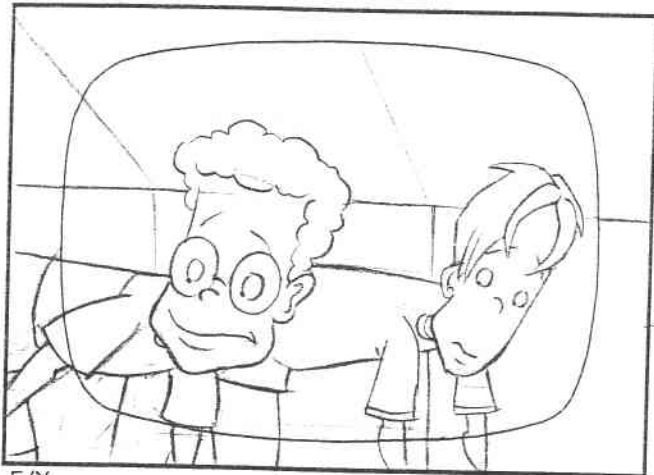
SIP ANIMATION

Episode 23 page 60

SCENE 91 timing pose 1/5

SCENE 91 timing pose 2/5

SCENE 91 timing pose 3/5



F/X
Sound

F/X
Sound

F/X
Sound

Action

(M/C) DANNY REACHING O.S. (L)

Action

TURN+HOLDS UP SMOKE BOMB

Action

HOLD ON BORED
EXPRESSIONS FOR
A BEAT

Dialogue

Dialogue

DANNY

IT WAS THIS THING...

Dialogue



CINEGROUPE

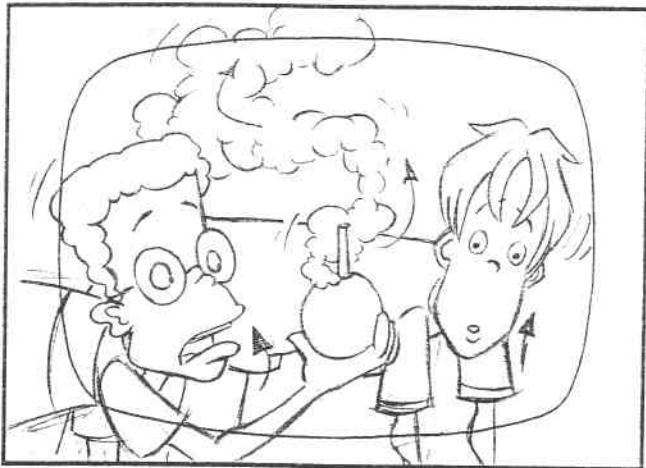
SIP

Episode 33 page 61

SCENE 91 timing pose 4/5

SCENE 91 timing pose 5/5

SCENE 92 timing pose 1/2



FIX SMOKE
Sound SFX: <SSSS.....>

FIX SMOKE
Sound

FIX SMOKE
Sound SFX: <SSS.....>
SFX: <TUNK! TINK PUNK!>

Action
SURPRISED AS
SMOKE EMERGES

Action
=TAKE=
THEY REACT IN SHOCK OF
REALIZATION.

Action
(CUT) SMOKE BOMB DROPS
ONTO PRINCIPAL'S DESK

Dialogue

Dialogue
ANDY / DANNY
(SCREAM)
SMOKE BOMB!

Dialogue



CINEGROUPE

SIP

Episode 22 page 62

SCENE 92 timing pose 2/2

SCENE 93 timing pose 1/1

SCENE 94 timing pose 1/1

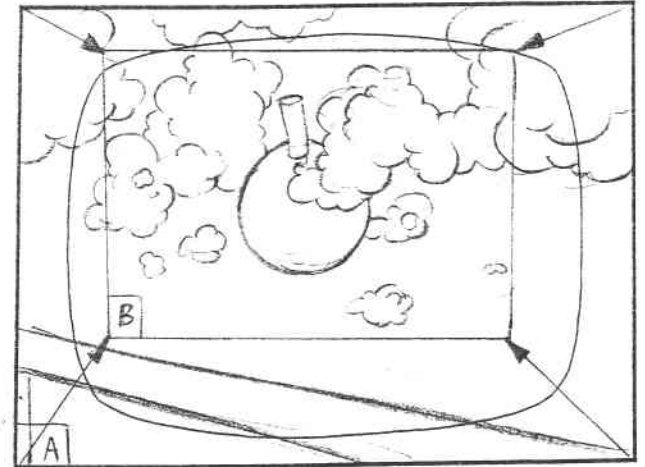


FIX SMOKE
Sound

SFX: <SSSS....>



FIX
Sound



FIX SMOKE
Sound

Action

PRINCIPAL REARS UP AS
JEN RUNS OUT (L)

Action

(MIC) PRINCIPAL LOOKS
DOWN IN TERROR

Action

(CUT) PRINCIPAL'S P.O.V.
-TRK-IN [A] TO [B]
ON SMOKE BOMB IN DESK

Dialogue

Dialogue

Dialogue



CINEGROUPE

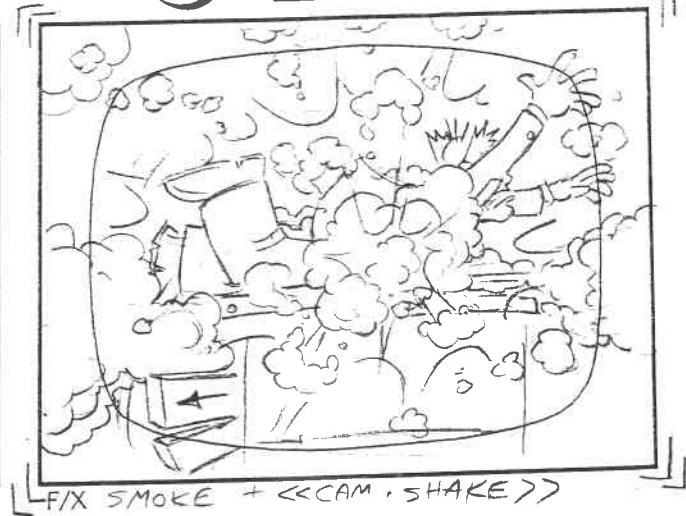
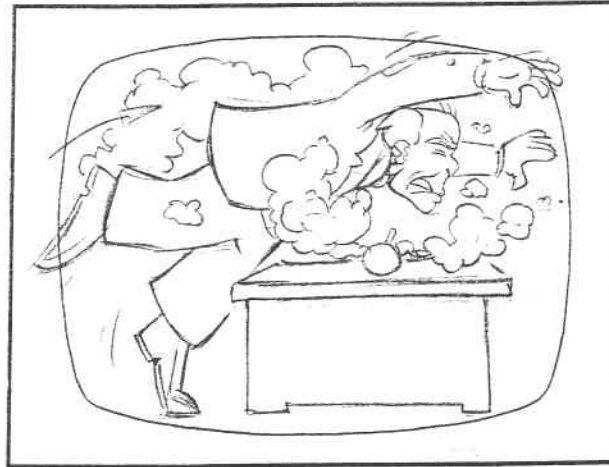
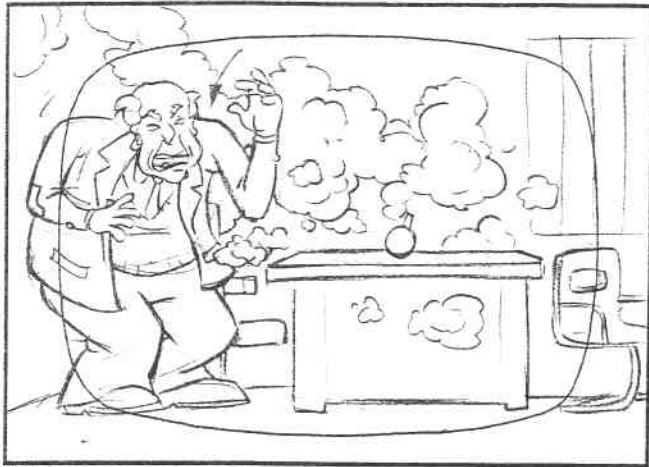
SIP

Episode 22 page 63

SCENE 95 timing pose 1/3

SCENE 95 timing pose 2/3

SCENE 95 timing pose 3/3



FIX SMOKE
Sound

FIX SMOKE
Sound

FIX SMOKE + <<CAM. SHAKE>>
Sound

SFX: <SSSS...> (CONT)

SFX: <BOOM!>

Action

Action

Action

(MIC) PRINCIPAL ANTICS

LEAPS ONTO DESK

SMOKE BOMB EXPLODES

<<CAM. SHAKE>>

Dialogue

Dialogue

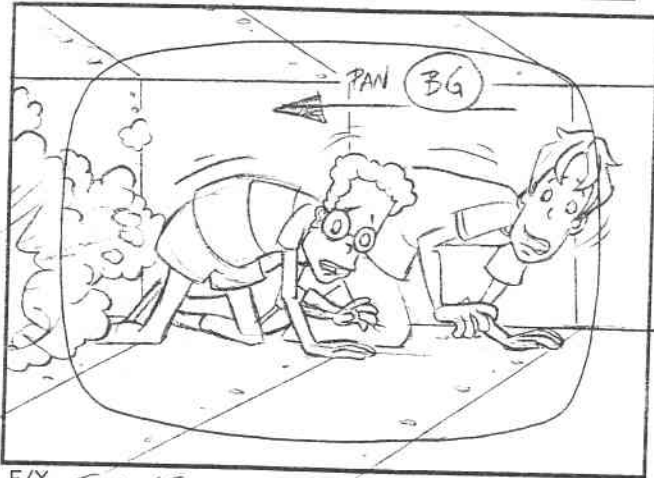
Dialogue



CINEGROUPE SIP ANIMATION

Episode 22 page 64

SCENE 96 timing pose 1/3



FIX SMOKE
Sound

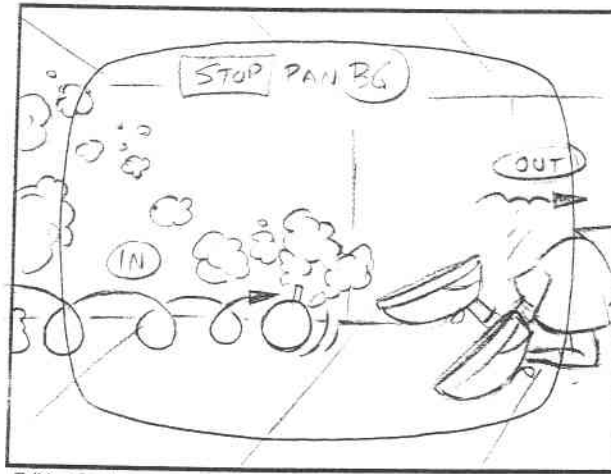
SFX: <BOOM!>

Action

(CUT) PAN BG AS DANNY + ANDY
CRAWL IN DUCT AHEAD OF
EXPLODING SMOKE BOMBS

Dialogue

SCENE 96 timing pose 2/3



FIX SMOKE
Sound

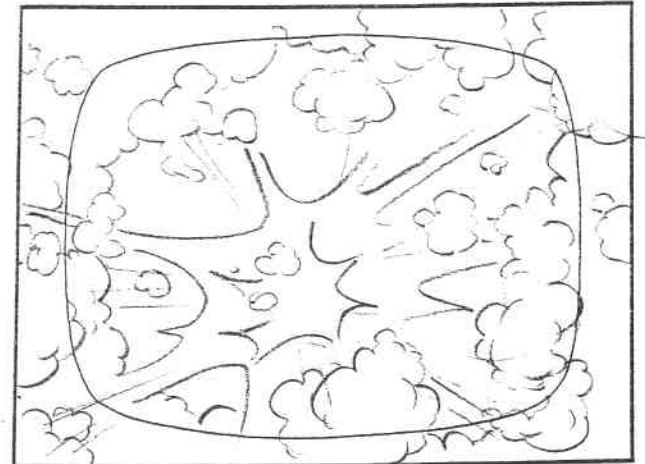
SFX: <SSSS...>

Action

- STOP PAN BG +
COMPENSATE DANNY + ANDY
CRAWLING OUT @
- SMOKE BOMB ROLLS IN @

Dialogue

SCENE 96 timing pose 3/3



FIX SMOKE / EXPLOSION
Sound

SFX: <BOOM!>

Action

SMOKE BOMB EXPLODES!

Dialogue



CINEGROUPE

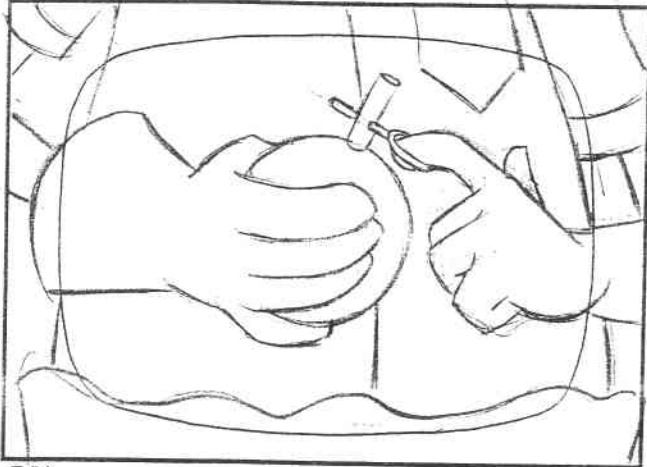
SIP

Episode 22 page 65

SCENE 16 timing pose 1/3

SCENE 16 timing pose 2/3

SCENE 16 timing pose 3/3

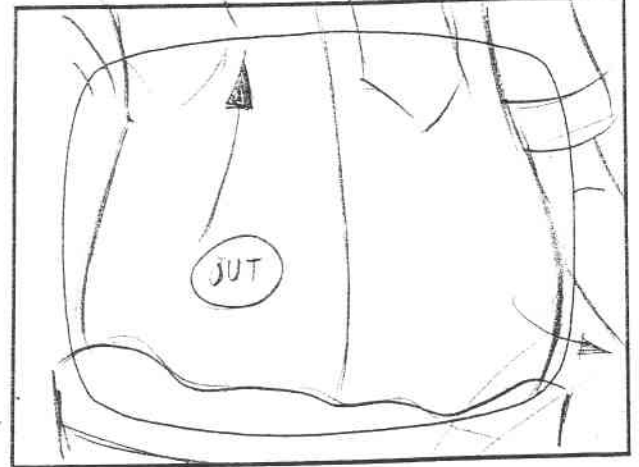


F/X
Sound



F/X
Sound

SFX: <TING!>



F/X
Sound

Action
CUT C.U. ON JANITOR'S HANDS
HOLDING SMOKE BOMB

Action
PULLS PIN

Action
LIFTS SMOKE BOMB UP
+OUT TOP

Dialogue

Dialogue

Dialogue



CINEGROUPE

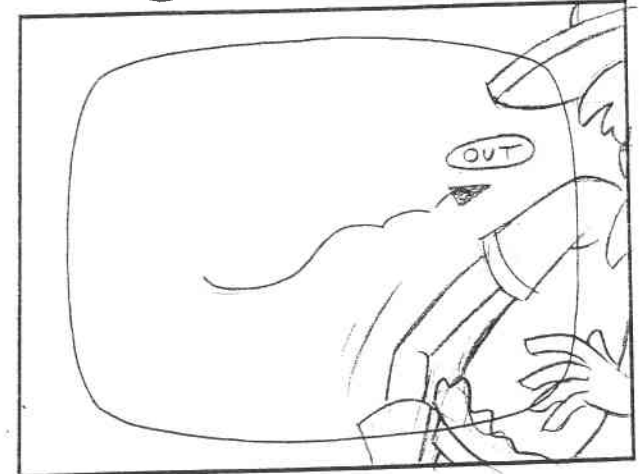
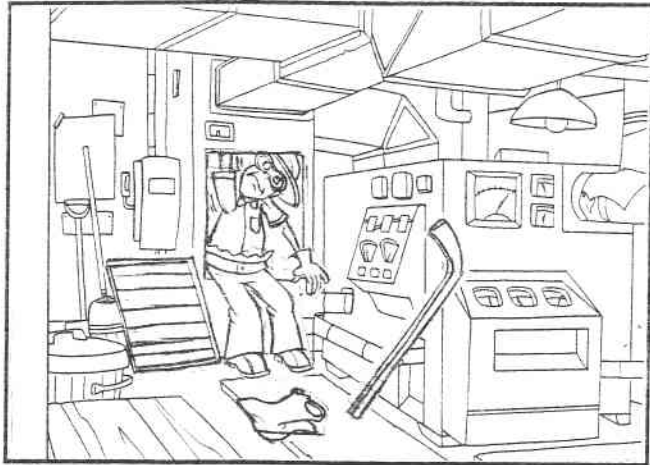
SIP

Episode 23 page 66

SCENE 97 timing pose 1/1

SCENE 98 timing pose 1/2

SCENE 98 timing pose 2/2



F/X
Sound

F/X
Sound

F/X
Sound

Action

M/C JANITOR IS SITTING
IN FURNACE DUCT W/
GRATE REMOVED
- HAND UP INTO DUCT W/BOMB

Action

M/C

Action

Dialogue

Dialogue

JANITOR

AREA MONITORED. ALL EXIT DUCTS
CLOSED.

Dialogue

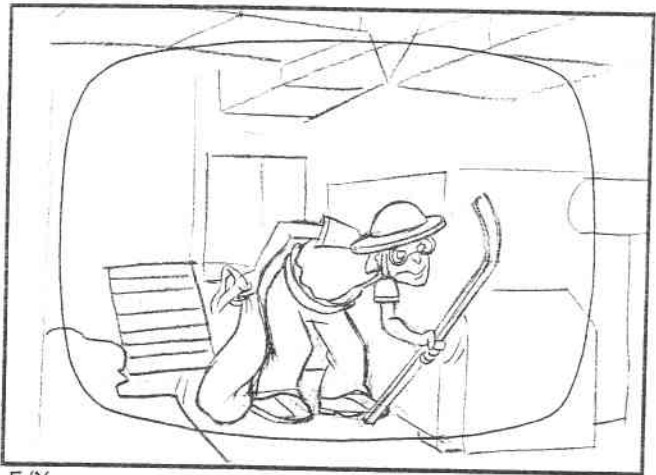


CINEGROUPE

SIP ANIMATION

Episode 28 67 page

SCENE 99 timing pose 1/2



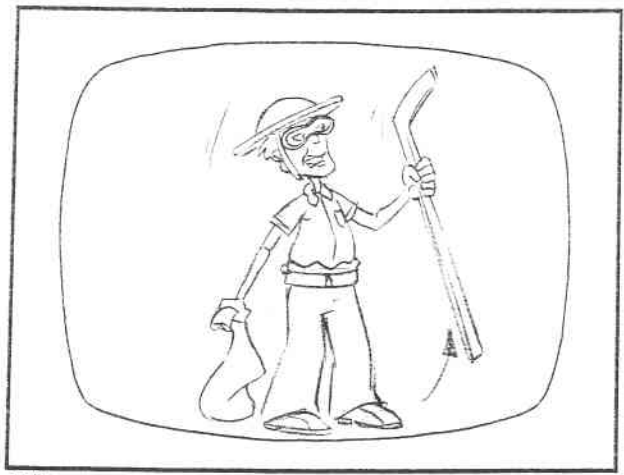
F/X
Sound

Action

CUT JANITOR HOLDS SACK
AS HE PICKS UP
HOCKEY STICK

Dialogue

SCENE 99 timing pose 2/2



F/X
Sound

Action

Dialogue JANITOR

COME ON GERTRUDE.

SCENE 100 timing pose 1/3



F/X
Sound

Action

M/C

Dialogue JANITOR (CONT)

WE'VE GOT TO GET THOSE RODENTS
AT THE ONLY AVAILABLE EXIT.



CINEGROUPE

SIP
animation

Episode 23 page 68

SCENE 100 timing pose 2/3



F/X
Sound

Action

LOOKS DETERMINED

Dialogue

JANITOR (CONT)
SECTOR L.

SCENE 100 timing pose 3/3



F/X
Sound

Action

Dialogue

SCENE 101 timing pose 1/2



F/X SMOKE
Sound

Action

CUT DANNY + ANDY IN DUCT
CHOKING ON SMOKE

Dialogue

ANDY / DANNY
(COUGHING)

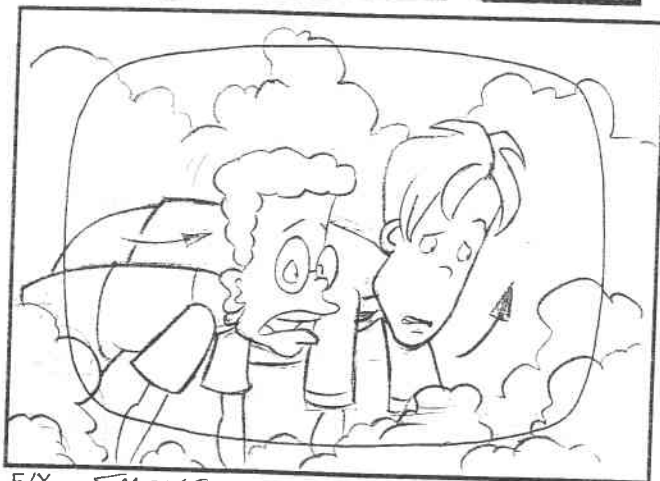


CINEGROUPE

SIP

Episode 23 page 69

SCENE 101 timing pose 2/2



FIX SMOKE
Sound

Action

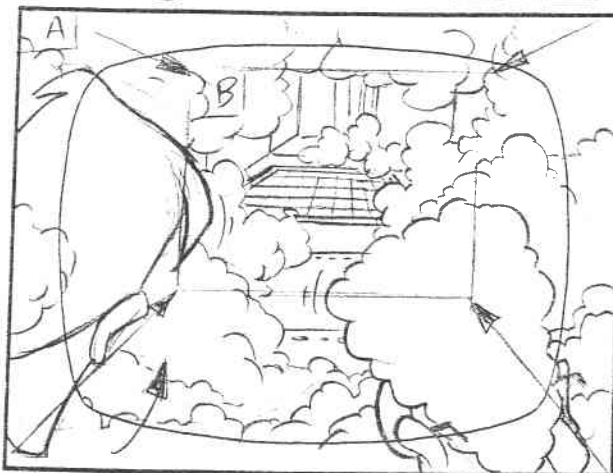
THEY LOOK UP O.S. (E)

Dialogue

DANNY

I THINK I SEE A LIGHT!

SCENE 102 timing pose 1/1



FIX SMOKE
Sound

Action

(M/C) P.O.V. BEHIND ANDY + DANNY

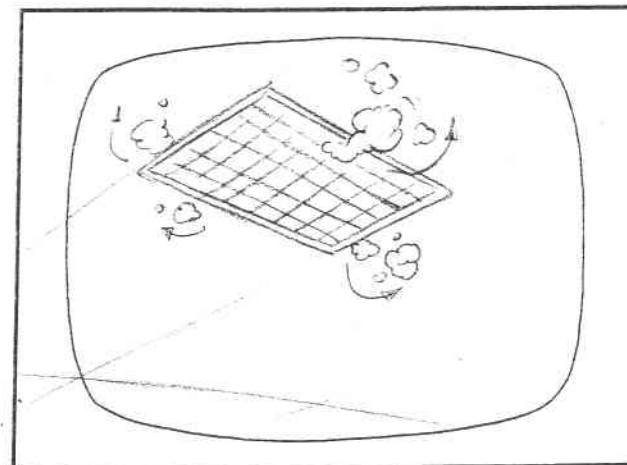
TRK-IN [A] TO [B] ON GRATE
IN FLOOR

Dialogue

ANDY

IT'S THE WAY OUT!

SCENE 103 timing pose 1/5



FIX SMOKE
Sound

SFX: < THUMP! BUMP! BANG!... >

Action

(CUT) UPSHOT ON GRATE IN
LIBRARY CEILING

- SMOK

Dialogue

ANDY (CONT) (I.O.)

LET'S GO!



CINEGROUPE

SIP

Episode 23 page 70

SCENE 103

timing

pose 2/5

SCENE 103

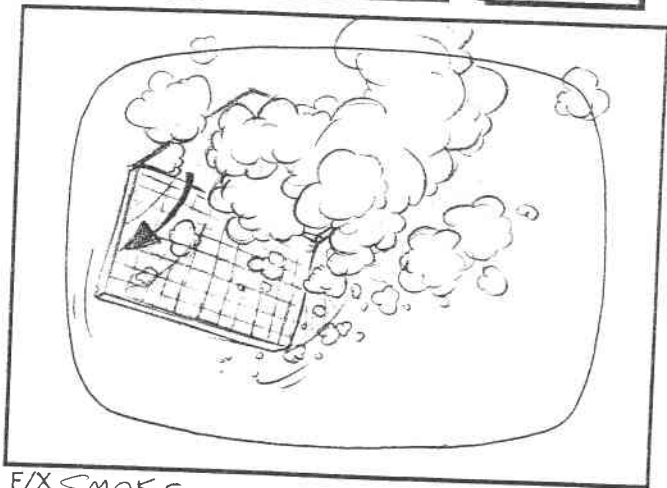
timing

pose 3/5

SCENE 103

timing

pose 4/5



FIX SMOKE

Sound SFX: <CLANG, CREAK, SPRONG.>

Action

GRATE FLIES OPEN

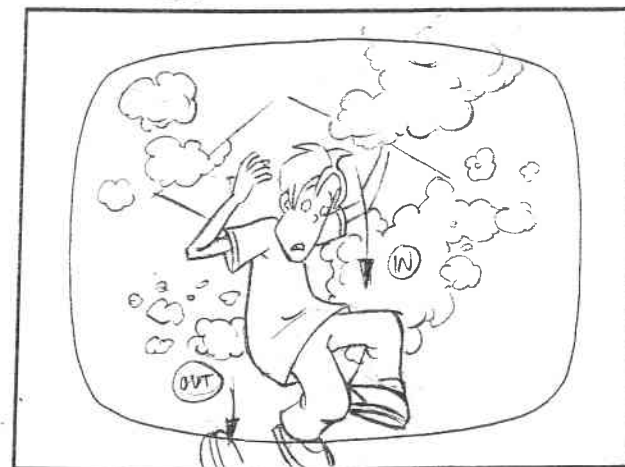


FIX SMOKE

Sound

Action

DANNY FALLS (IN)



FIX SMOKE

Sound

Action

ANDY FALLS (IN) AS
DANNY FALLS (OUT)

Dialogue

Dialogue

Dialogue



CINEGROUPE

SIP

Episode 23 page 71

SCENE

103

timing

pose 1/5

SCENE

104

timing

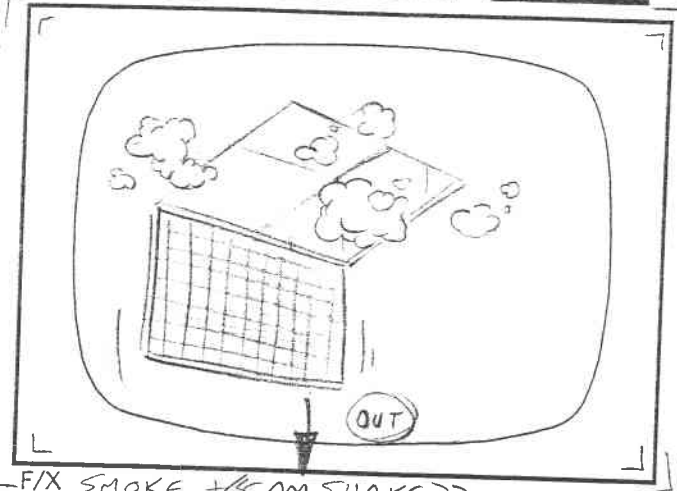
pose 1/2

SCENE

104

timing

pose 1/2



F/X SMOKE + <<CAM SHAKE>>
Sound

SFX: <THUD! THUD!>

Action

ANDY FALLS OUT FOLLOWED BY <<CAM. SHAKE>>

Dialogue

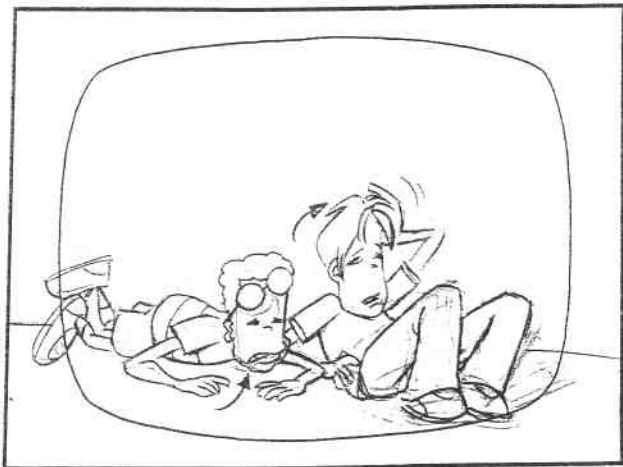


F/X
Sound

Action

CUT DANNY + ANDY LIE ON LIBRARY FLOOR, STUNNED.

Dialogue



F/X
Sound

Action

START TO SIT UP
- STUNNED
- DANNY'S GLASSES ARE UP ON FORE-HEAD

Dialogue