

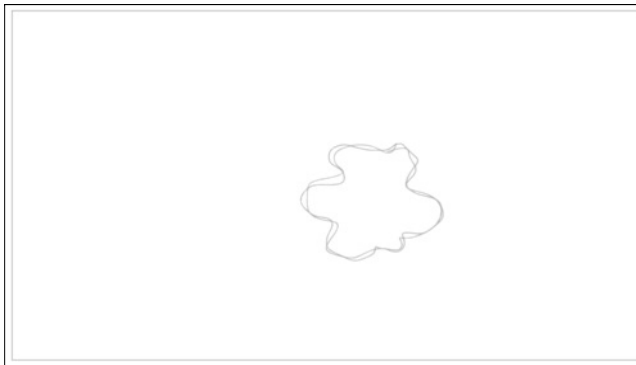
EWV 212A Tasty Rainbow
rough1

Scene	Duration	Panel	Duration
001	03:00	01	00:08



Notes
white

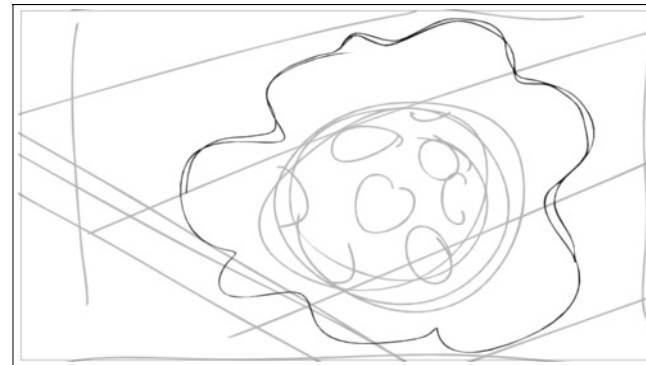
Scene	Duration	Panel	Duration
001	03:00	02	00:08



Action Notes
1. EXT. SOCCER FIELD - DAY

Notes
ext_farm_ground_001a-lose dirt mounds

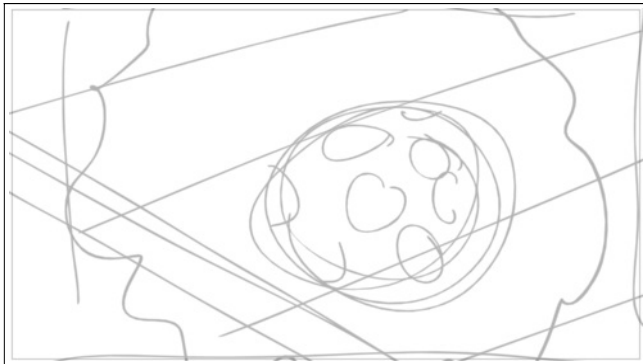
Scene	Duration	Panel	Duration
001	03:00	03	00:08



Action Notes
white

Notes
New bg 001

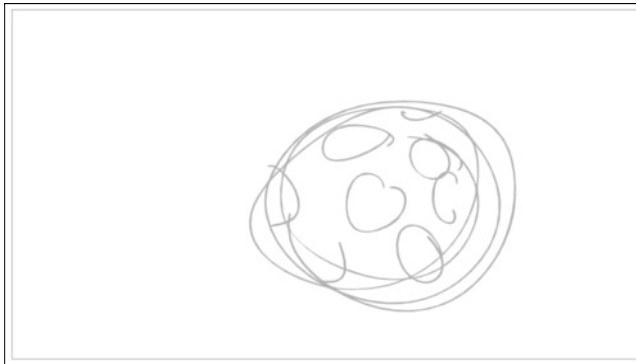
Scene	Duration	Panel	Duration
001	03:00	04	00:08



Action Notes
white

Notes
New bg 001

Scene	Duration	Panel	Duration
001	03:00	05	00:08

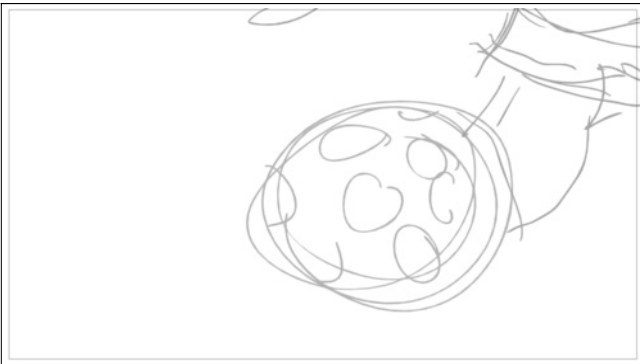


Scene	Duration	Panel	Duration
001	03:00	06	00:08

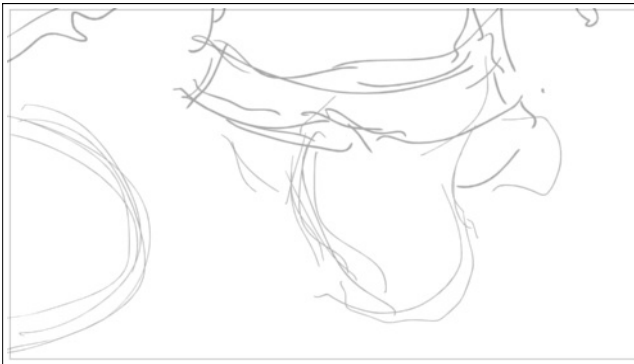


Dialog
Tasty Rainbow

Scene	Duration	Panel	Duration
001	03:00	07	00:08



Scene	Duration	Panel	Duration
001	03:00	08	00:08

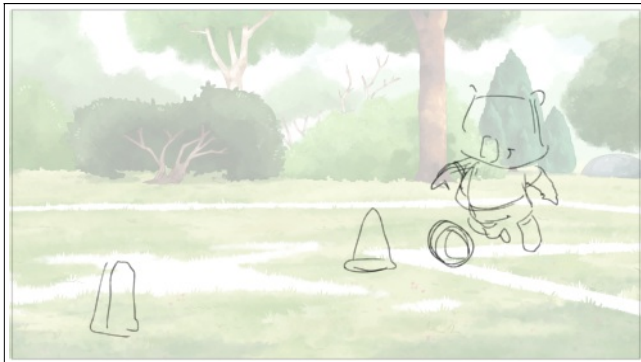


Scene	Duration	Panel	Duration
001	03:00	09	00:08



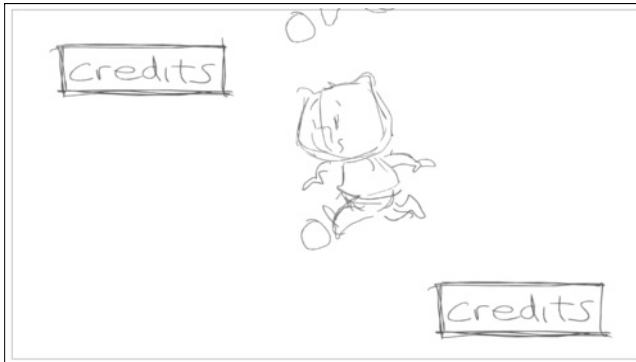
Notes
ext_farm_ground_001a-lose dirt mounds

Scene	Duration	Panel	Duration
002	02:08	01	00:08



Notes
ext_soccer_010

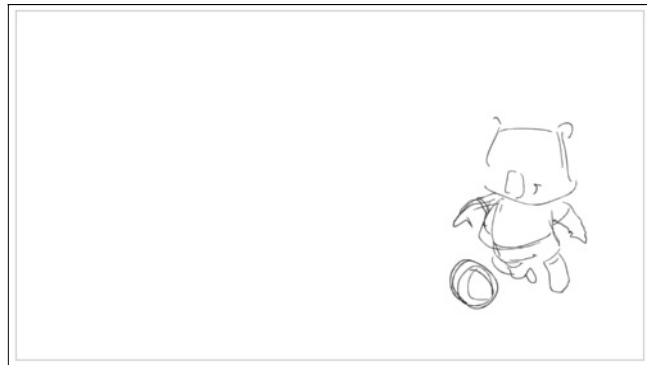
Scene	Duration	Panel	Duration
002	02:08	02	00:08



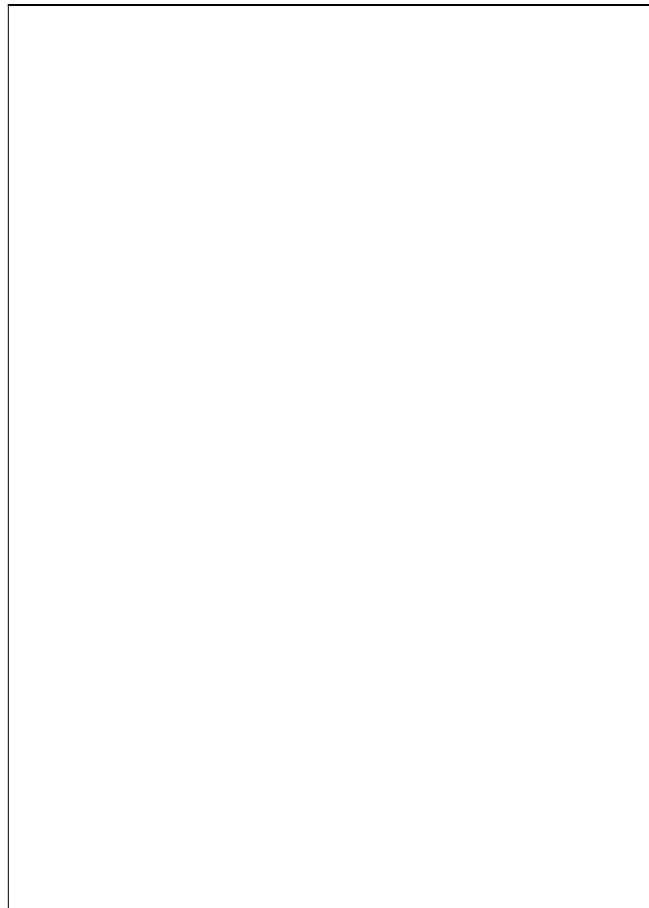
Scene	Duration	Panel	Duration
002	02:08	03	00:08



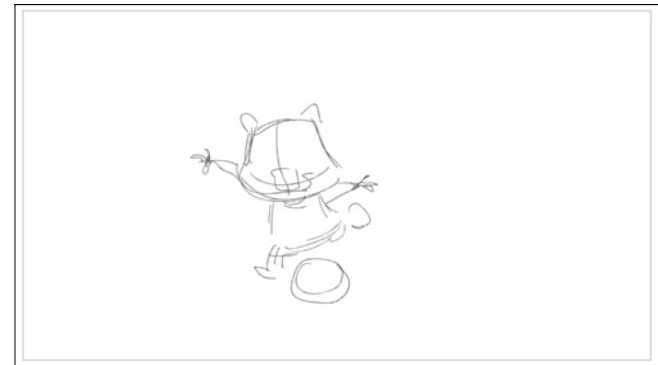
Scene	Duration	Panel	Duration
002	02:08	04	00:08



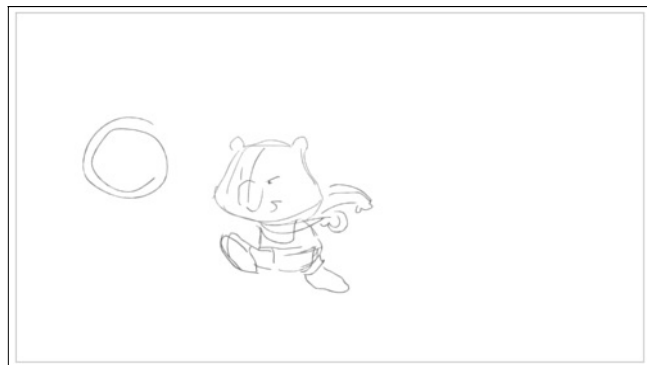
Scene	Duration	Panel	Duration
002	02:08	05	00:08



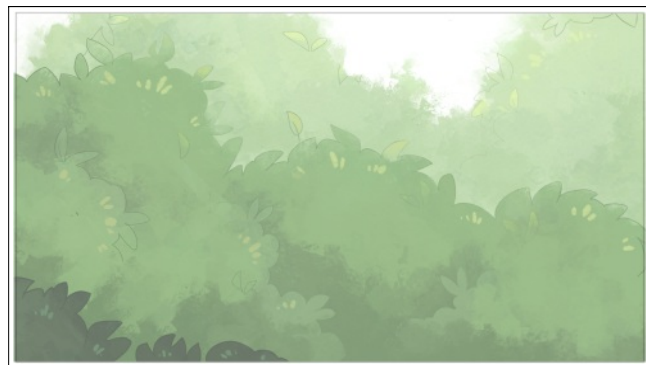
Scene	Duration	Panel	Duration
002	02:08	06	00:08



Scene	Duration	Panel	Duration
002	02:08	07	00:08

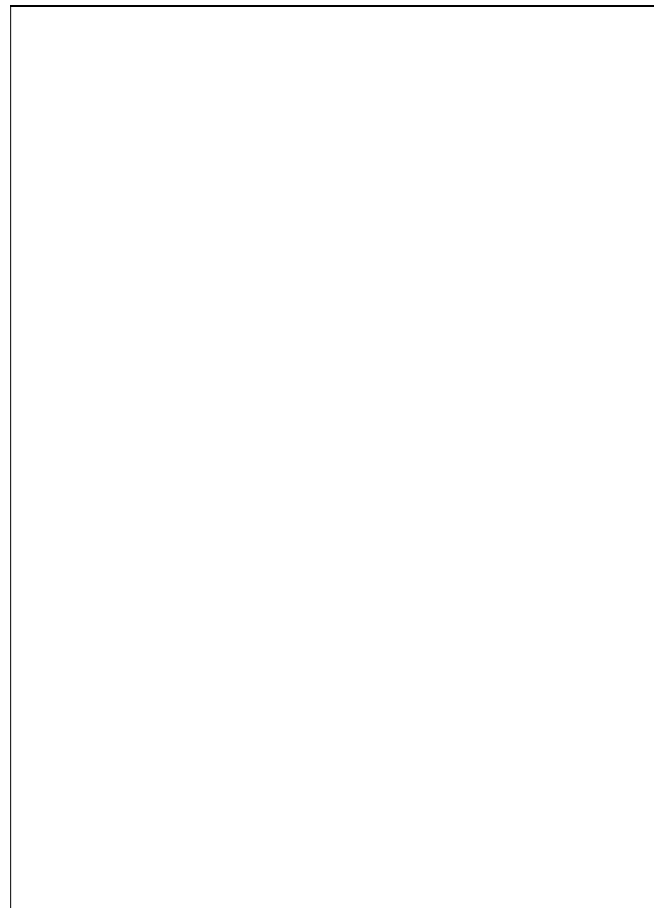


Scene	Duration	Panel	Duration
003	01:16	01	00:08

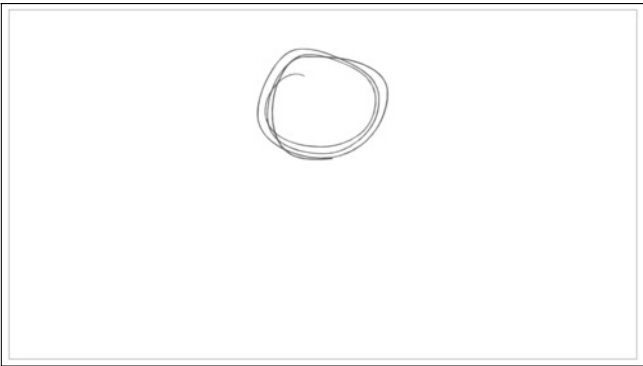


Notes
ext_soccer_006g

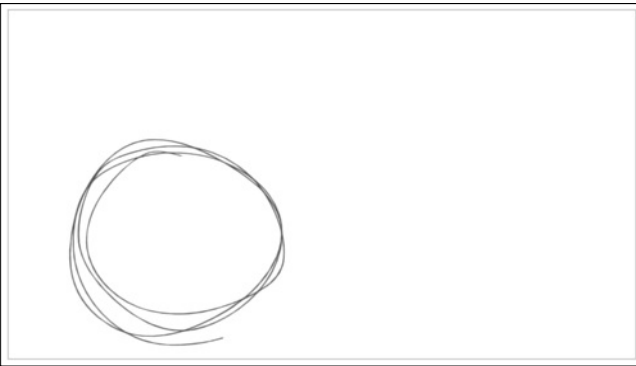
Scene	Duration	Panel	Duration
003	01:16	02	00:08



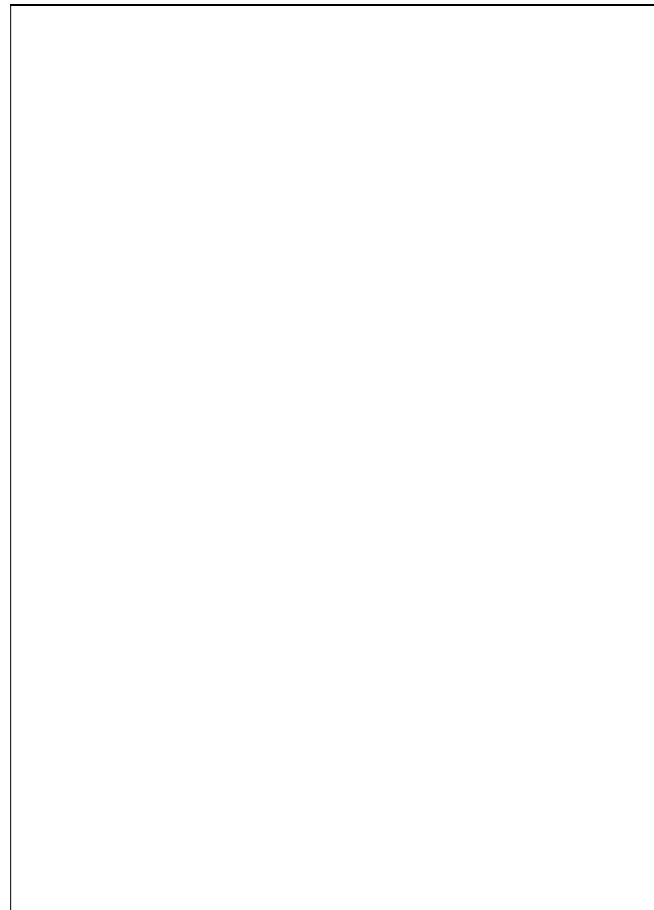
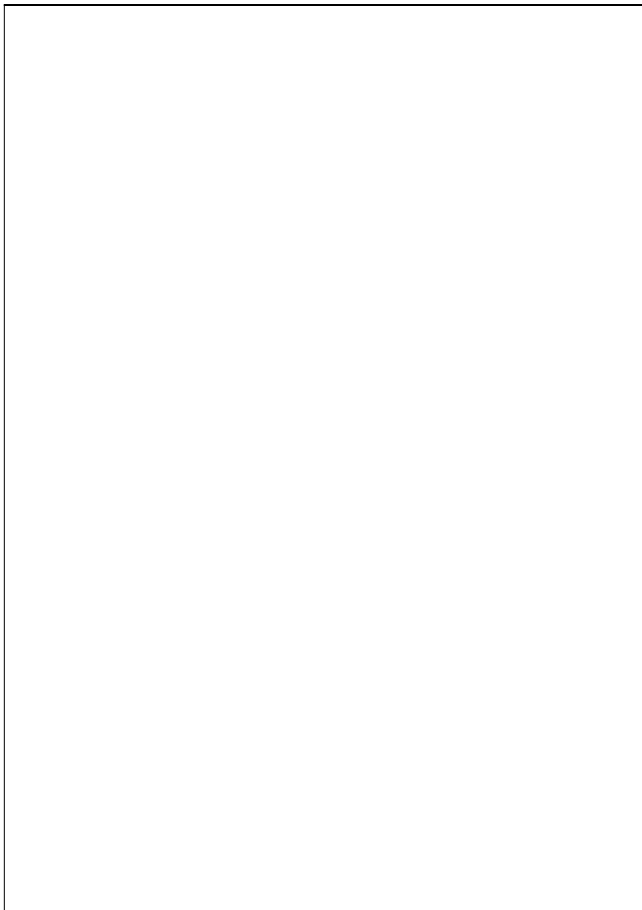
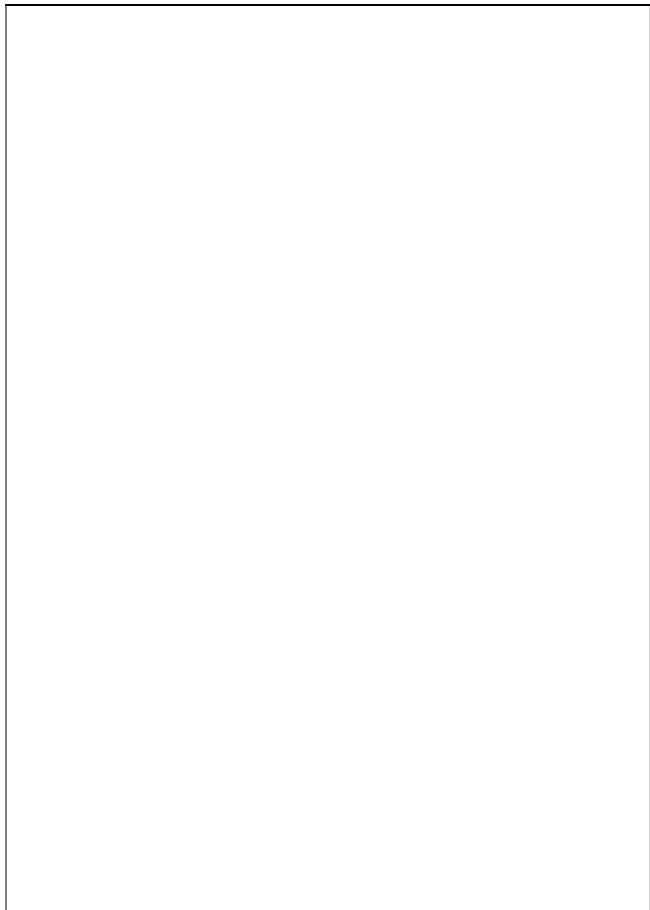
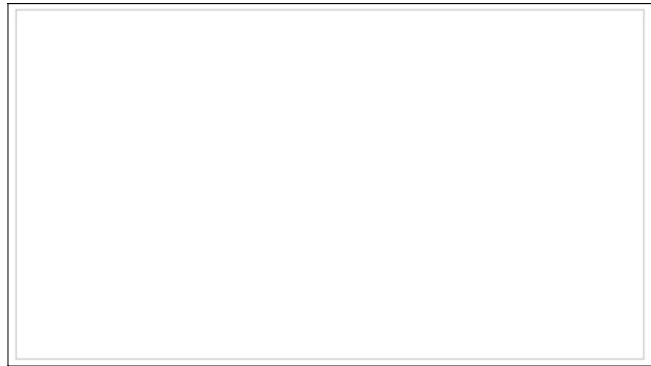
Scene	Duration	Panel	Duration
003	01:16	03	00:08



Scene	Duration	Panel	Duration
003	01:16	04	00:08



Scene	Duration	Panel	Duration
003	01:16	05	00:08



Scene	Duration	Panel	Duration
004	02:00	01	00:08



Notes
ext_soccer_013

Scene	Duration	Panel	Duration
004	02:00	02	00:08



Notes
ext_soccer_013

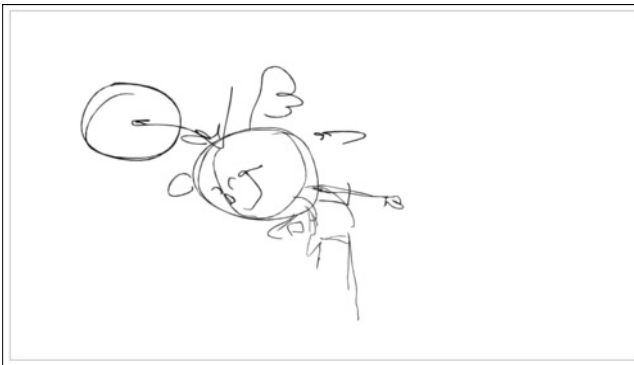
Scene	Duration	Panel	Duration
004	02:00	03	00:08



Scene	Duration	Panel	Duration
004	02:00	04	00:08



Scene	Duration	Panel	Duration
004	02:00	05	00:08



Scene	Duration	Panel	Duration
004	02:00	06	00:08



Scene	Duration	Panel	Duration
005	03:00	01	00:08



Dialog

<SFX: PLAY WALLA - HEADS UP!>

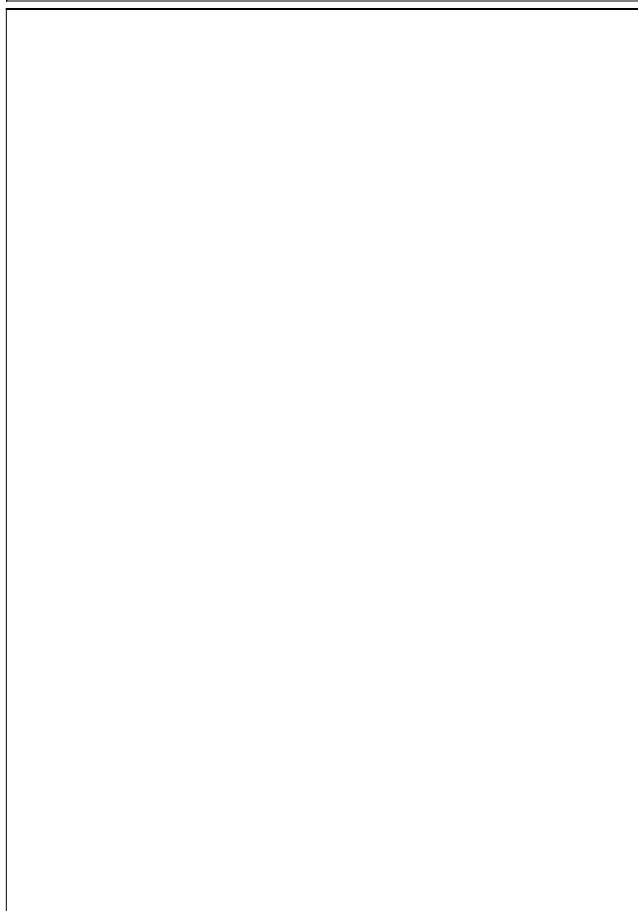
Action Notes

The GOAT TWINS who work in perfect synchronization.
<SFX:
PLAYING EFFORTS - WE GOT THIS!>
They breath steadily as they high knee the ball down
the
field. It's more of a dance routine than anything. LIZZY
passes it off screen.

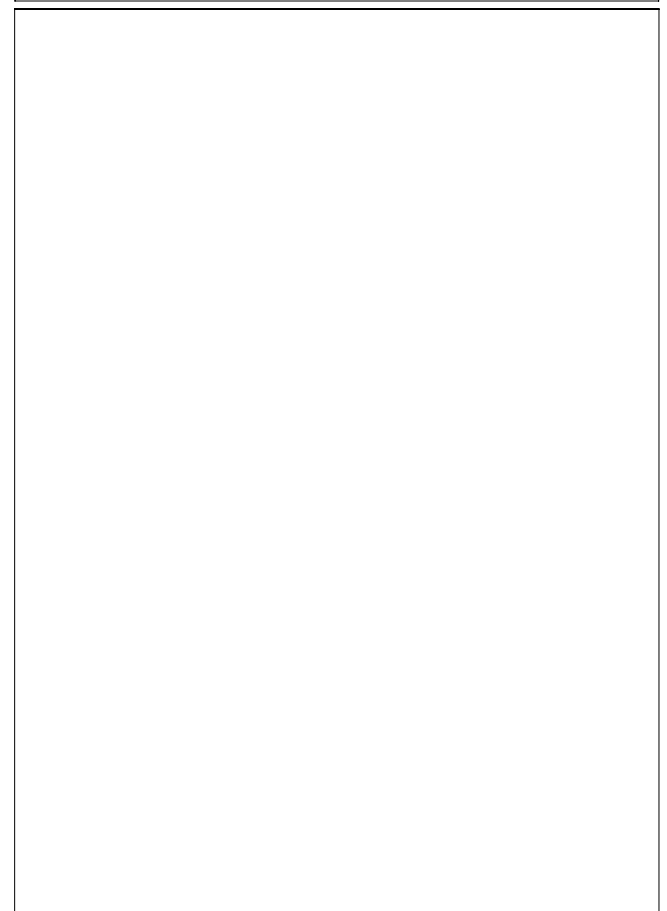
Notes

New bg 001

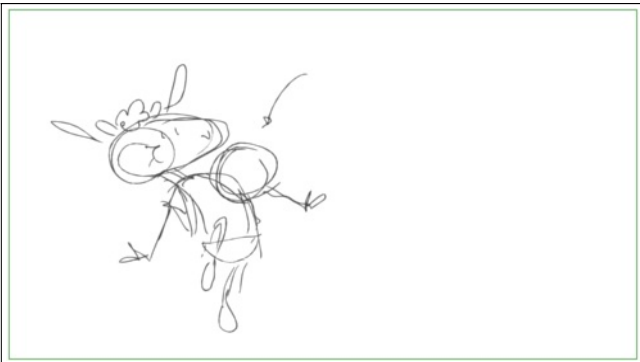
Scene	Duration	Panel	Duration
005	03:00	02	00:08



Scene	Duration	Panel	Duration
005	03:00	03	00:08



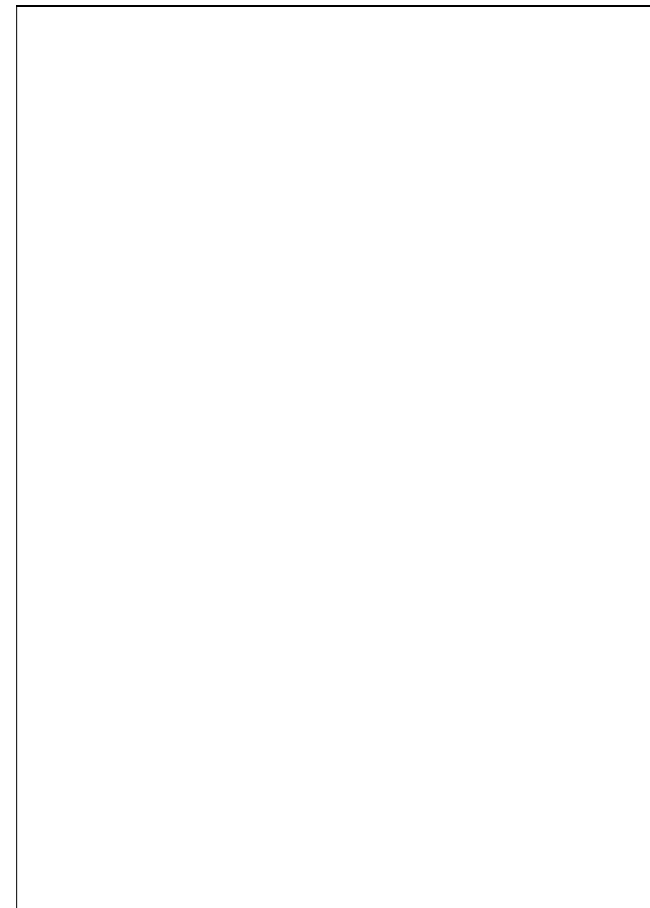
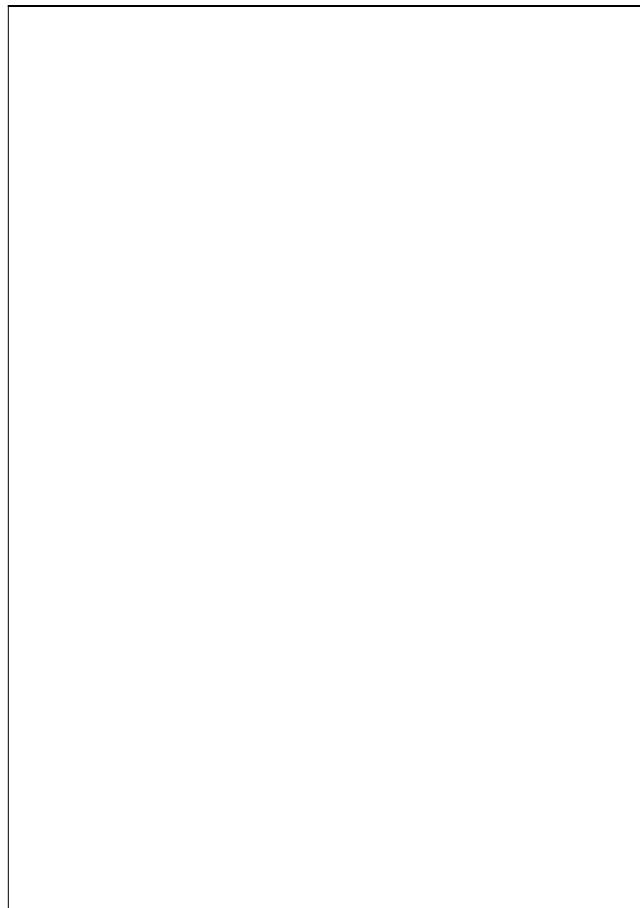
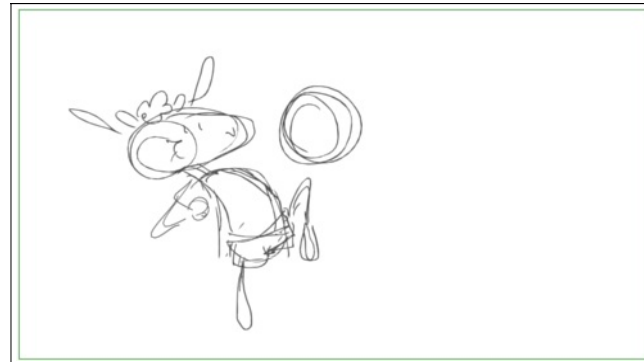
Scene	Duration	Panel	Duration
005	03:00	04	00:08



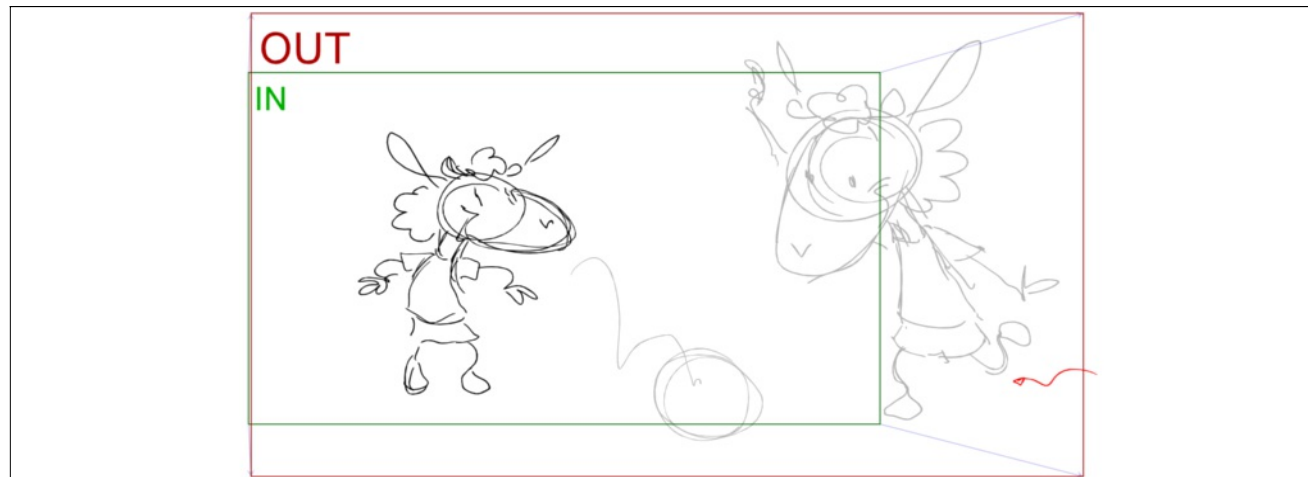
Scene	Duration	Panel	Duration
005	03:00	05	00:08



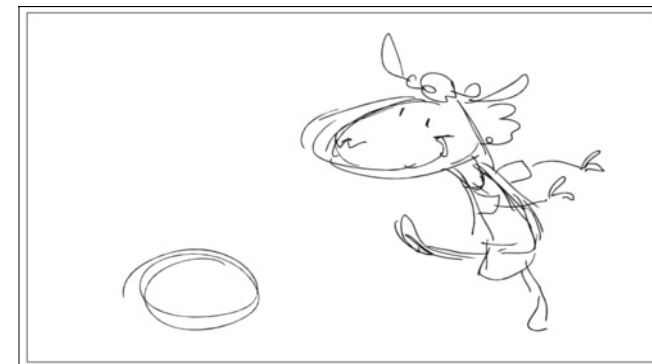
Scene	Duration	Panel	Duration
005	03:00	06	00:08



Scene	Duration	Panel	Duration
005	03:00	07	00:08

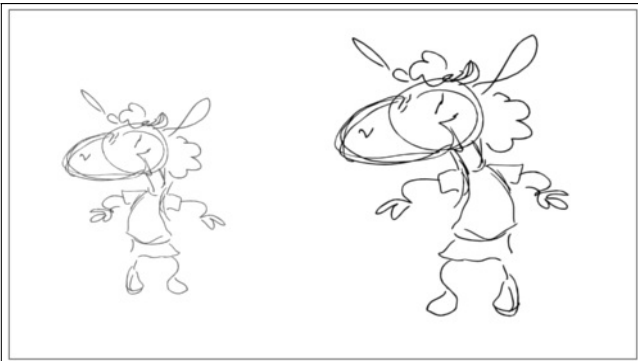


Scene	Duration	Panel	Duration
005	03:00	08	00:08

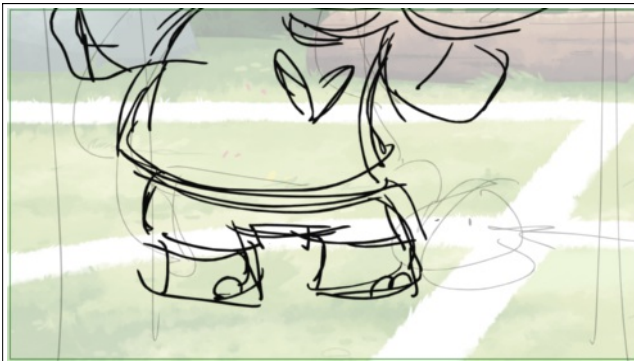


Action Notes
LIZZY
passes it off screen.

Scene	Duration	Panel	Duration
005	03:00	09	00:08



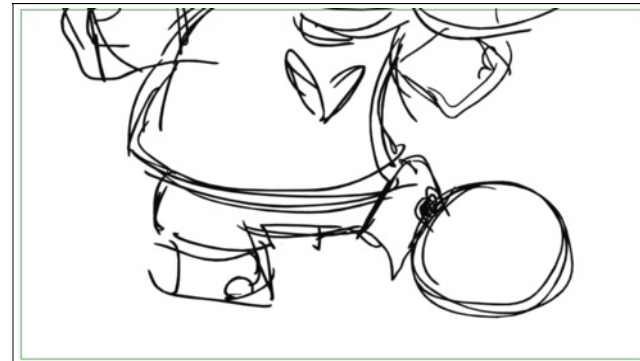
Scene	Duration	Panel	Duration
006	01:08	01	00:08



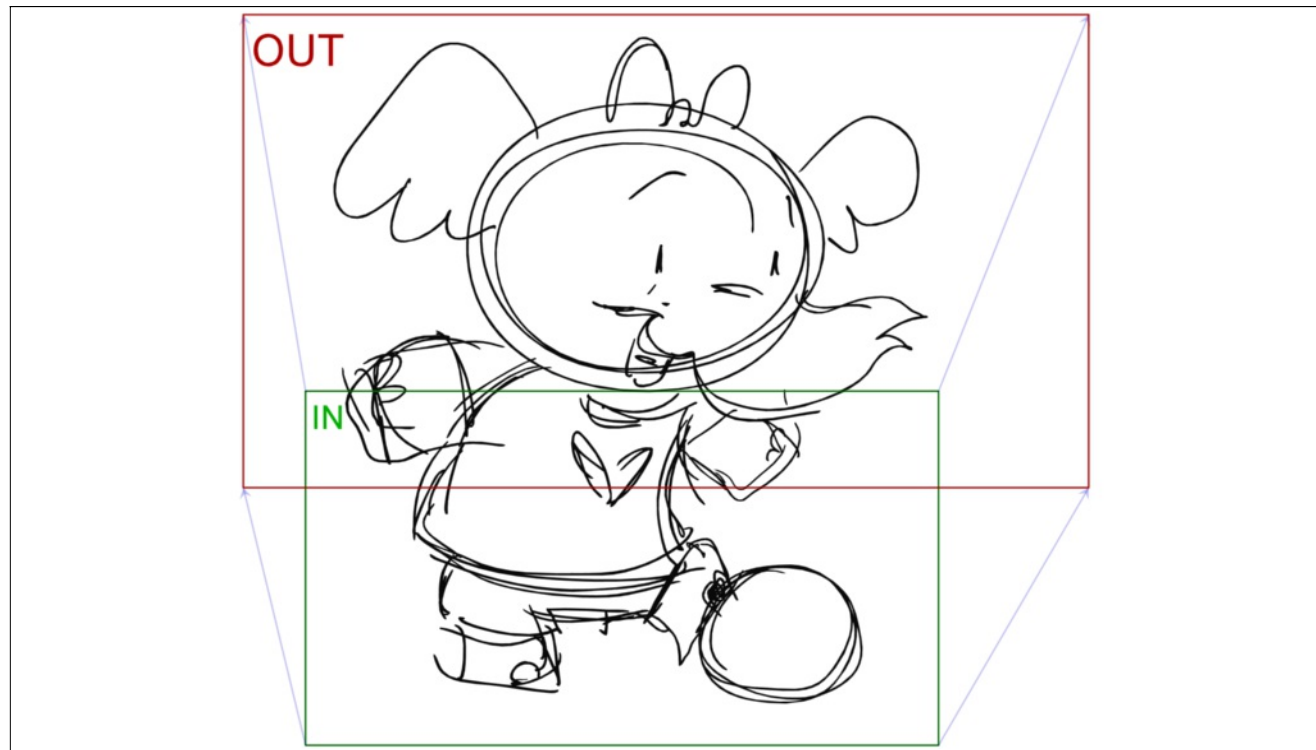
Action Notes
CU: The ball is stopped by a foot just as it rolls on screen.

Notes
ext_soccer_006a

Scene	Duration	Panel	Duration
006	01:08	02	00:08



Scene	Duration	Panel	Duration
006	01:08	03	00:08



Action Notes

PAN UP to reveal a determined OLIVE.

Scene	Duration	Panel	Duration
006	01:08	04	00:08



Action Notes

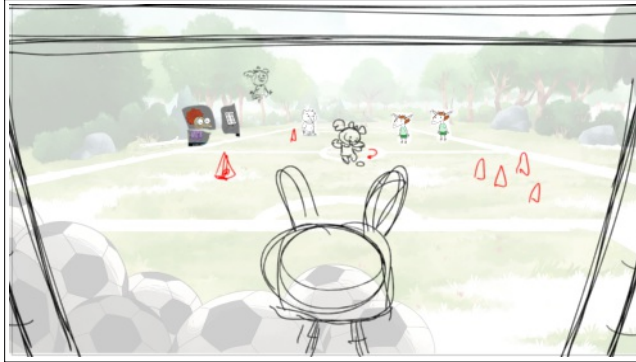
PAN UP to reveal a determined OLIVE.

Scene	Duration	Panel	Duration
007	01:00	01	00:08



Notes
ext_soccer_007

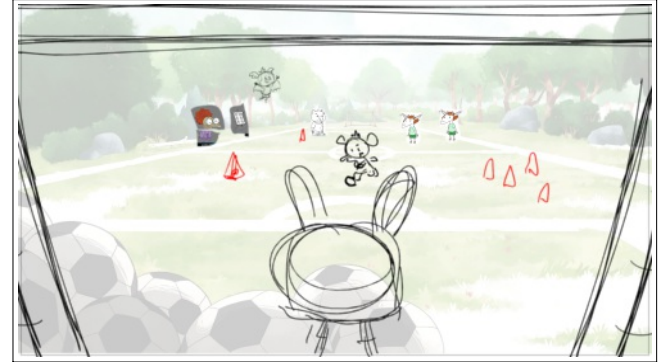
Scene	Duration	Panel	Duration
007	01:00	02	00:08



Action Notes
Olive exhales and goes in for the kick

Notes
007

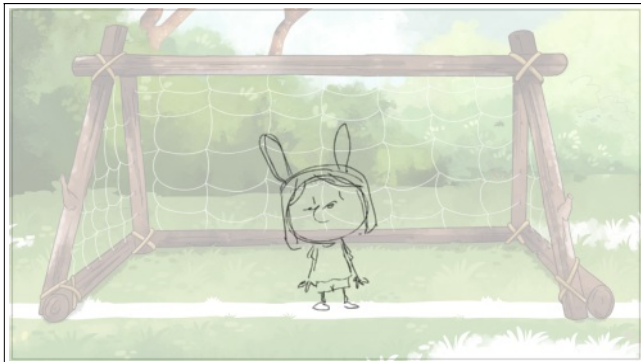
Scene	Duration	Panel	Duration
007	01:00	03	00:08



Action Notes
Olive exhales and goes in for the kick

Notes
007

Scene	Duration	Panel	Duration
008	01:16	01	00:08

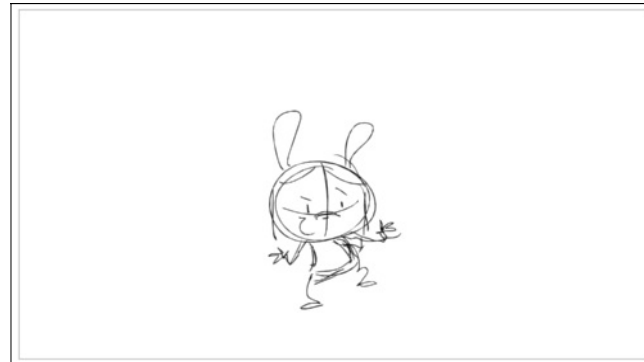


Notes
ext_soccer_05d

Scene	Duration	Panel	Duration
008	01:16	02	00:08



Scene	Duration	Panel	Duration
008	01:16	03	00:08



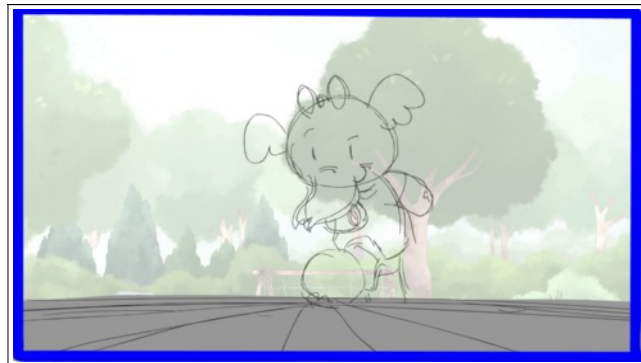
Scene	Duration	Panel	Duration
008	01:16	04	00:08



Scene	Duration	Panel	Duration
008	01:16	05	00:08



Scene	Duration	Panel	Duration
009	01:08	01	00:08



Notes
ext_soccer_007a new UL

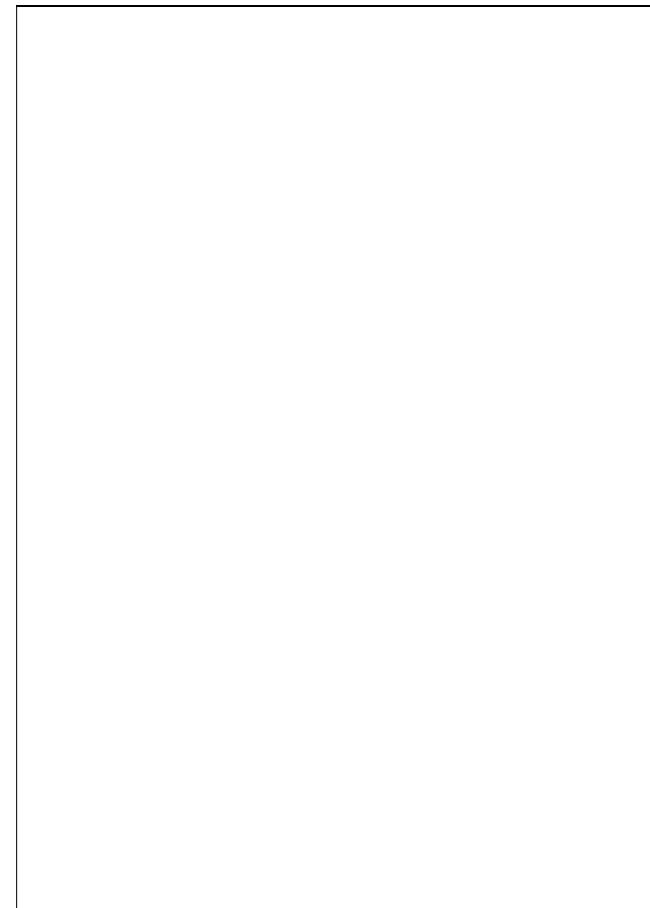
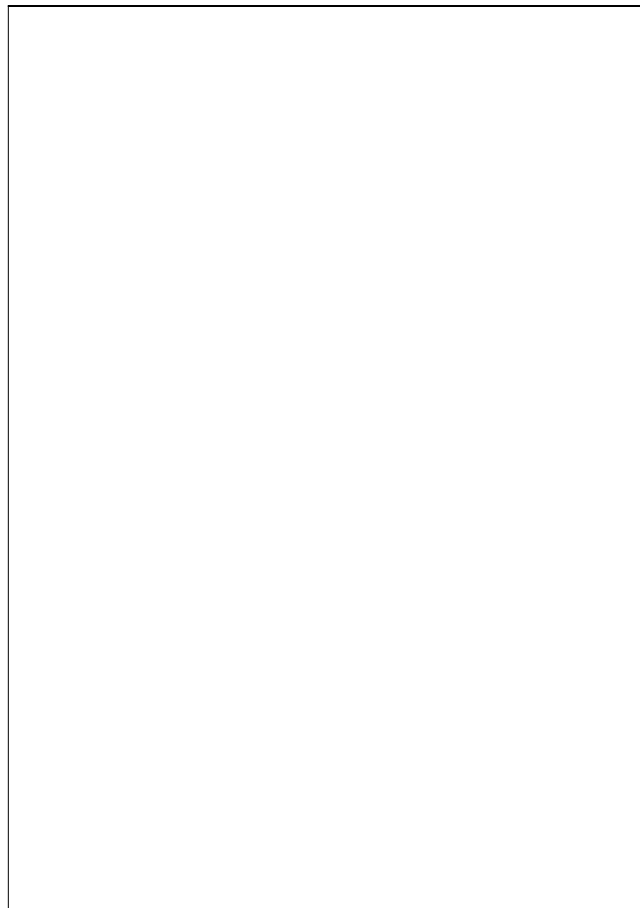
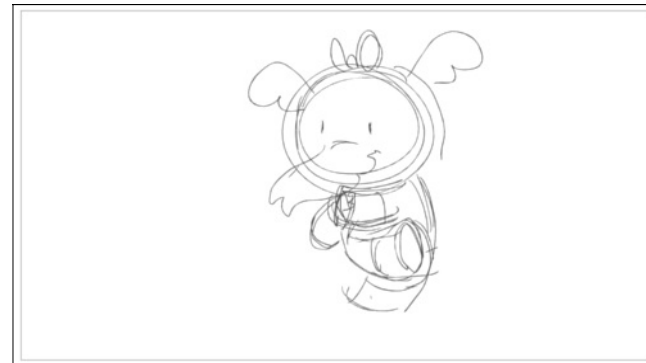
Scene	Duration	Panel	Duration
009	01:08	02	00:08



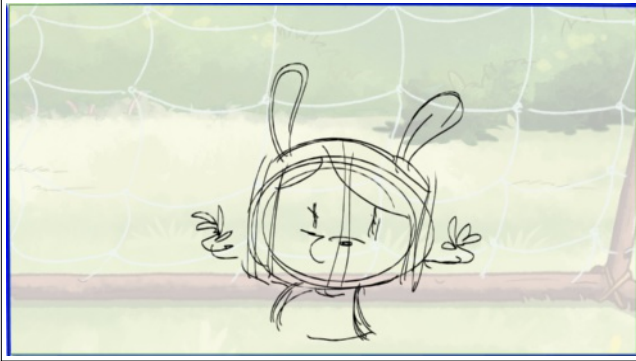
Scene	Duration	Panel	Duration
009	01:08	03	00:08



Scene	Duration	Panel	Duration
009	01:08	04	00:08

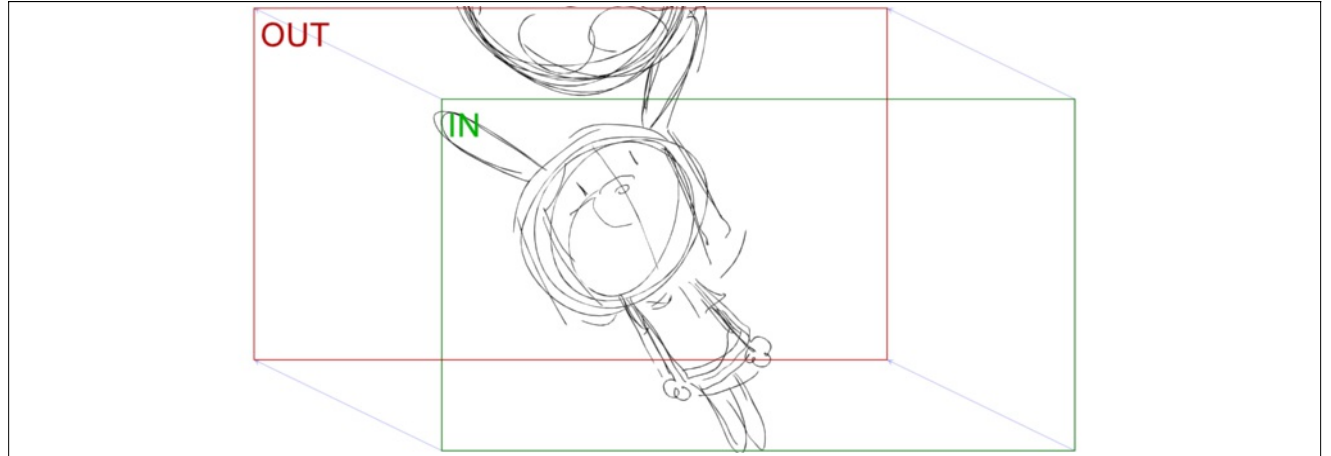


Scene	Duration	Panel	Duration
010	02:08	01	00:08



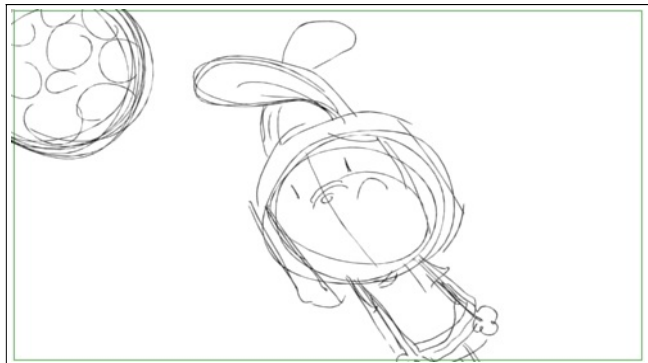
Notes
ext_soccer_020a

Scene	Duration	Panel	Duration
010	02:08	02	00:08

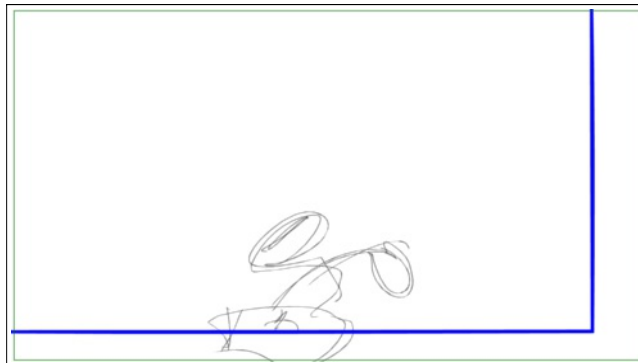


Action Notes
The ball just makes
it past Elinor's ears.

Scene	Duration	Panel	Duration
010	02:08	03	00:08



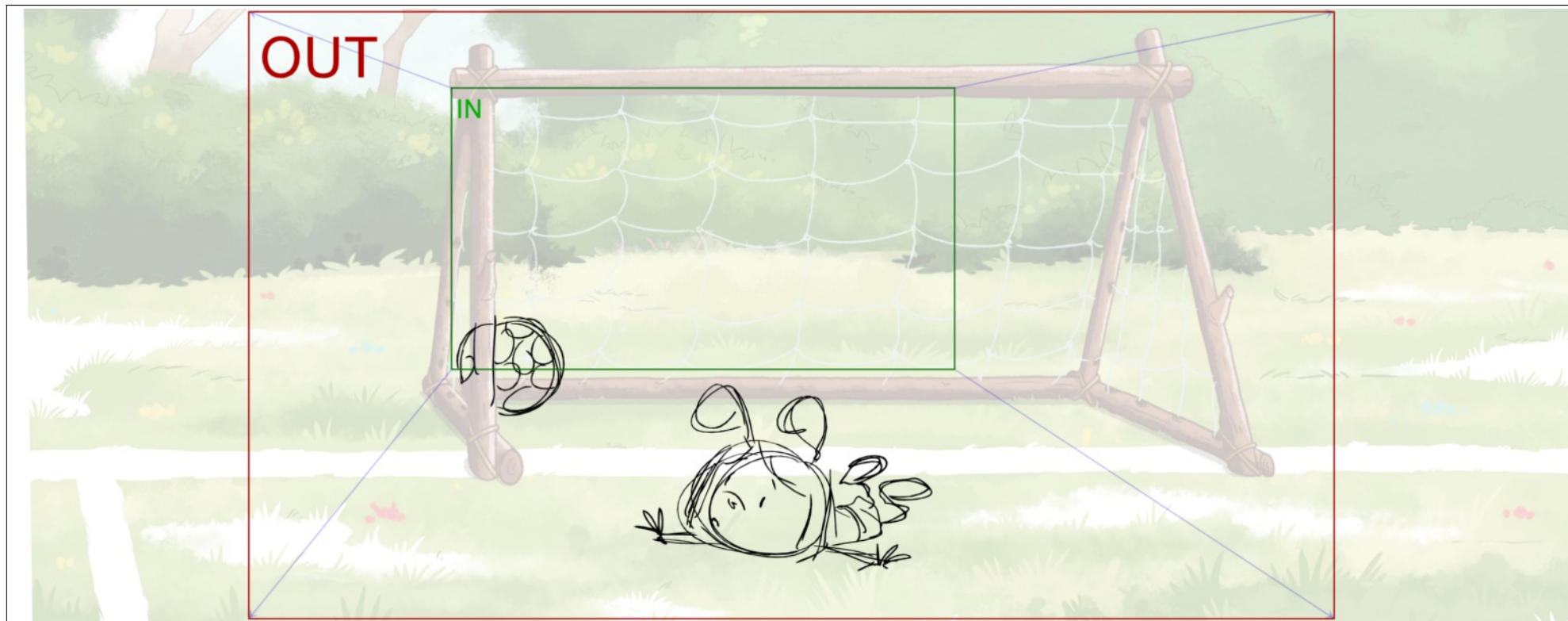
Scene	Duration	Panel	Duration
010	02:08	04	00:08



Scene	Duration	Panel	Duration
010	02:08	05	00:08



Scene	Duration	Panel	Duration
010	02:08	06	00:08

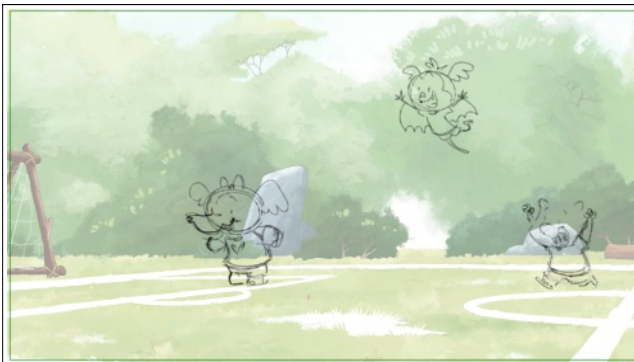


Scene	Duration	Panel	Duration
010	02:08	07	00:08



Dialog
<SFX: CHEERING WALLA> as the KIDS
gather around.

Scene	Duration	Panel	Duration
011	04:08	01	00:08



Dialog
<SFX: CHEERING WALLA> as the KIDS
gather around.

Notes
ext_soccer_003

Scene	Duration	Panel	Duration
011	04:08	02	00:08



Scene	Duration	Panel	Duration
011	04:08	03	00:08



Scene	Duration	Panel	Duration
011	04:08	04	00:08



Scene	Duration	Panel	Duration
011	04:08	05	00:08



Scene	Duration	Panel	Duration
011	04:08	06	00:08

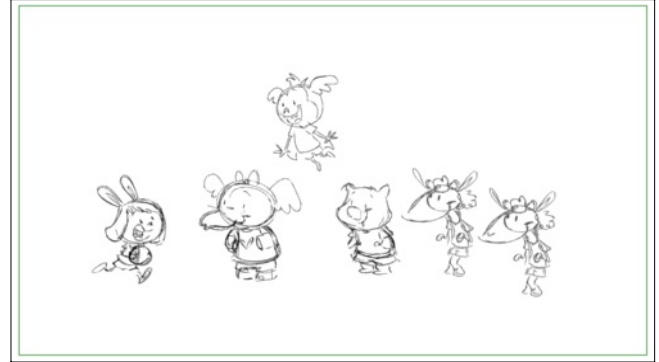


Scene	Duration	Panel	Duration
011	04:08	07	00:08



Dialog
1 ELINOR 1
Great playing

Scene	Duration	Panel	Duration
011	04:08	08	00:08



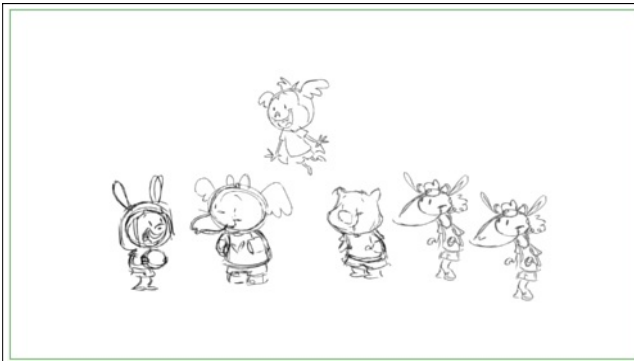
Dialog
1 ELINOR 1
everyone

Scene	Duration	Panel	Duration
011	04:08	09	00:08



Dialog
1 ELINOR 1
The team is
really working together!

Scene	Duration	Panel	Duration
011	04:08	10	00:08



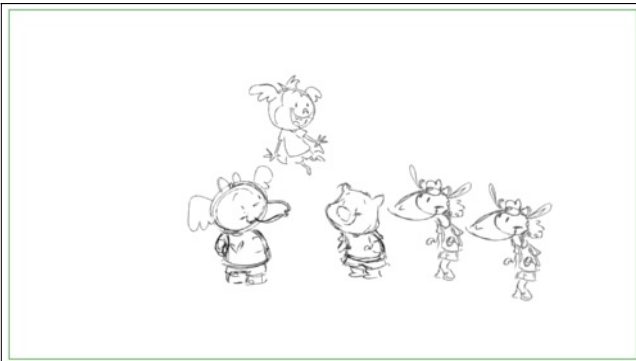
Dialog
1 ELINOR 1
The team is
really working together!

Scene	Duration	Panel	Duration
011	04:08	11	00:08



Dialog
2 ARI 2
We even got past Elinor's famous EAR-BLOCK.

Scene	Duration	Panel	Duration
011	04:08	12	00:08



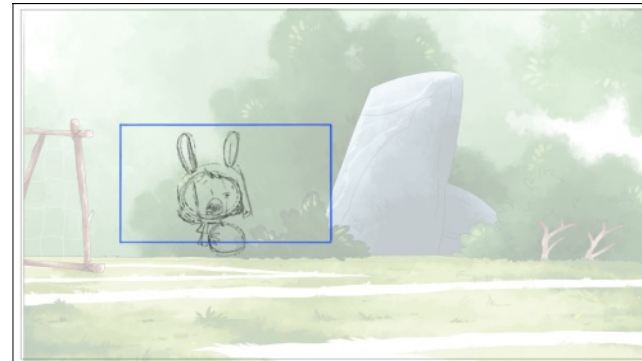
Dialog
2 ARI 2
Elinor's famous EAR-BLOCK.

Scene	Duration	Panel	Duration
011	04:08	13	00:08



Dialog
3 ELINOR 3
I'm off my game today.

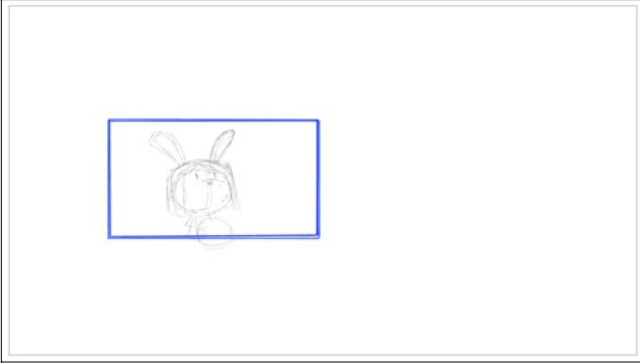
Scene	Duration	Panel	Duration
012	03:16	01	00:08



Dialog
3 ELINOR 3
. I just
couldn't cross my ears fast enough.

Notes
ext_soccer_001b

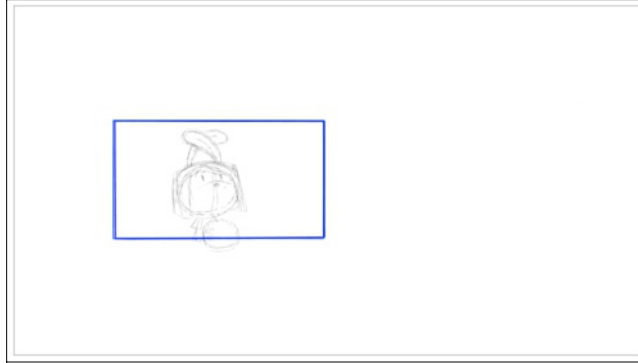
Scene	Duration	Panel	Duration
012	03:16	02	00:08



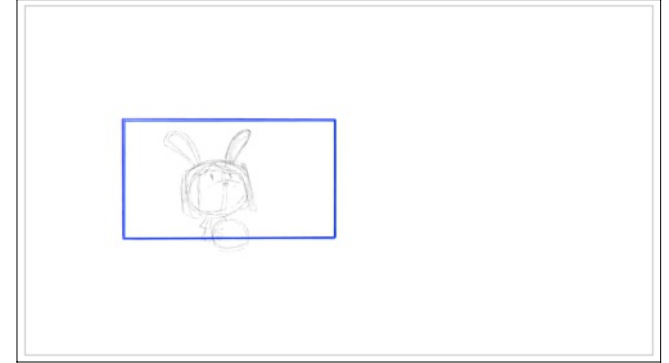
Action Notes

Elinor demonstrates: Her ears make an X shape for a brief moment but then, as Elinor scrunches her face with effort, her ears get tangled and droop

Scene	Duration	Panel	Duration
012	03:16	03	00:08



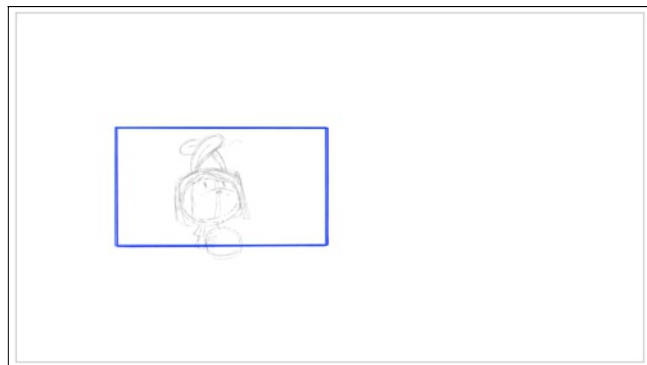
Scene	Duration	Panel	Duration
012	03:16	04	00:08



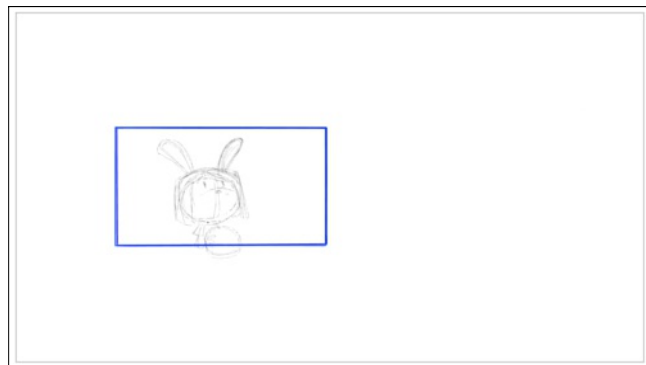
Action Notes

Elinor demonstrates: Her ears make an X shape for a brief moment but then, as Elinor scrunches her face with effort, her ears get tangled and droop

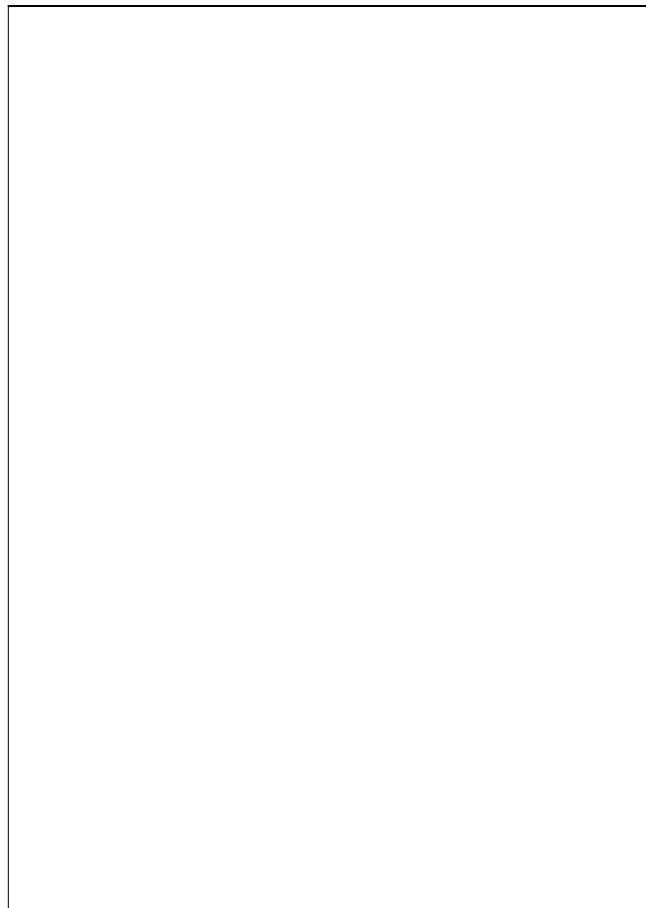
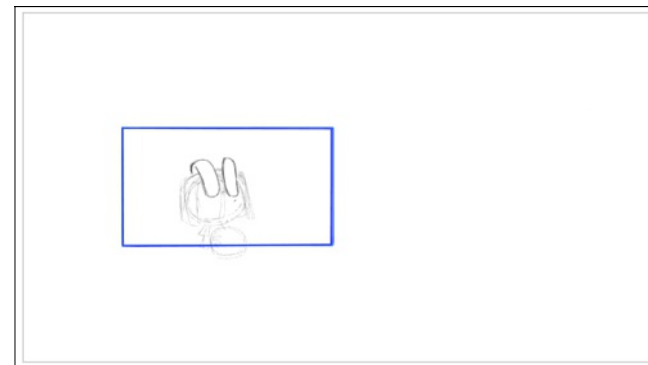
Scene	Duration	Panel	Duration
012	03:16	05	00:08



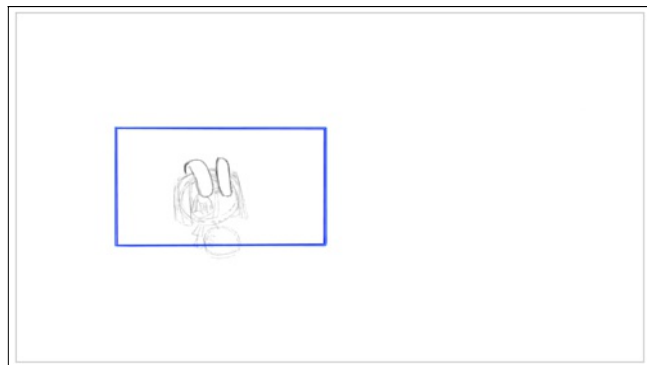
Scene	Duration	Panel	Duration
012	03:16	06	00:08



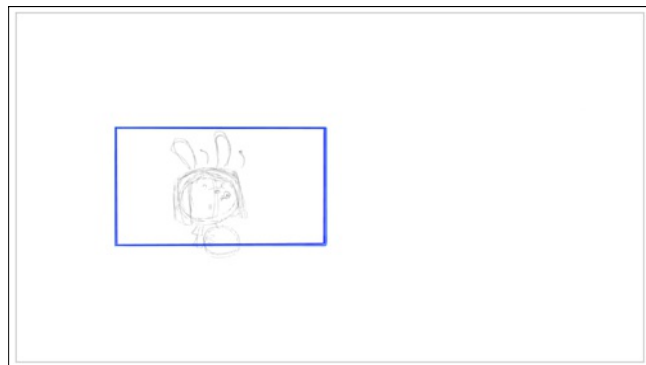
Scene	Duration	Panel	Duration
012	03:16	07	00:08



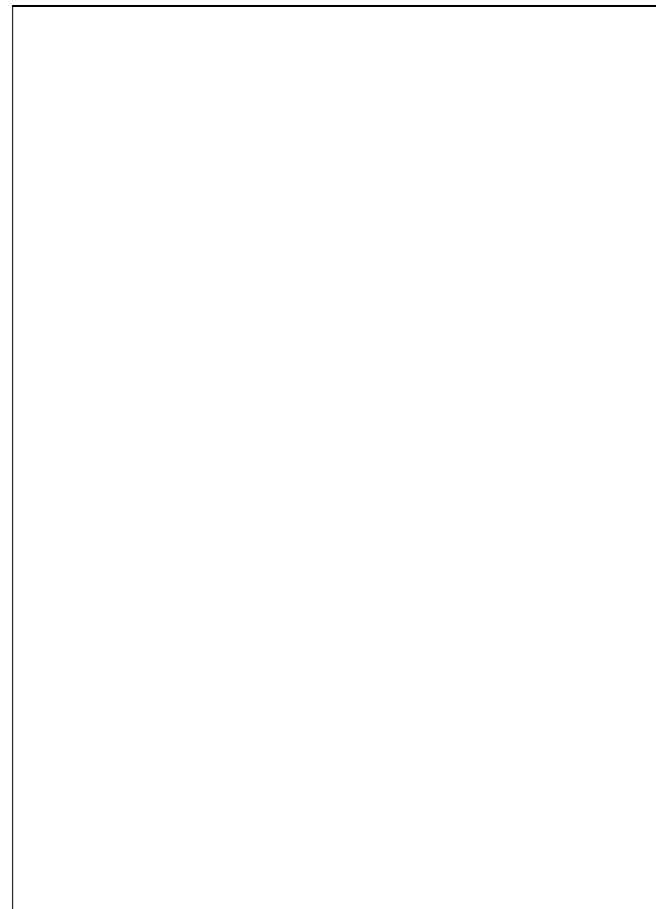
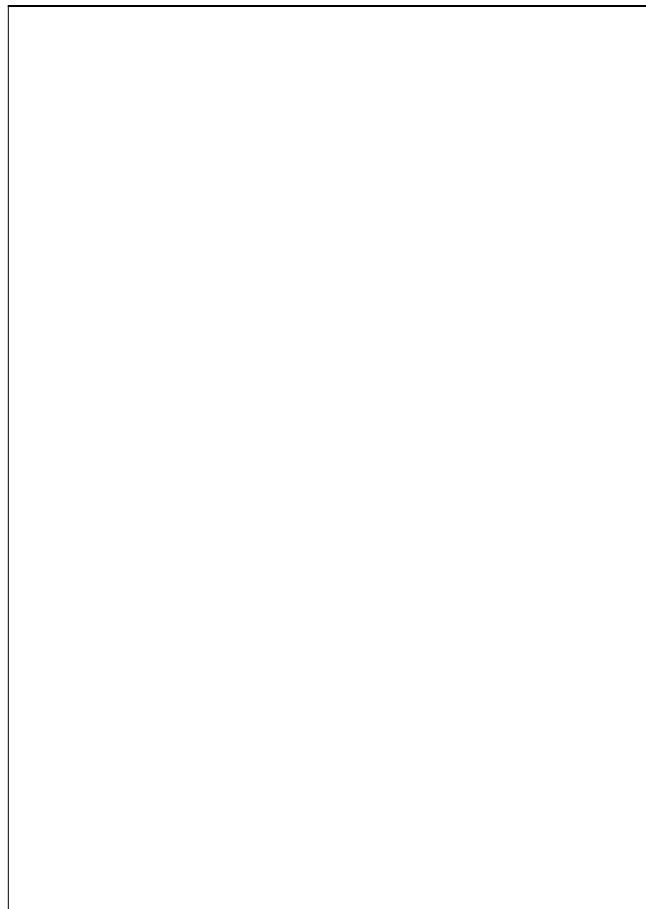
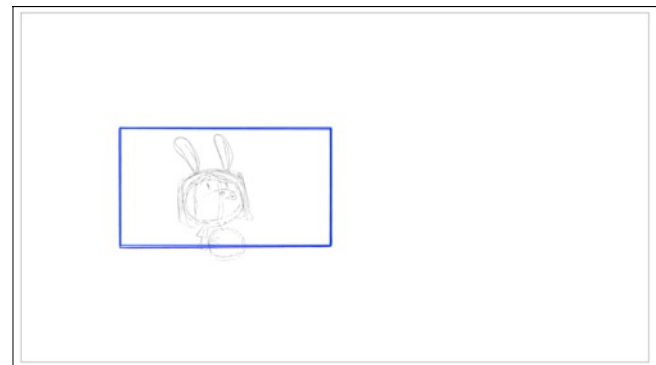
Scene	Duration	Panel	Duration
012	03:16	08	00:08



Scene	Duration	Panel	Duration
012	03:16	09	00:08



Scene	Duration	Panel	Duration
012	03:16	10	00:08



Scene	Duration	Panel	Duration
012	03:16	11	00:08



Dialog
She <SFX: SIGHS>.

Scene	Duration	Panel	Duration
013	03:16	01	00:08



Dialog
4 ARI 4
Next-time

Notes
ext_soccer_001c

Scene	Duration	Panel	Duration
013	03:16	02	00:08



Dialog
4 ARI 4
try the

Scene	Duration	Panel	Duration
013	03:16	03	00:08



Dialog
4 ARI 4
Bat-Bam

Scene	Duration	Panel	Duration
013	03:16	04	00:08



Dialog
4 ARI 4
Bat...

Action Notes
Ari flies up, pulls his wings in tight and then quickly SNAPS them open with a BAM. He repeats the motion twice.

Scene	Duration	Panel	Duration
013	03:16	05	00:08



Dialog
4 ARI 4
Bam!

Scene	Duration	Panel	Duration
013	03:16	06	00:08



Dialog
4 ARI 4
Bat...

Action Notes
Ari flies up, pulls his wings in tight and then quickly SNAPS them open with a BAM. He repeats the motion twice.

Scene	Duration	Panel	Duration
013	03:16	07	00:08



Dialog
4 ARI 4
Bam!

Scene	Duration	Panel	Duration
013	03:16	08	00:08



Dialog
4 ARI 4
It'll stop

Scene	Duration	Panel	Duration
013	03:16	09	00:08



Dialog
4 ARI 4
anything.

Scene	Duration	Panel	Duration
013	03:16	10	00:08



Dialog
4 ARI 4
(Again) BAT

Scene	Duration	Panel	Duration
013	03:16	11	00:08



Dialog
4 ARI 4
(Again) BAT BAM!

Scene	Duration	Panel	Duration
014	01:16	01	00:08



Action Notes
hu

Notes
ext_soccer_003

Scene	Duration	Panel	Duration
014	01:16	02	00:08



Dialog
Elinor <SFX: GIGGLE>.

Scene	Duration	Panel	Duration
014	01:16	03	00:08



Dialog
Elinor <SFX: GIGGLE>.

Scene	Duration	Panel	Duration
014	01:16	04	00:08



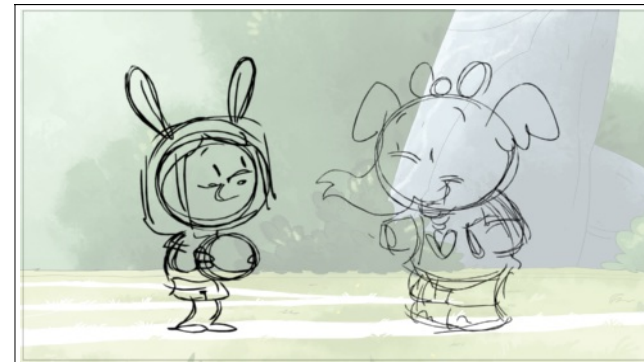
Dialog
Elinor <SFX: GIGGLE>.

Scene	Duration	Panel	Duration
014	01:16	05	00:08



Dialog
5 ELINOR 5
What's yours, Olive?

Scene	Duration	Panel	Duration
015	04:08	01	00:08



Dialog
6 OLIVE 6
My scoring dance.

Notes
ext_soccer_001b

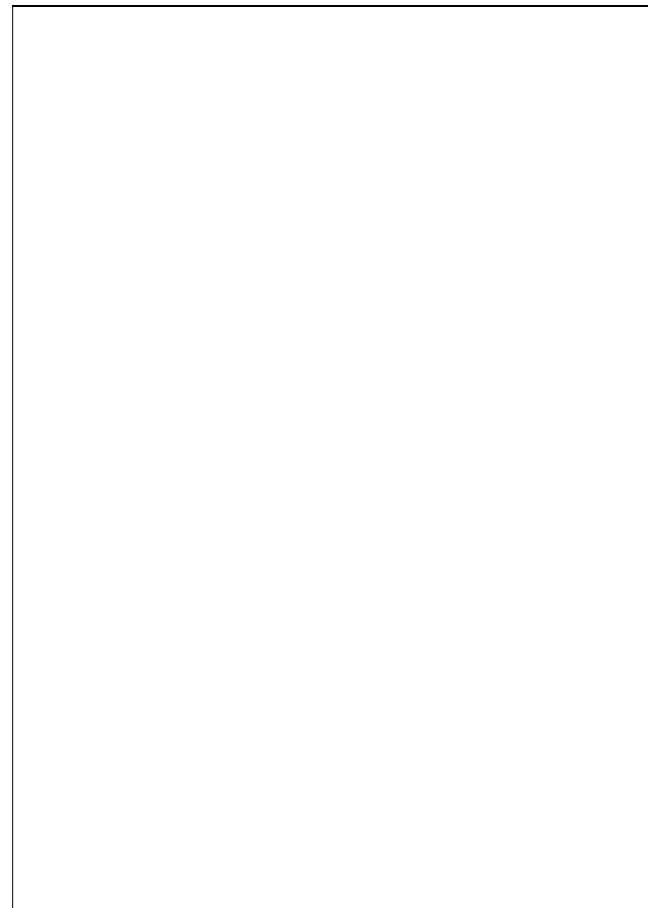
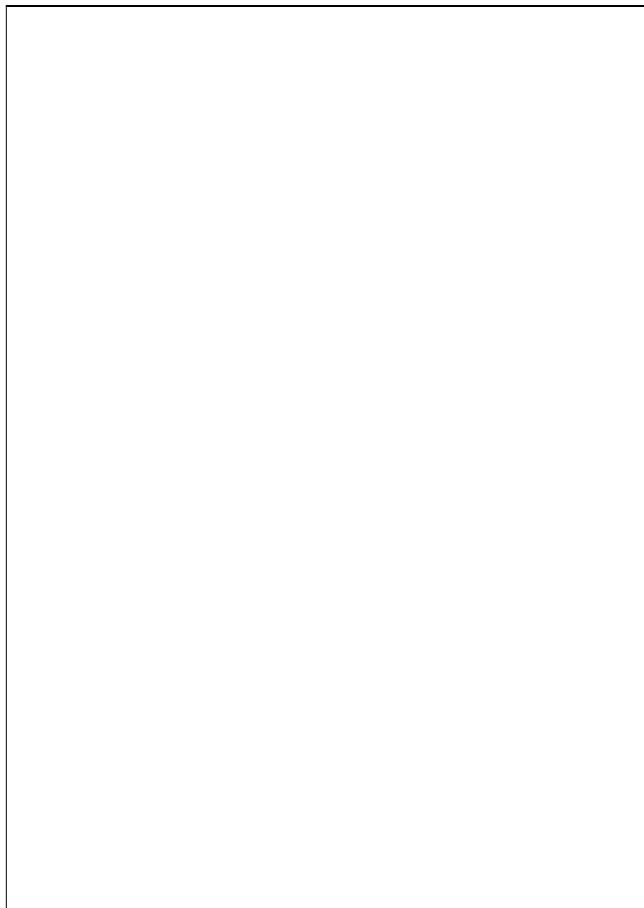
Scene	Duration	Panel	Duration
015	04:08	02	00:08



Scene	Duration	Panel	Duration
015	04:08	03	00:08



Scene	Duration	Panel	Duration
015	04:08	04	00:08



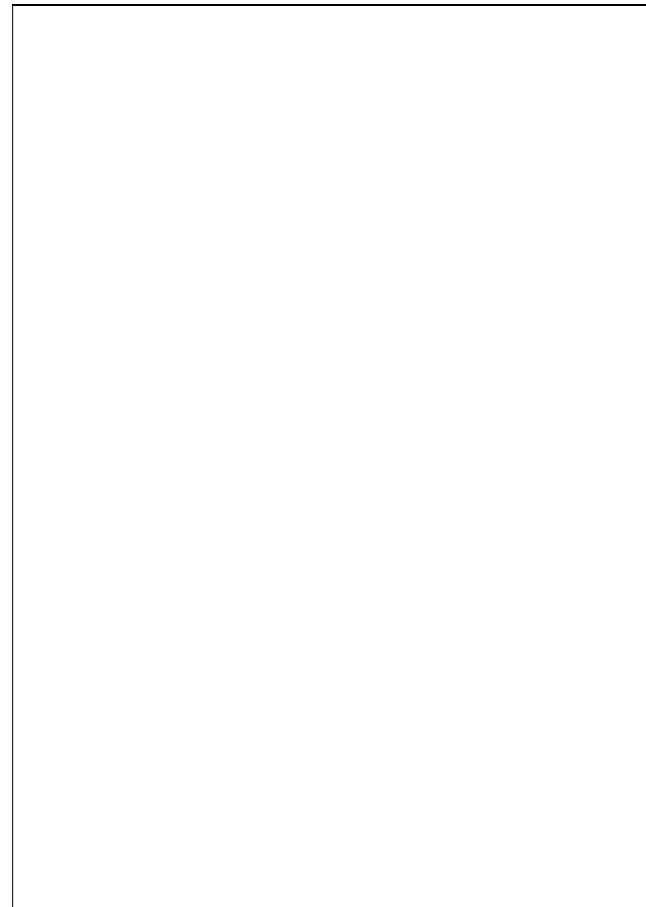
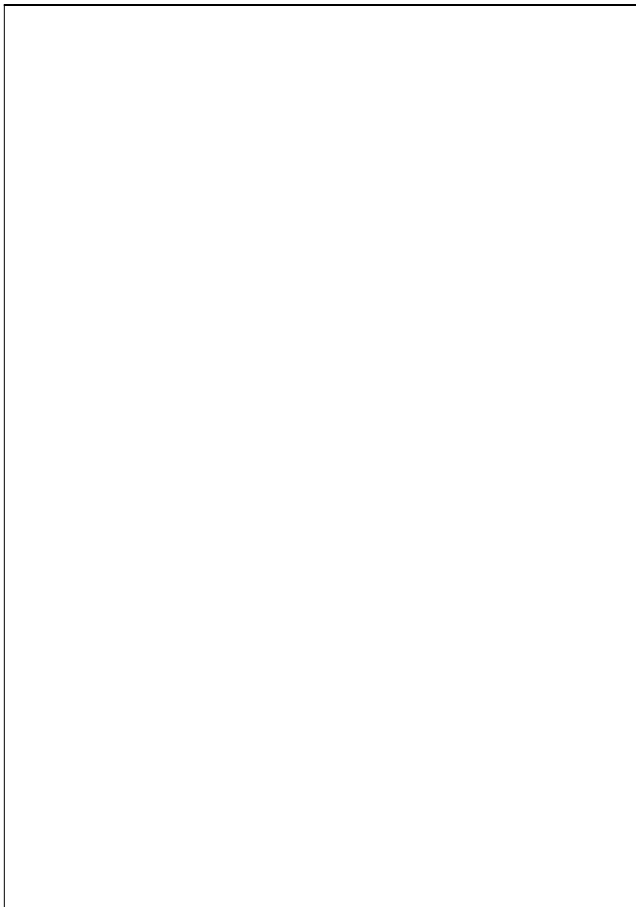
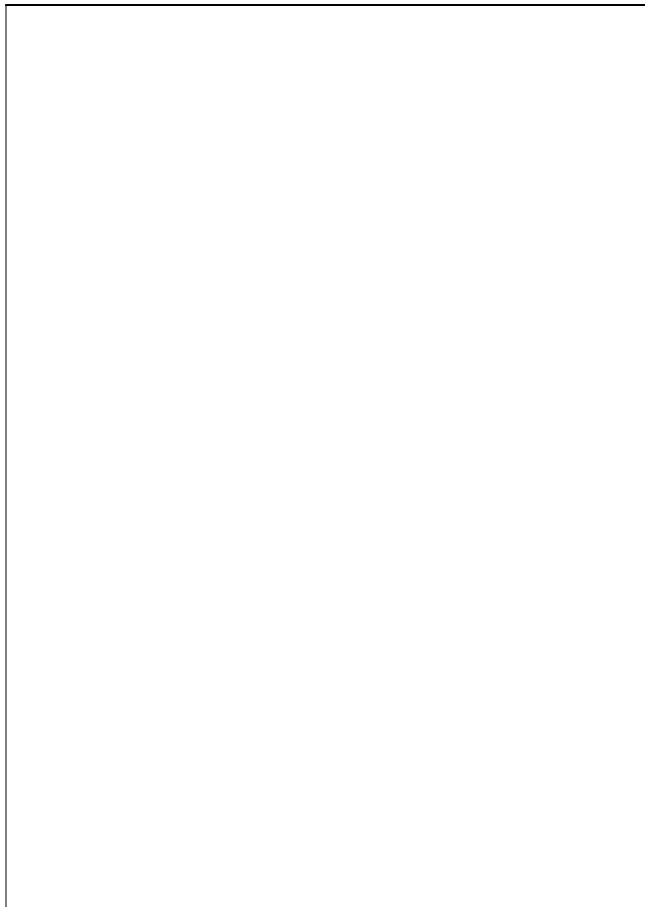
Scene	Duration	Panel	Duration
015	04:08	05	00:08



Scene	Duration	Panel	Duration
015	04:08	06	00:08



Scene	Duration	Panel	Duration
015	04:08	07	00:08



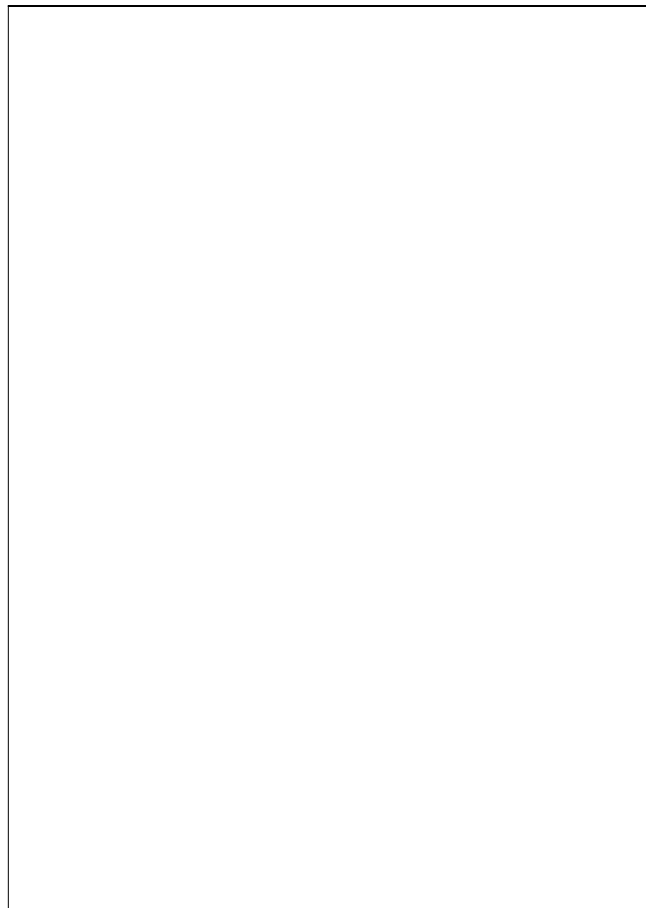
Scene	Duration	Panel	Duration
015	04:08	08	00:08



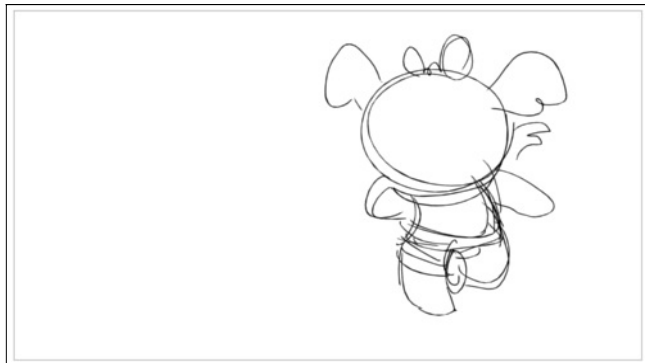
Scene	Duration	Panel	Duration
015	04:08	09	00:08



Scene	Duration	Panel	Duration
015	04:08	10	00:08



Scene	Duration	Panel	Duration
015	04:08	11	00:08



Scene	Duration	Panel	Duration
015	04:08	12	00:08



Scene	Duration	Panel	Duration
015	04:08	13	00:08



Dialog
Everyone laughs <SFX:
GIGGLES>

Scene	Duration	Panel	Duration
016	01:00	01	00:08



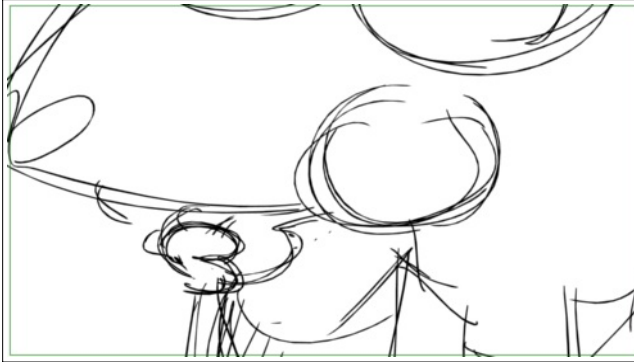
Dialog

A <SFX: WHISTLE> blows and grabs everyone's attention.

Notes

ext_soccer_006d

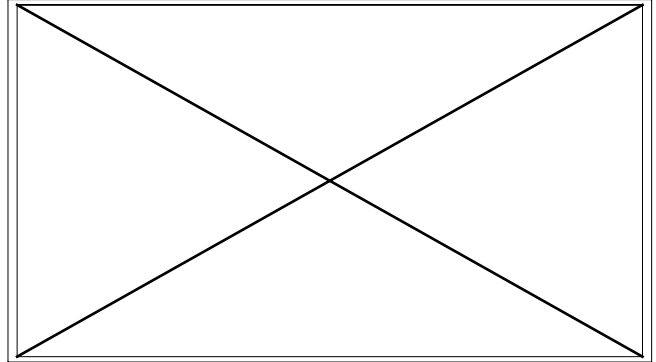
Scene	Duration	Panel	Duration
016	01:00	02	00:08



Dialog

A <SFX: WHISTLE> blows and grabs everyone's attention.

NO PANEL



Scene	Duration	Panel	Duration
016	01:00	03	00:08



Dialog
7 MZ. MOLE 7
Hustle back, kids!

Notes
ext_soccer_006d

Scene	Duration	Panel	Duration
017	01:08	01	00:08



Action Notes
hu

Notes
ext_soccer_003

Scene	Duration	Panel	Duration
017	01:08	02	00:08



Action Notes
The kids look to each other excitedly, then run off to -

Scene	Duration	Panel	Duration
017	01:08	03	00:08



Scene	Duration	Panel	Duration
017	01:08	04	00:08



Scene	Duration	Panel	Duration
018	01:08	01	00:08

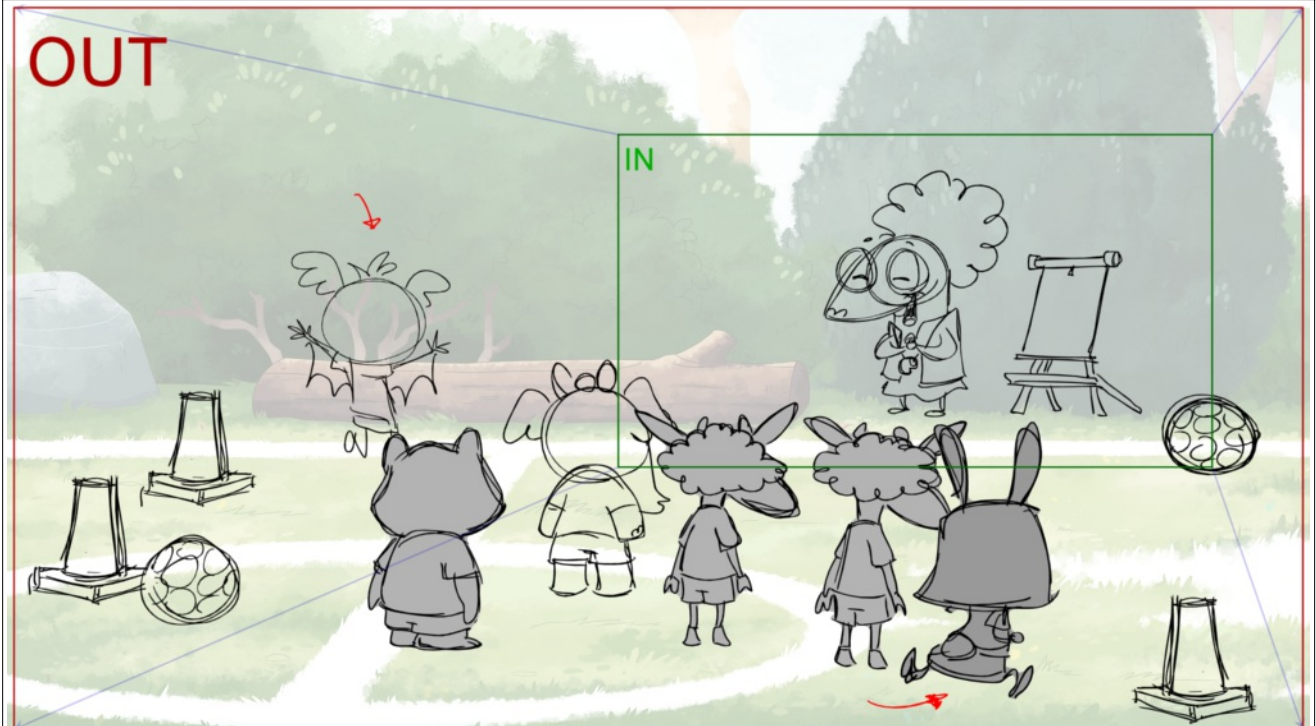


Dialog
8 MZ. MOLE 8
I have some exciting news!

Action Notes
2. EXT. SOCCER FIELD - SIDELINES - CONTINUOUS
The team gathers in front of an enthusiastic MZ. MOLE.

Notes
ext_soccer_006a

Scene	Duration	Panel	Duration
018	01:08	02	00:08



Dialog
8 MZ. MOLE 8
We're
getting uniforms

Action Notes
2. EXT. SOCCER FIELD - SIDELINES - CONTINUOUS
The team gathers in front of an enthusiastic MZ. MOLE.

Scene	Duration	Panel	Duration
018	01:08	03	00:08



Dialog
8 MZ. MOLE 8
for our soccer
team.

Action Notes
2. EXT. SOCCER FIELD - SIDELINES - CONTINUOUS
The team gathers in front of an enthusiastic MZ. MOLE.

Notes
ext_soccer_

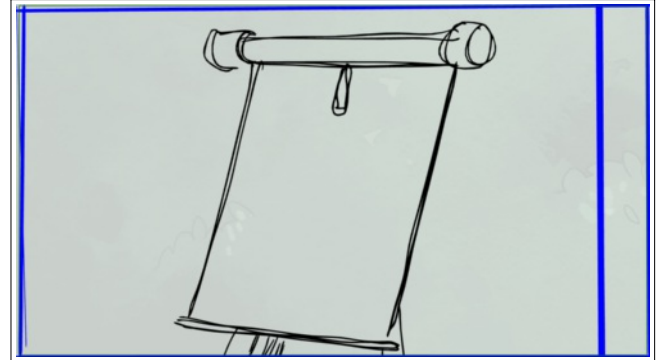
Scene	Duration	Panel	Duration
018	01:08	04	00:08



Dialog
<SFX: CHEER WALLA>

Action Notes
The group chatters with excitement <SFX: CHEER
WALLA>

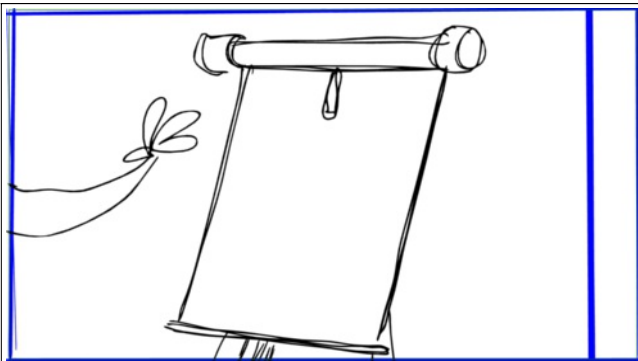
Scene	Duration	Panel	Duration
019	02:00	01	00:08



Action Notes
On a PORTABLE EASEL

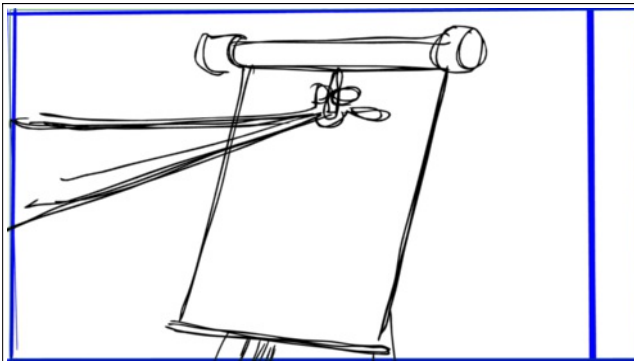
Notes
ext_soccer_006d

Scene	Duration	Panel	Duration
019	02:00	02	00:08



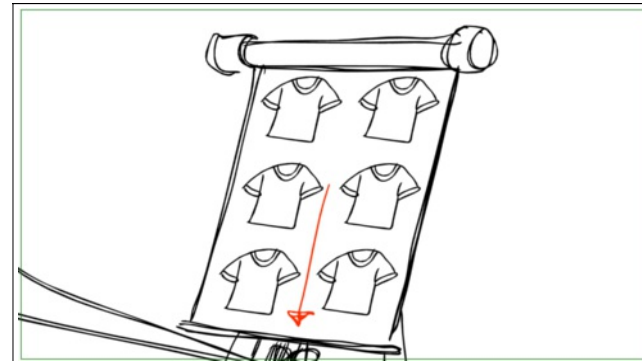
Notes
006d

Scene	Duration	Panel	Duration
019	02:00	03	00:08



Notes
006d

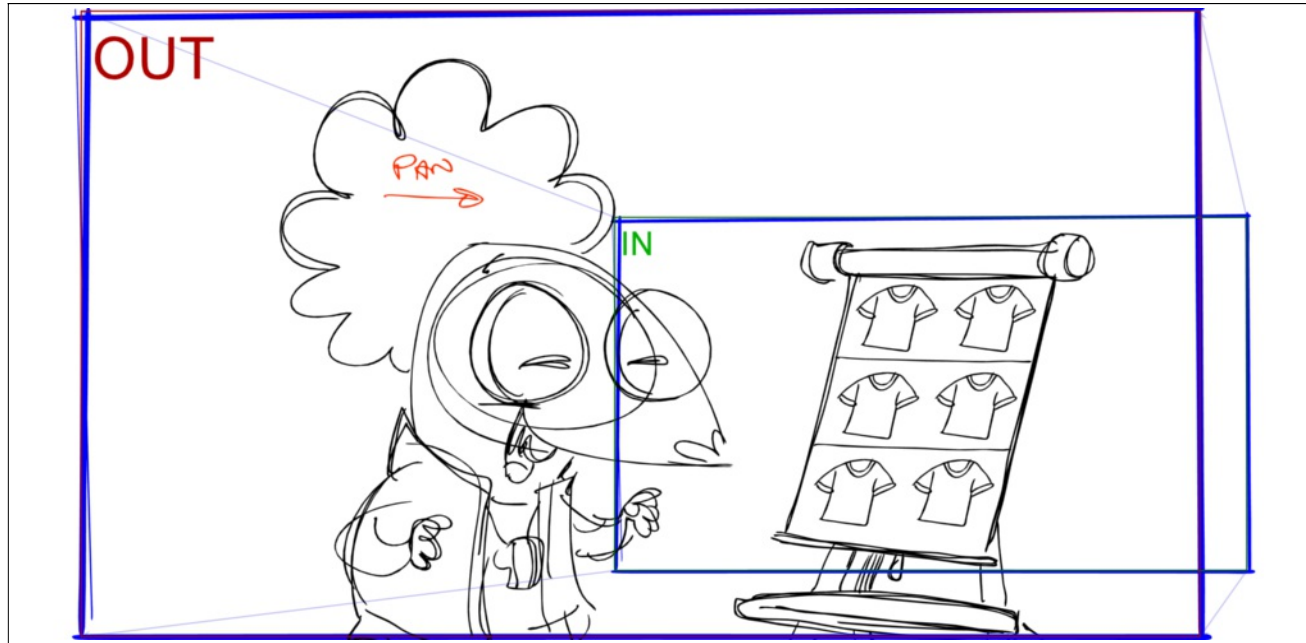
Scene	Duration	Panel	Duration
019	02:00	04	00:08



Action Notes

Mz. Mole pulls down a chart featuring six uniforms, each a different color - RED, BLUE, ORANGE, GREEN, YELLOW, PURPLE.

Scene	Duration	Panel	Duration
019	02:00	05	00:08



Dialog
9 MZ. MOLE (CONT'D) 9
Which color

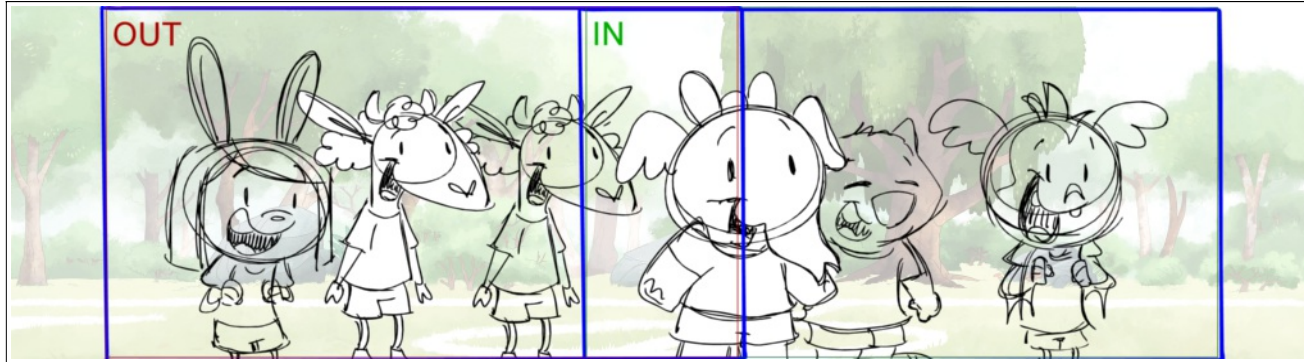
Notes
006d

Scene	Duration	Panel	Duration
019	02:00	06	00:08



Dialog
9 MZ. MOLE (CONT'D) 9
Which color should we get?

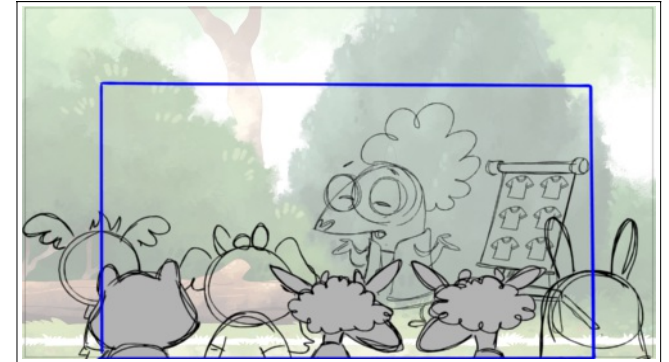
Scene	Duration	Panel	Duration
020	00:08	01	00:08



Dialog
10 ELINOR/OLIVE/ARI/LIZZY/MARY/KOA 10
Red! / BLUE / GREEN-GREEN / Purple
please / Yellow! / Obviously Orange

Notes
ext_soccer_ 016

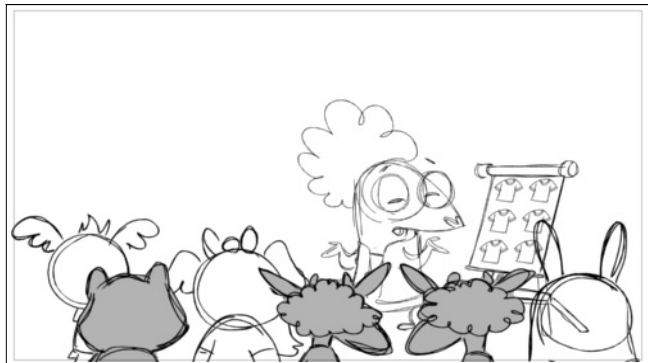
Scene	Duration	Panel	Duration
021	01:00	01	00:08



Dialog
11 MZ. MOLE 11
Oh boy.

Notes
ext_soccer_ 006f

Scene	Duration	Panel	Duration
021	01:00	02	00:08

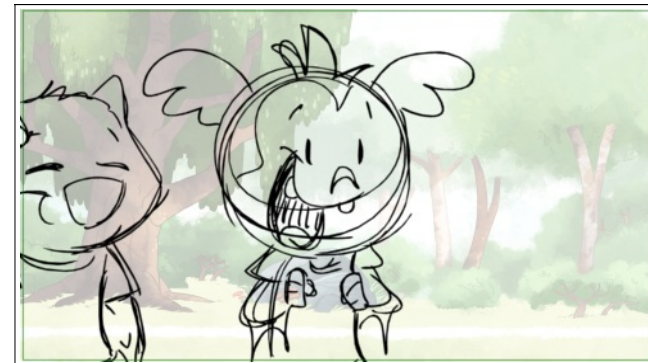


Scene	Duration	Panel	Duration
021	01:00	03	00:08



Dialog
11 MZ. MOLE 11
Oh boy.

Scene	Duration	Panel	Duration
022	01:08	01	00:08



Dialog
12 ARI 12
I love green.

Notes
ext_soccer_ 016

Scene	Duration	Panel	Duration
022	01:08	02	00:08



Dialog
12 ARI 12
Green is the best!

Scene	Duration	Panel	Duration
022	01:08	03	00:08



Dialog
13 OLIVE 13
I like blue. It's my favorite color.

Scene	Duration	Panel	Duration
022	01:08	04	00:08



Scene	Duration	Panel	Duration
023	00:16	01	00:08



Dialog
MZ. MOLE (**ALT**)
How about we take a vote?

Notes
ext_soccer_006d

Scene	Duration	Panel	Duration
023	00:16	02	00:08



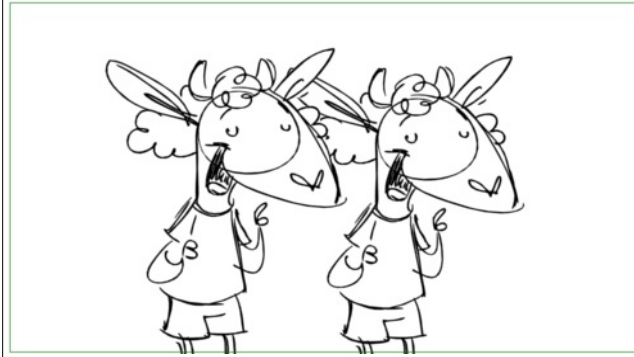
Scene	Duration	Panel	Duration
024	04:00	01	00:08



Dialog
18 MARY/LIZZY 18
We'll vote first because we're
always in sync.

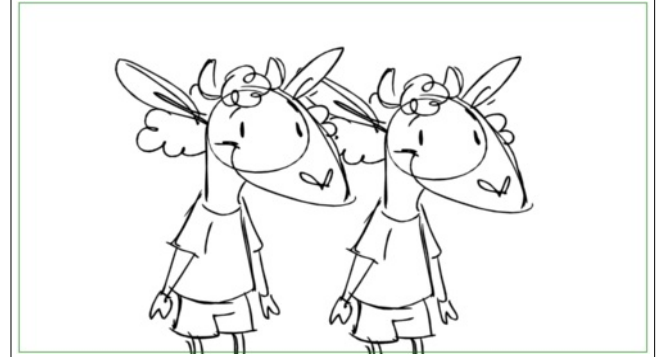
Notes
ext_soccer_ 0016--lose fg log and flowers

Scene	Duration	Panel	Duration
024	04:00	02	00:08

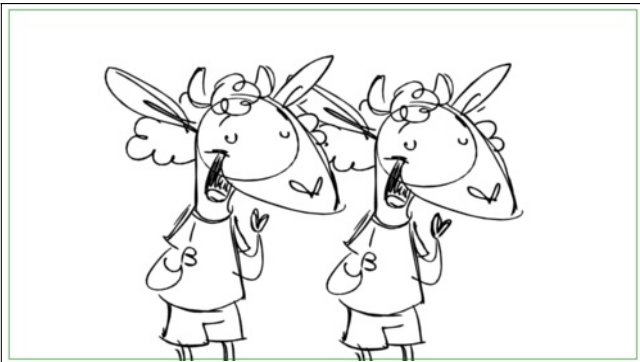


Dialog
18 MARY/LIZZY 18'
1-

Scene	Duration	Panel	Duration
024	04:00	03	00:08

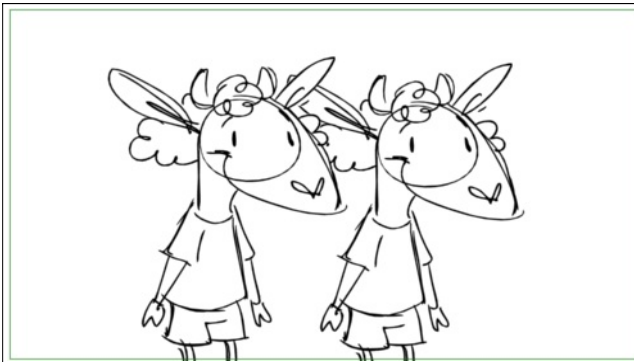


Scene	Duration	Panel	Duration
024	04:00	04	00:08

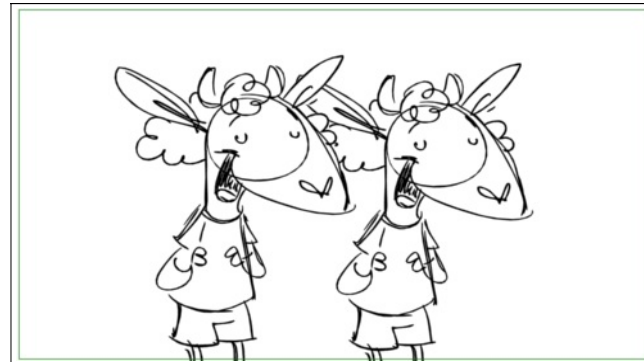


Dialog
18 MARY/LIZZY 18'
-2-

Scene	Duration	Panel	Duration
024	04:00	05	00:08

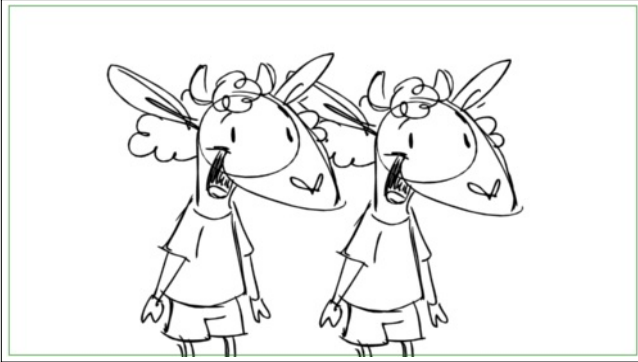


Scene	Duration	Panel	Duration
024	04:00	06	00:08



Dialog
18 MARY/LIZZY 18'
3

Scene	Duration	Panel	Duration
024	04:00	07	00:08



Dialog
18 MARY/LIZZY 18
PURPLE! /
YELLOW!...

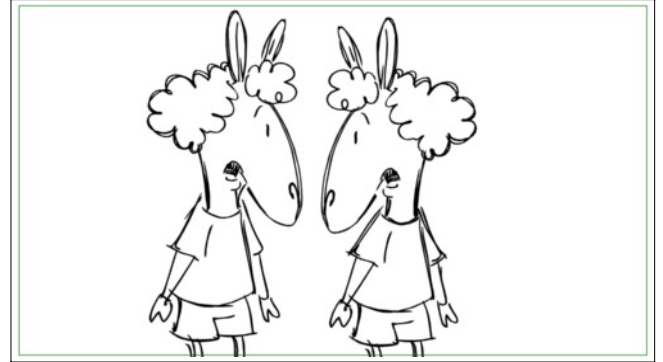
Scene	Duration	Panel	Duration
024	04:00	08	00:08



Dialog
18 MARY/LIZZY 18
wait-

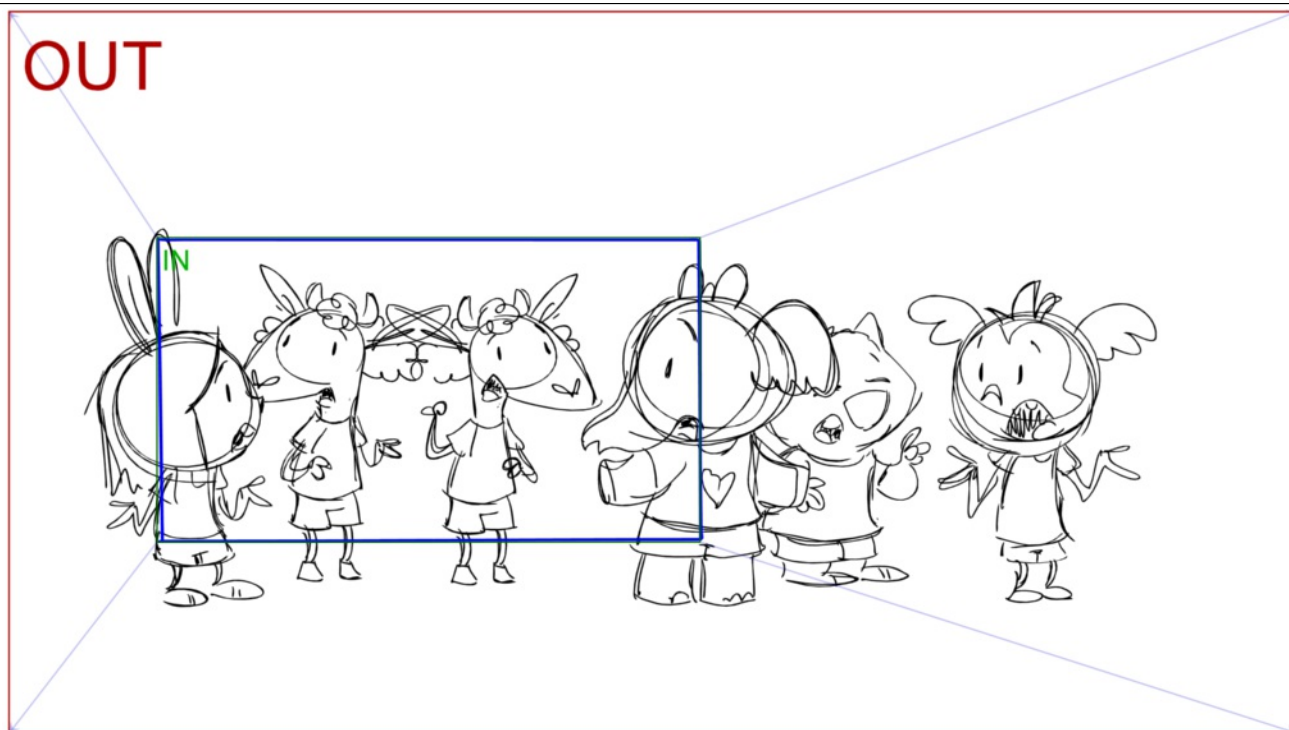
Action Notes
They look at each other shocked

Scene	Duration	Panel	Duration
024	04:00	09	00:08



Dialog
18 MARY/LIZZY 18
Wha-?

Scene	Duration	Panel	Duration
024	04:00	10	00:08



Dialog
<SFX: LIGHTHEARTED BICKER WALLA>

Action Notes
Everyone launches into an enthusiastic discussion. <SFX: LIGHTHEARTED BICKER WALLA>

Scene	Duration	Panel	Duration
024	04:00	11	00:08



Dialog
<SFX: LIGHTHEARTED BICKER WALLA>

Action Notes
Everyone launches into an enthusiastic discussion. <SFX: LIGHTHEARTED BICKER WALLA>

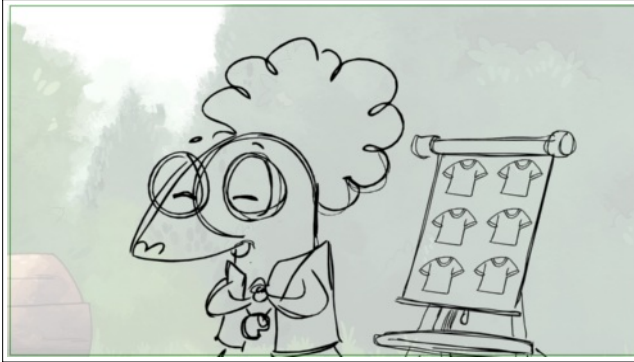
Scene	Duration	Panel	Duration
024	04:00	12	00:08



Dialog
<SFX: LIGHTHEARTED BICKER WALLA>

Action Notes
Everyone launches into an enthusiastic discussion. <SFX: LIGHTHEARTED BICKER WALLA>

Scene	Duration	Panel	Duration
025	01:16	01	00:08



Dialog
MZ. MOLE (**ALT**)
How about we take a vote?

Notes
ext_soccer_006d

Scene	Duration	Panel	Duration
025	01:16	02	00:08



Action Notes
ANGLE ON: The chart SNAPS up and reveals Mz. Mole as she settles the class with a blow of her <SFX: WHISTLE>.

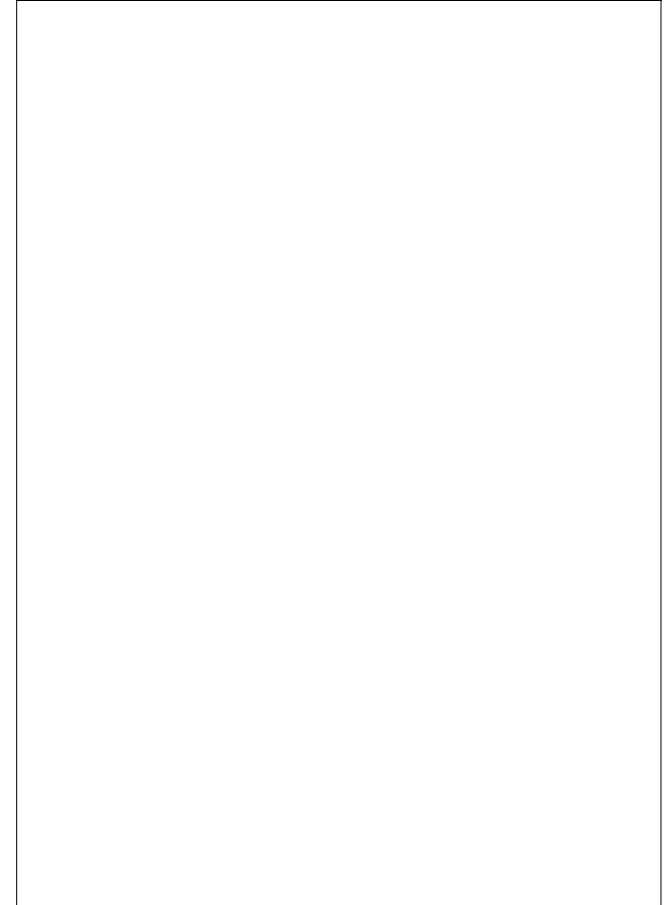
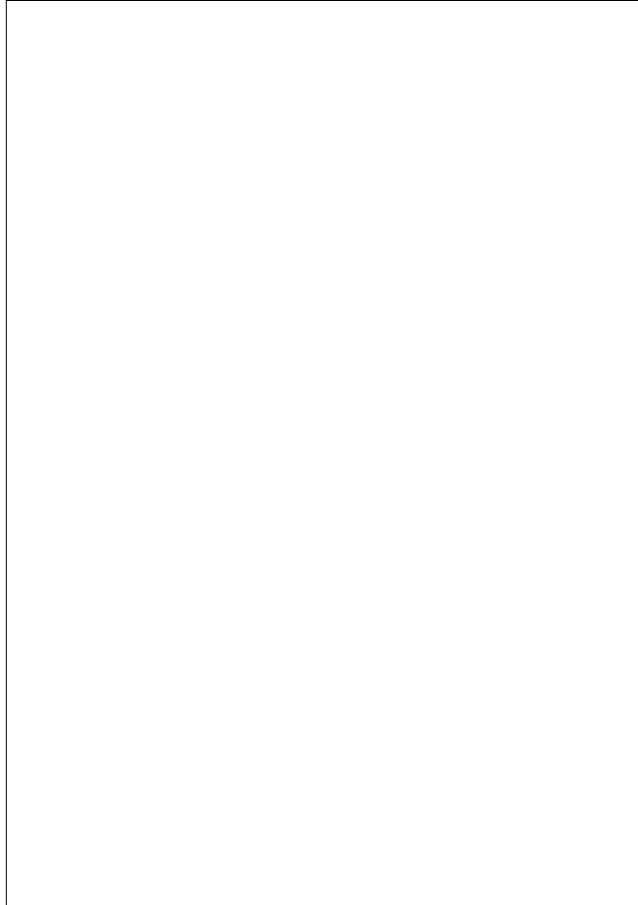
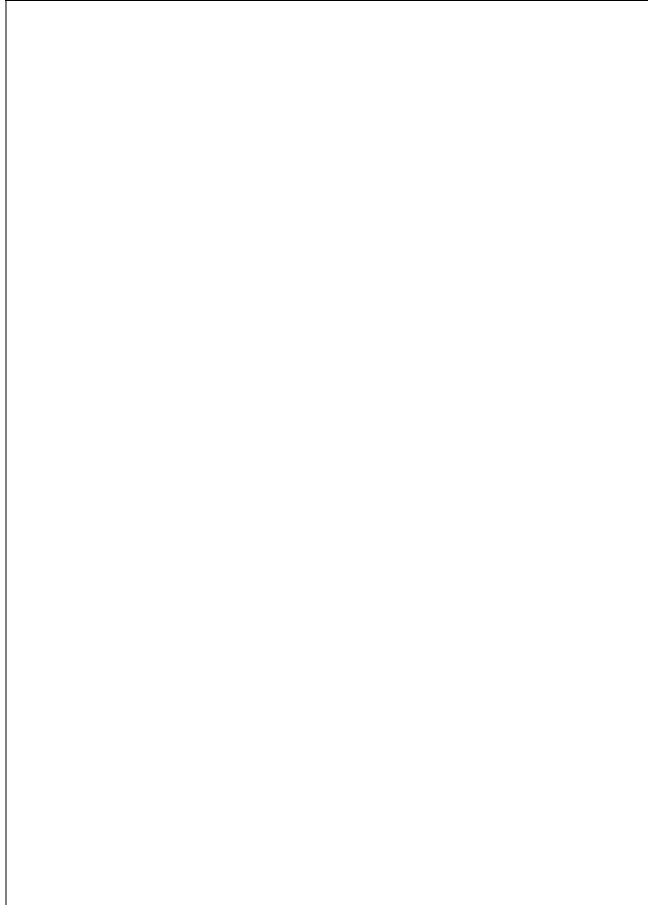
Scene	Duration	Panel	Duration
025	01:16	03	00:08



Scene	Duration	Panel	Duration
025	01:16	04	00:08



Scene	Duration	Panel	Duration
025	01:16	05	00:08



Scene	Duration	Panel	Duration
026	00:16	01	00:08



Action Notes
everyone frozen

Notes
ext_soccer_ 0016 -lose fg log and flowers

Scene	Duration	Panel	Duration
026	00:16	02	00:08



Dialog
19 MZ. MOLE 19
Ok!

Notes
0016 lose fg log and flowers

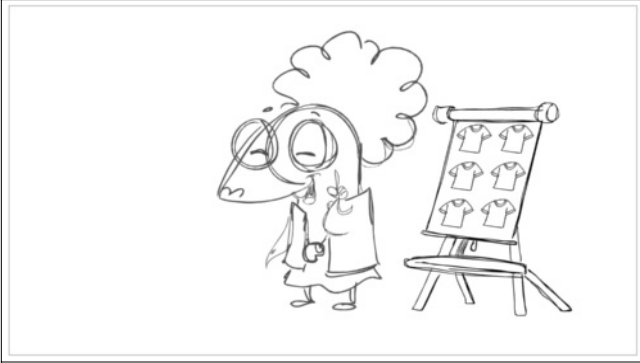
Scene	Duration	Panel	Duration
027	02:08	01	00:08



Dialog
19 MZ. MOLE 19
Let's take

Notes
ext_soccer_006d

Scene	Duration	Panel	Duration
027	02:08	02	00:08



Dialog
19 MZ. MOLE 19
a little break

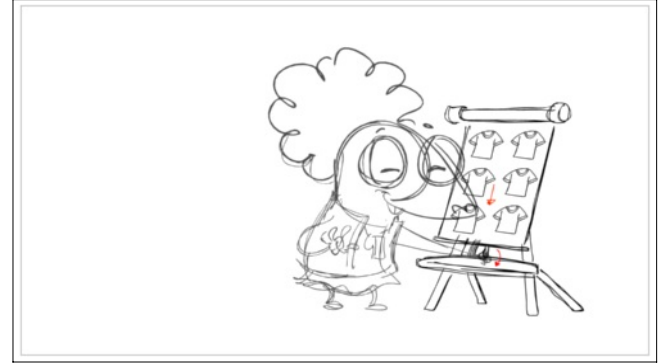
Scene	Duration	Panel	Duration
027	02:08	03	00:08



Dialog
19 MZ. MOLE 19
and
think over this difficult choice.

Action Notes
ANGLE ON: The chart SNAPS up and

Scene	Duration	Panel	Duration
027	02:08	04	00:08



Dialog
19 MZ. MOLE 19
Let's take a little break and
think over this difficult choice.
We'll have to figure out a way so
that everyone is happy.

Action Notes
ANGLE ON: The chart SNAPS up and

Scene	Duration	Panel	Duration
027	02:08	05	00:08



Dialog
19 MZ. MOLE 19

We'll have to figure out a way so
that everyone is happy.

Scene	Duration	Panel	Duration
027	02:08	06	00:08



Dialog
19 MZ. MOLE 19

We'll have to figure out a way so
that everyone is happy.

Scene	Duration	Panel	Duration
027	02:08	07	00:08



Dialog
19 MZ. MOLE 19

We'll have to figure out a way so
that everyone is happy.

Scene	Duration	Panel	Duration
028	01:08	01	00:08



Dialog
19 MZ. MOLE 19
Ok!

Notes
ext_soccer_ 0016 lose fg log and flowers

Scene	Duration	Panel	Duration
028	01:08	02	00:08



Action Notes
The class all look at each other not sure who will give up on their choice.

Scene	Duration	Panel	Duration
028	01:08	03	00:08



Action Notes
The class all look at each other not sure who will give up on their choice.

Scene	Duration	Panel	Duration
028	01:08	04	00:08



Dialog
20 MZ. MOLE (CONT'D) 20
In the meantime

Notes
0016 lose fg log and flowers

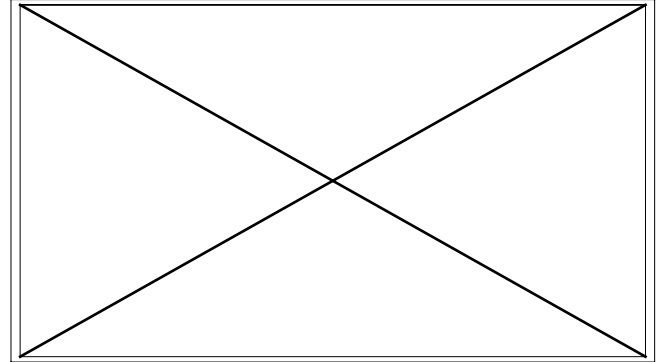
Scene	Duration	Panel	Duration
029	03:00	01	00:08



Dialog
20 MZ. MOLE (CONT'D) 20
, Elinor

Notes
ext_soccer_ 006f

NO PANEL

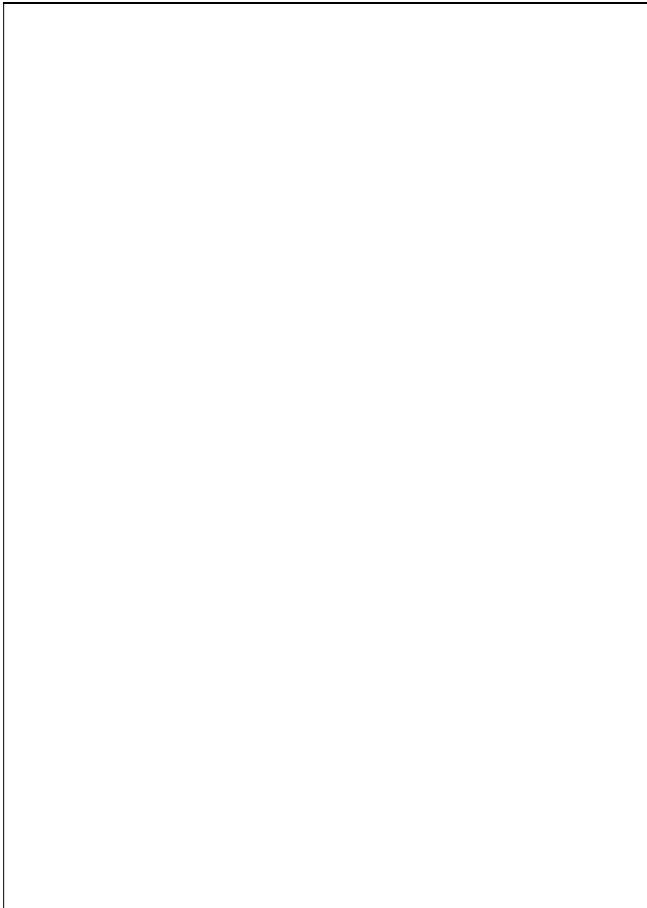
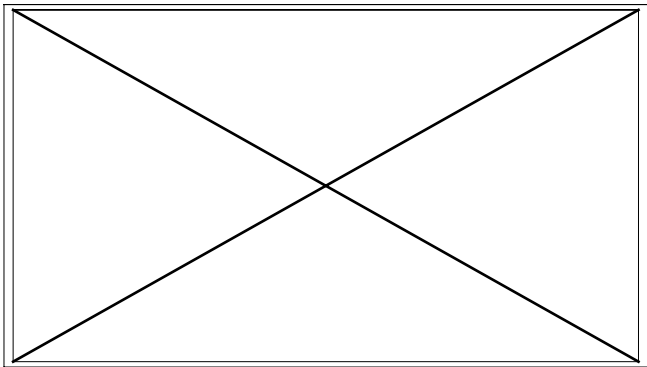


Scene	Duration	Panel	Duration
029	03:00	02	00:08



Dialog
 20 MZ. MOLE (CONT'D) 20
 why don't
 you, Ari and Olive

NO PANEL

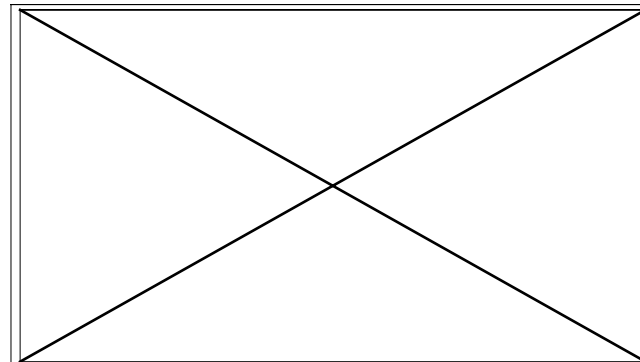


Scene	Duration	Panel	Duration
029	03:00	03	00:08



Dialog
20 MZ. MOLE (CONT'D) 20
go see Ms. Llama

NO PANEL



Scene	Duration	Panel	Duration
029	03:00	04	00:08



Dialog
20 MZ. MOLE (CONT'D) 20
ask her for some snacks.

Scene	Duration	Panel	Duration
029	03:00	05	00:08



Dialog
20 MZ. MOLE (CONT'D) 20
. Here's
the snack list.

Scene	Duration	Panel	Duration
029	03:00	06	00:08



Scene	Duration	Panel	Duration
029	03:00	07	00:08



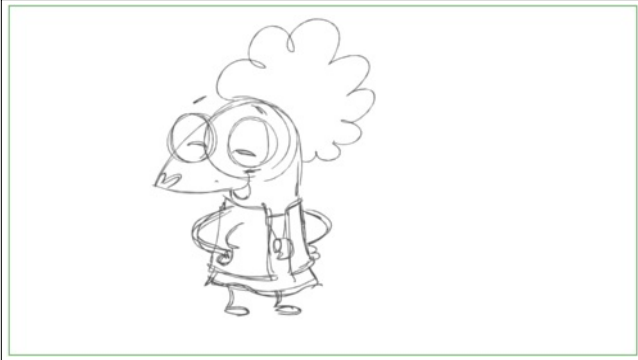
Dialog
21 ELINOR 21
No problem,

Scene	Duration	Panel	Duration
029	03:00	08	00:08

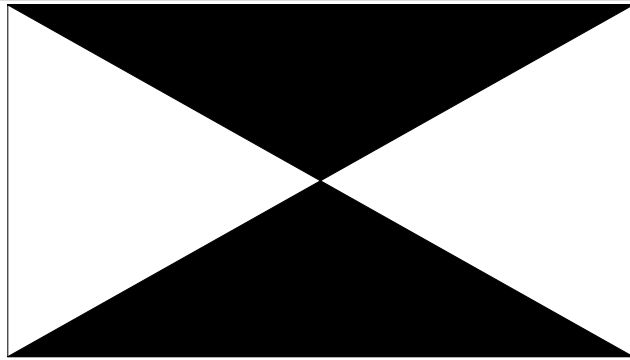


Dialog
21 ELINOR 21
, Mz. Mole.

Scene	Duration	Panel	Duration
029	03:00	09	00:08



Dissolve	Duration
	00:04



Scene	Duration	Panel	Duration
030	00:16	01	00:08

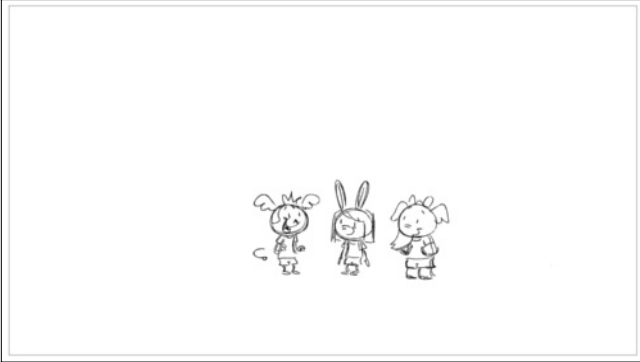


Dialog
24 ARI 24
I think our uniforms should be green.

Action Notes
3. EXT. PATH - DAY
The kids walk and discuss what color the team should be.
Elinor seems to be caught between Olive and Ari, whom are really making their case.

Notes
ext_down_trail_005

Scene	Duration	Panel	Duration
030	00:16	02	00:08



Dialog
24 ARI 24
I think our uniforms should be green.

Scene	Duration	Panel	Duration
031	06:08	01	00:08



Dialog
24 ARI 24
Green

Action Notes
hu

Notes
ext_down_trail_001h_ extend north
thought bubble ext_soccer_ 006c

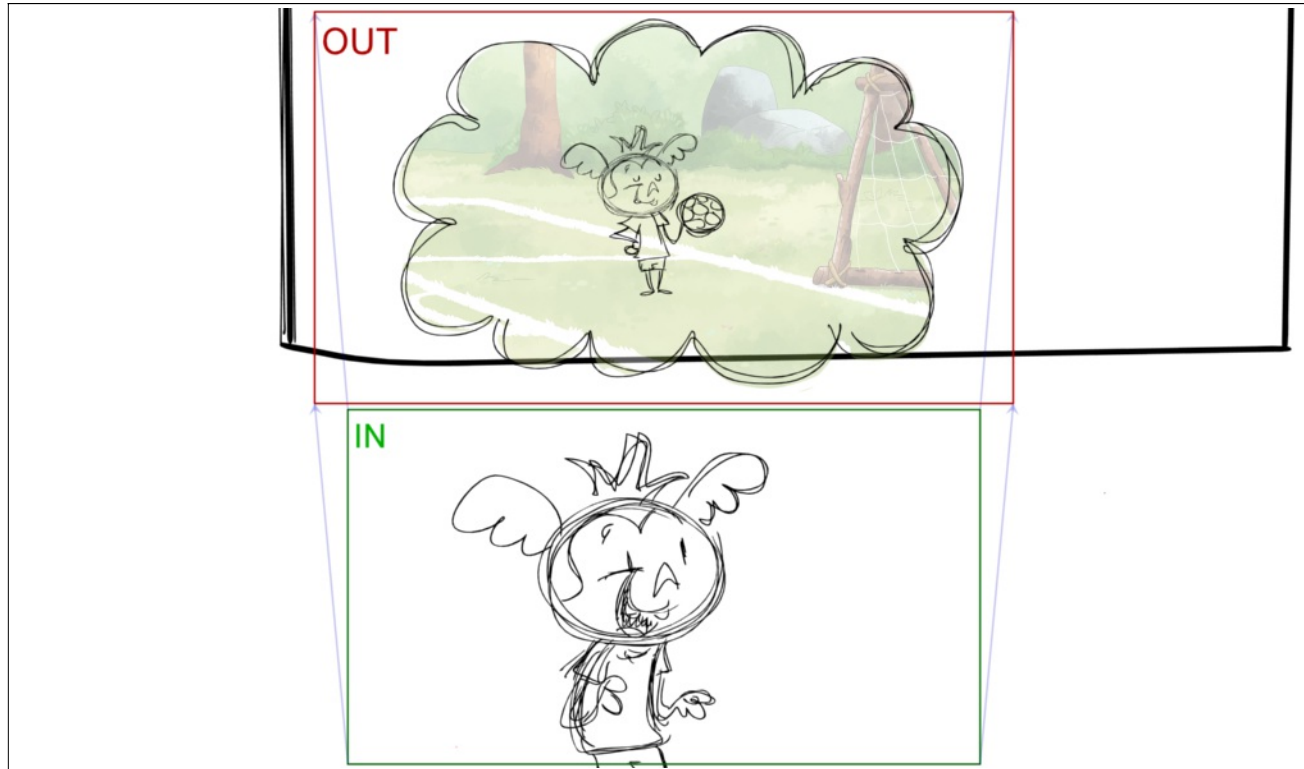
Scene	Duration	Panel	Duration
031	06:08	02	00:08



Dialog
24 ARI 24
makes sense.....

Notes
ext_down_trail_001h_ extend north
thought bubble ext_soccer_ 006c

Scene	Duration	Panel	Duration
031	06:08	03	00:08



Dialog
 soccer
 is played on GREEN grass, so we can
 blend in. Then BAM, sneak attack.

Notes
 006c

Scene	Duration	Panel	Duration
031	06:08	04	00:08



Scene	Duration	Panel	Duration
031	06:08	05	00:08



Scene	Duration	Panel	Duration
031	06:08	06	00:08



Scene	Duration	Panel	Duration
031	06:08	07	00:08



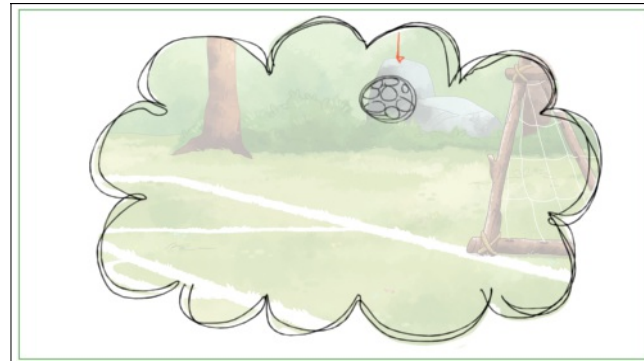
Scene	Duration	Panel	Duration
031	06:08	08	00:08



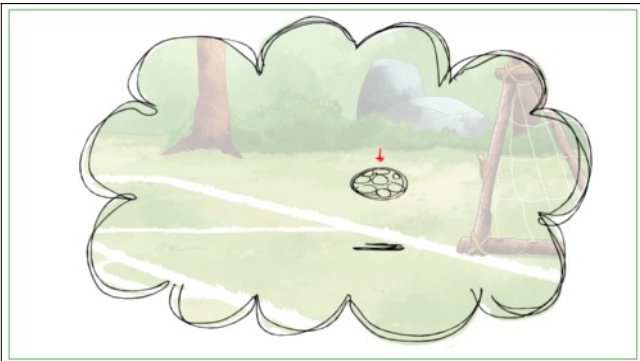
Scene	Duration	Panel	Duration
031	06:08	09	00:08



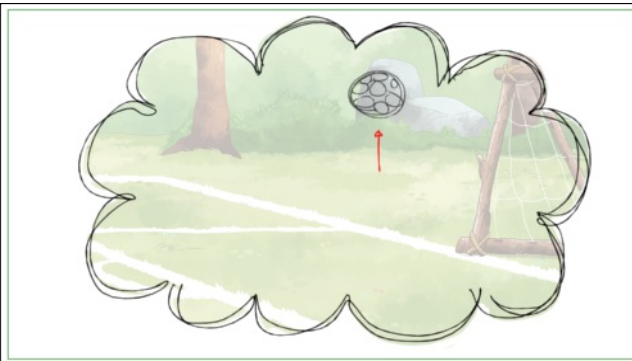
Scene	Duration	Panel	Duration
031	06:08	10	00:08



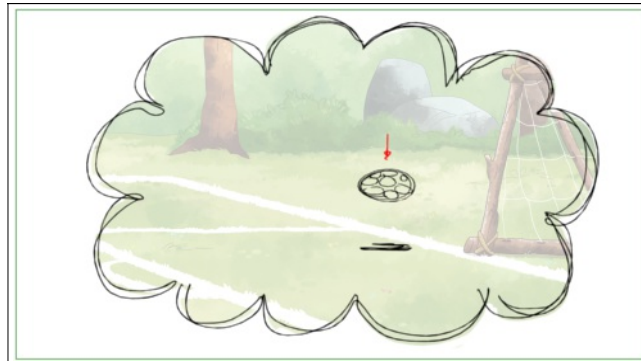
Scene	Duration	Panel	Duration
031	06:08	11	00:08



Scene	Duration	Panel	Duration
031	06:08	12	00:08



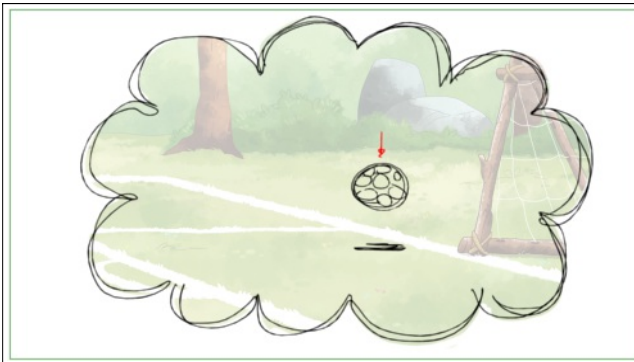
Scene	Duration	Panel	Duration
031	06:08	13	00:08



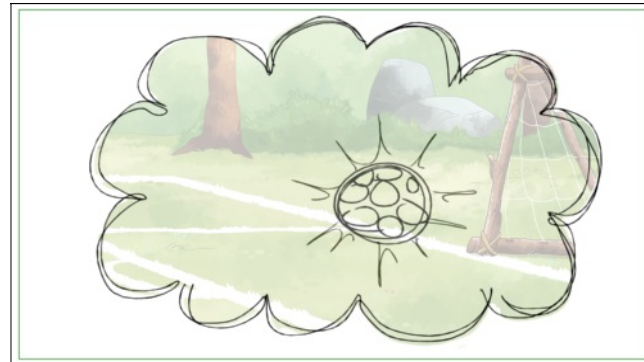
Scene	Duration	Panel	Duration
031	06:08	14	00:08



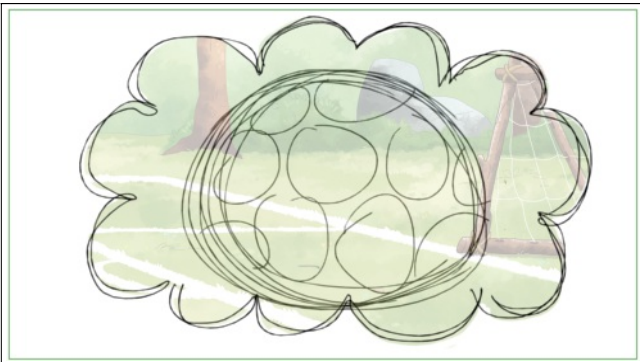
Scene	Duration	Panel	Duration
031	06:08	15	00:08



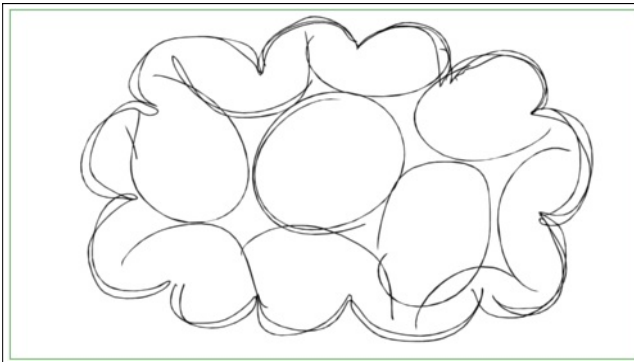
Scene	Duration	Panel	Duration
031	06:08	16	00:08



Scene	Duration	Panel	Duration
031	06:08	17	00:08



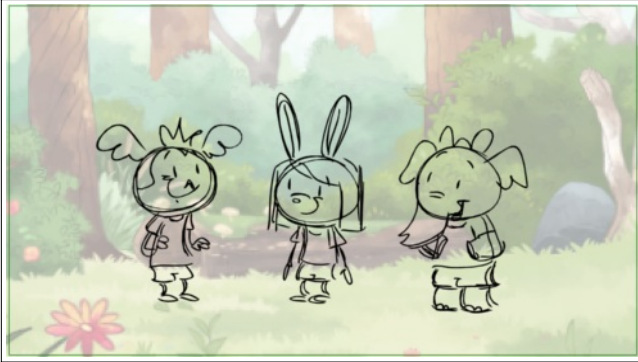
Scene	Duration	Panel	Duration
031	06:08	18	00:08



Scene	Duration	Panel	Duration
031	06:08	19	00:08



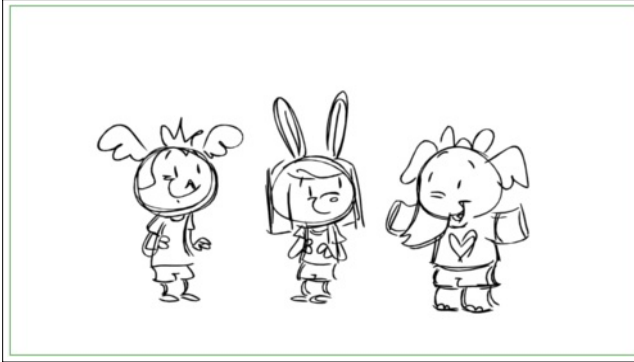
Scene	Duration	Panel	Duration
032	00:16	01	00:08



Dialog
25 OLIVE 25
But blue is

Notes
ext_down_trail_005

Scene	Duration	Panel	Duration
032	00:16	02	00:08



Dialog
25 OLIVE 25
the color of the sky...

Notes
005a

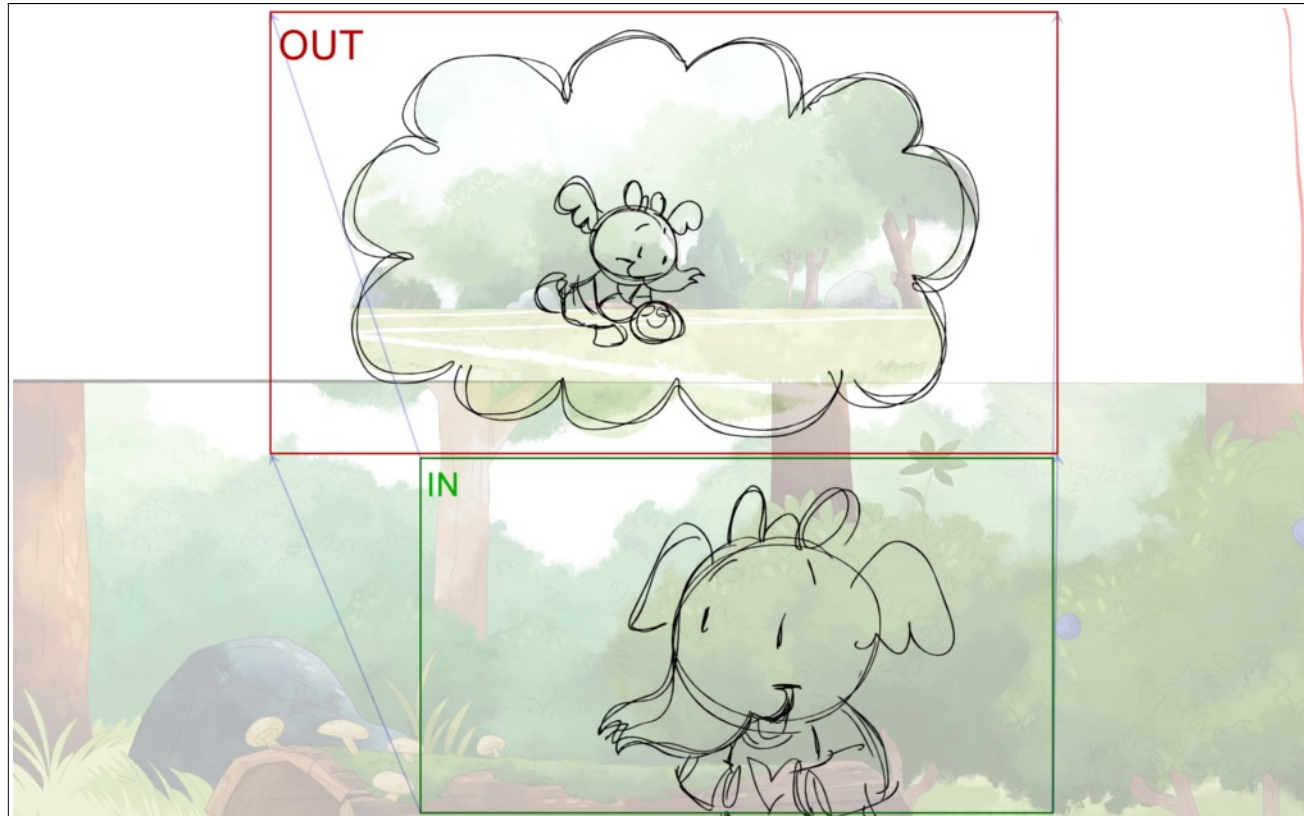
Scene	Duration	Panel	Duration
033	03:00	01	00:08



Dialog
25 OLIVE 25
And the

Notes
ext_down_trail_001h_ extend north
TB ext_soccer_001

Scene	Duration	Panel	Duration
033	03:00	02	00:08



Dialog
25 OLIVE 25
sky is made of AIR and air
is LIGHT and to play soccer well...

Notes
ext_down_trail_001h_ extend north
TB ext_soccer_001

Scene	Duration	Panel	Duration
033	03:00	03	00:08



Dialog
25 OLIVE 25
to play soccer well...

Scene	Duration	Panel	Duration
033	03:00	04	00:08



Dialog
25 OLIVE 25
you must be

Scene	Duration	Panel	Duration
033	03:00	05	00:08



Dialog
25 OLIVE 25
..
LIGHT on

Scene	Duration	Panel	Duration
033	03:00	06	00:08

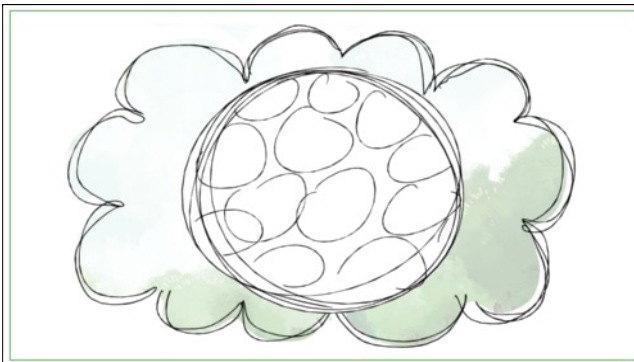


Dialog
25 OLIVE 25
..
your feet.

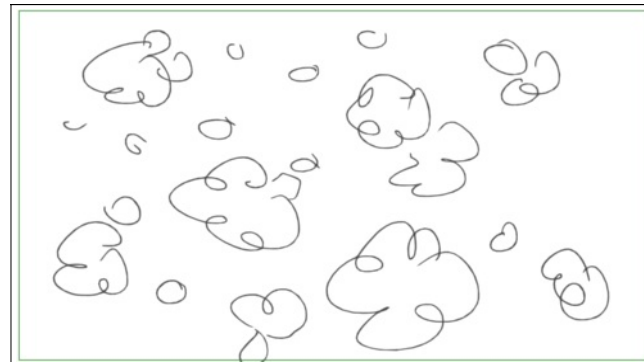
Scene	Duration	Panel	Duration
033	03:00	07	00:08



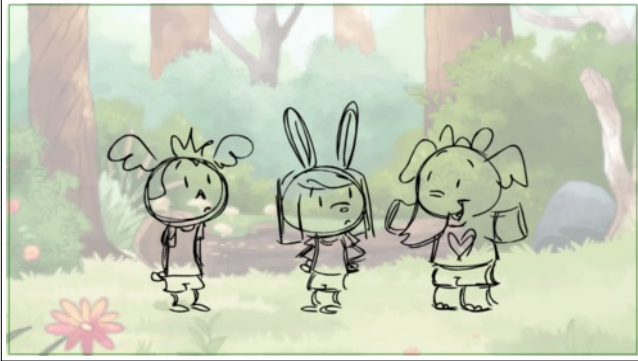
Scene	Duration	Panel	Duration
033	03:00	08	00:08



Scene	Duration	Panel	Duration
033	03:00	09	00:08



Scene	Duration	Panel	Duration
034	04:00	01	00:08



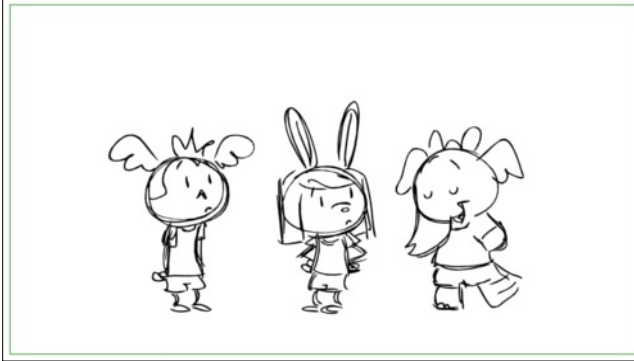
Action Notes

BACK ON: Ari and Elinor look at each other "that's a stretch".

Notes

ext_down_trail_005

Scene	Duration	Panel	Duration
034	04:00	02	00:08

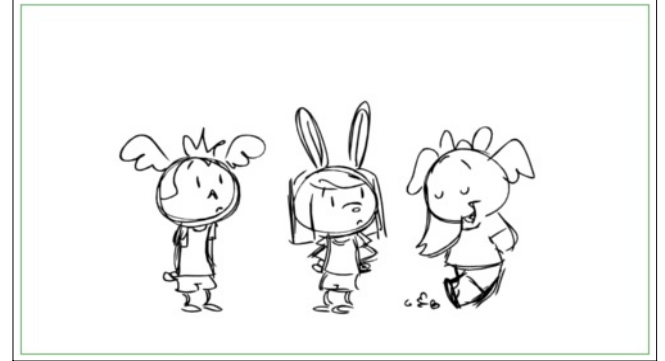


Dialog

26 OLIVE (CONT'D) 26

Okay, I just really like the color blue.

Scene	Duration	Panel	Duration
034	04:00	03	00:08

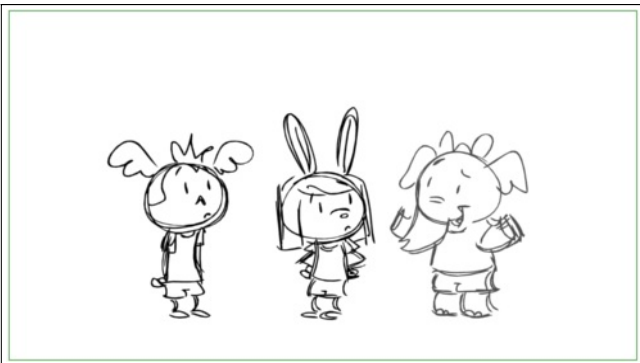


Dialog

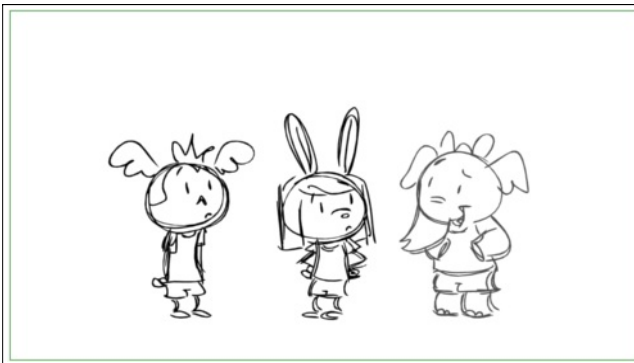
26 OLIVE (CONT'D) 26

Okay, I just really like the color blue.

Scene	Duration	Panel	Duration
034	04:00	04	00:08



Scene	Duration	Panel	Duration
034	04:00	05	00:08



Action Notes
beat

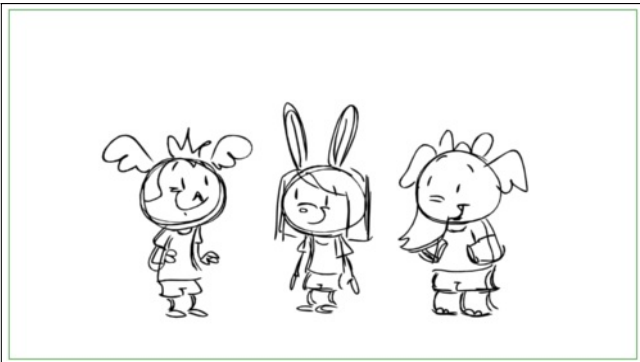
Scene	Duration	Panel	Duration
034	04:00	06	00:08



Dialog
Elinor and Ari <SFX: GIGGLE>

Action Notes
Elinor and Ari <SFX: GIGGLE>

Scene	Duration	Panel	Duration
034	04:00	07	00:08



Scene	Duration	Panel	Duration
034	04:00	08	00:08

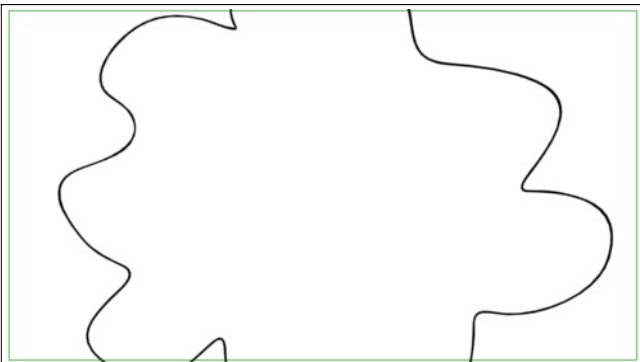


Scene	Duration	Panel	Duration
034	04:00	09	00:08

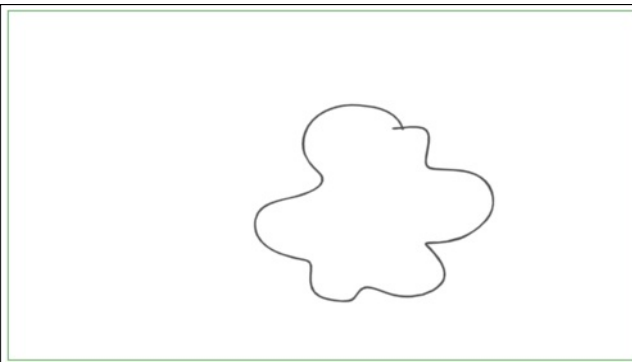


Action Notes
they rush out

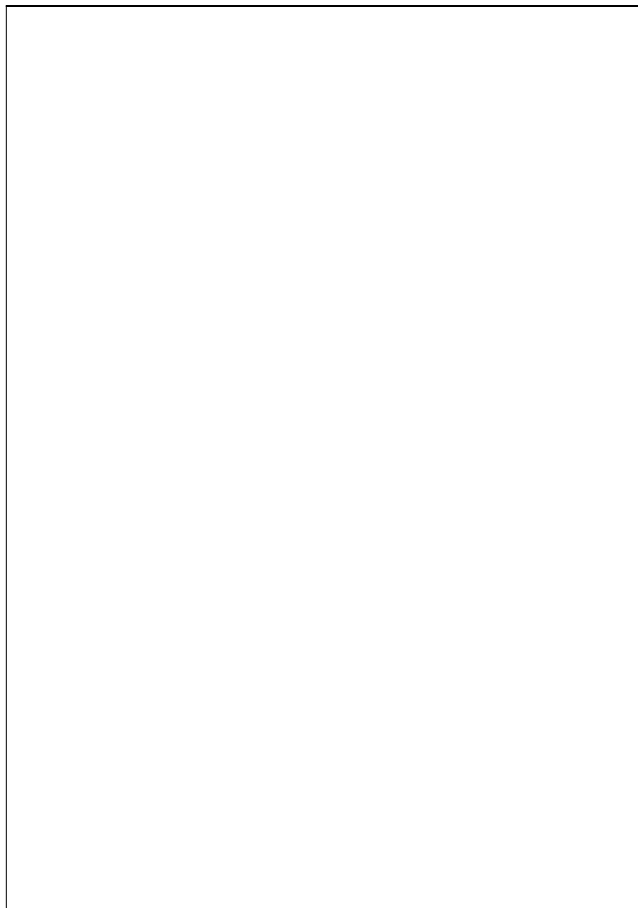
Scene	Duration	Panel	Duration
034	04:00	10	00:08



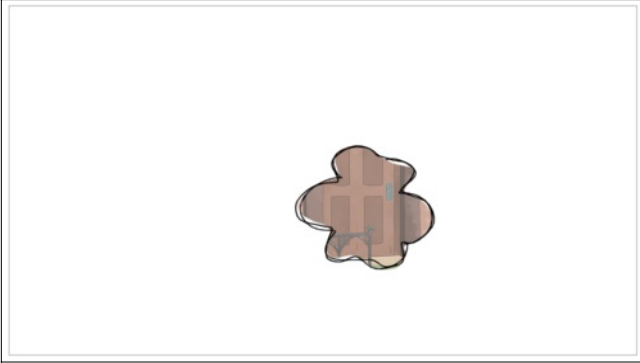
Scene	Duration	Panel	Duration
034	04:00	11	00:08



Scene	Duration	Panel	Duration
034	04:00	12	00:08



Scene	Duration	Panel	Duration
035	02:08	01	00:08



Action Notes

4. EXT. RESTAURANT - DAY

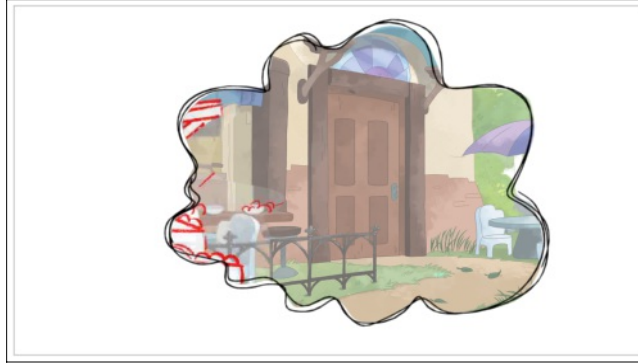
The fruit stand is just outside the kitchen counter of Ms.

Llama's restaurant. They hear Ms. Llama <SFX: HUMMING> away.

Notes

ext_restaurant_001a

Scene	Duration	Panel	Duration
035	02:08	02	00:08



Action Notes

4. EXT. RESTAURANT - DAY

The fruit stand is just outside the kitchen counter of Ms.

Llama's restaurant. They hear Ms. Llama <SFX: HUMMING> away.

Scene	Duration	Panel	Duration
035	02:08	03	00:08



Scene	Duration	Panel	Duration
035	02:08	04	00:08



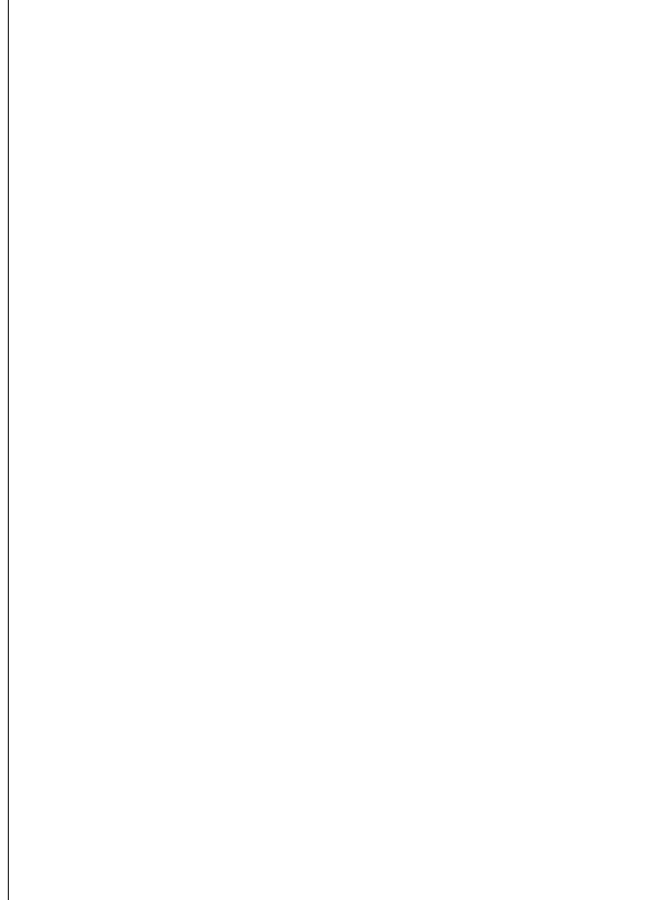
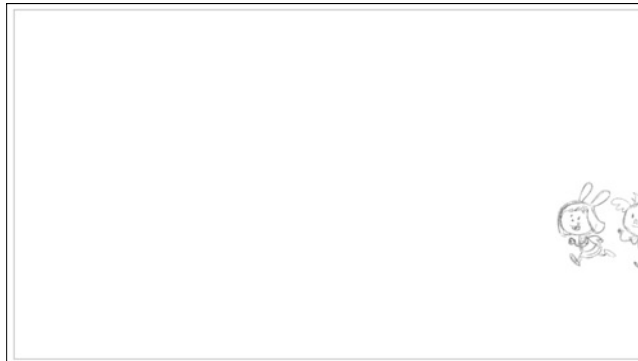
Action Notes

4. EXT. RESTAURANT - DAY

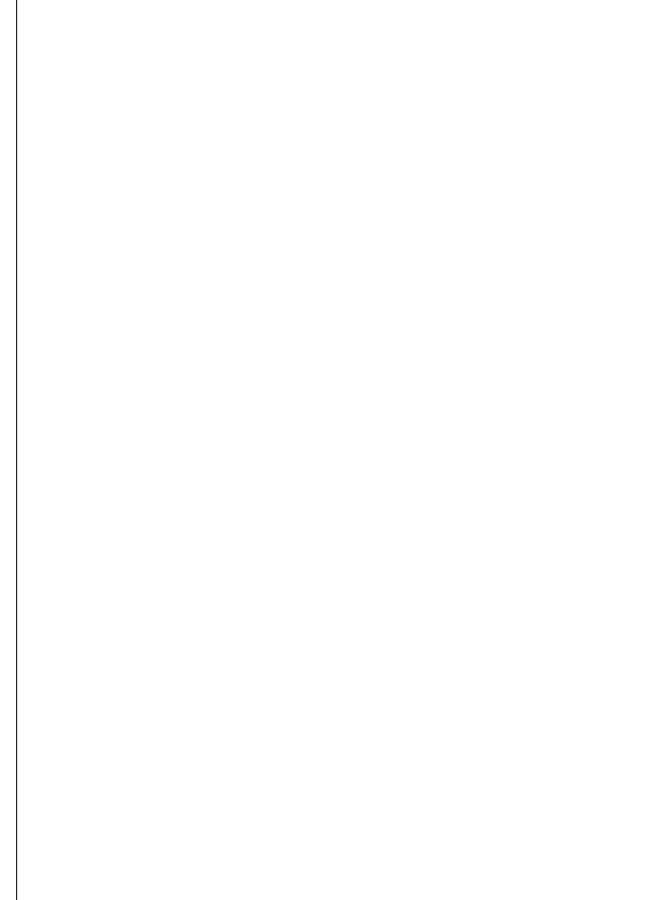
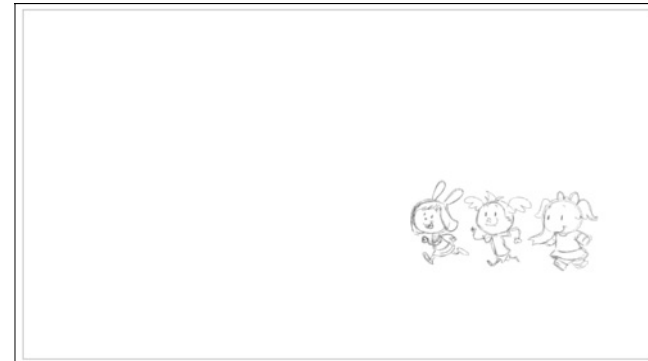
The fruit stand is just outside the kitchen counter of Ms.

Llama's restaurant. They hear Ms. Llama <SFX: HUMMING> away.

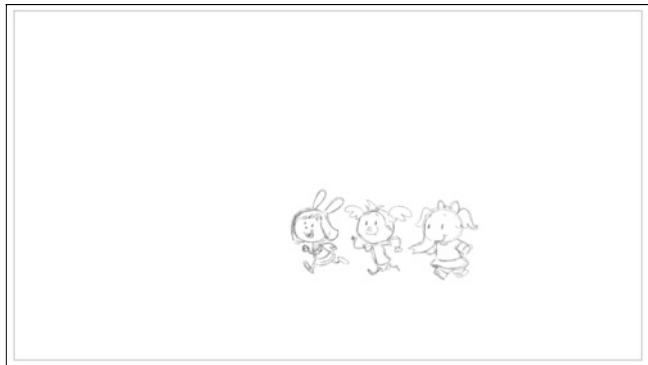
Scene	Duration	Panel	Duration
035	02:08	05	00:08



Scene	Duration	Panel	Duration
035	02:08	06	00:08



Scene	Duration	Panel	Duration
035	02:08	07	00:08



Scene	Duration	Panel	Duration
036	02:00	01	00:08



Notes
New bg 002

Scene	Duration	Panel	Duration
036	02:00	02	00:08



Notes
new bg

Scene	Duration	Panel	Duration
036	02:00	03	00:08



Dialog
and hits it <SFX:
DING>

Action Notes
and hits it <SFX:
DING>

Notes
new bg

Scene	Duration	Panel	Duration
036	02:00	04	00:08

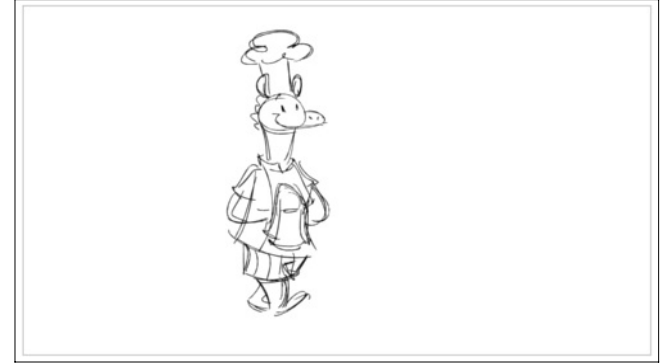


Dialog
and hits it <SFX:
DING>

Action Notes
and hits it <SFX:
DING>

Notes
new bg

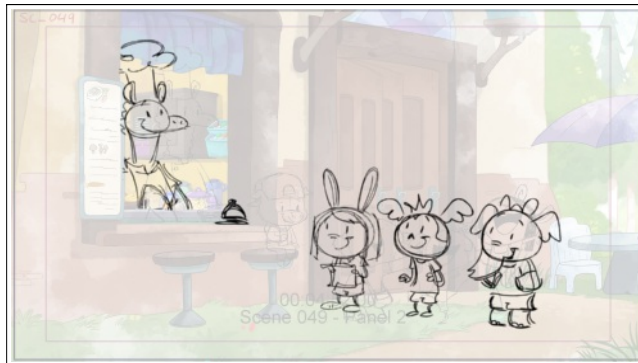
Scene	Duration	Panel	Duration
036	02:00	05	00:08



Scene	Duration	Panel	Duration
036	02:00	06	00:08



Scene	Duration	Panel	Duration
037	02:16	01	00:08



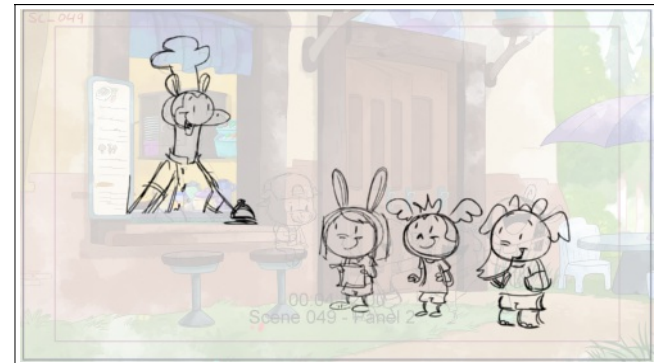
Action Notes

Ms. Llama POPS her head out of the window.

Notes

ext_restaurant_001f_

Scene	Duration	Panel	Duration
037	02:16	02	00:08



Dialog

27 MS. LLAMA 27
Oh, hello kids!

Action Notes

Ms. Llama POPS her head out of the window.

Notes

ext_restaurant_001f_

Scene	Duration	Panel	Duration
037	02:16	03	00:08

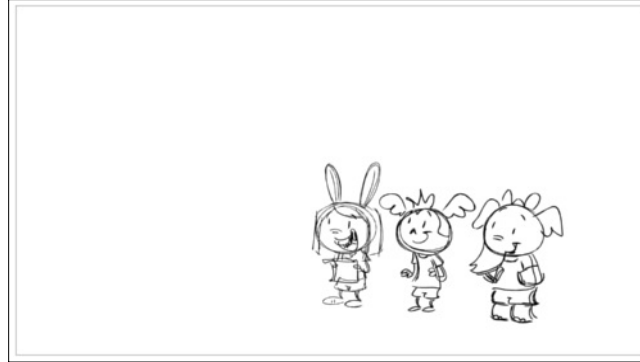


Dialog
27 MS. LLAMA 27
What can I do ya
for?

Action Notes
Ms. Llama POPS her head out of the window.

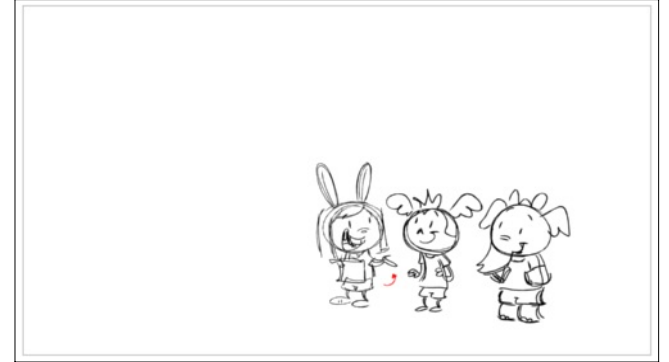
Notes
ext_restaurant_001f_

Scene	Duration	Panel	Duration
037	02:16	04	00:08



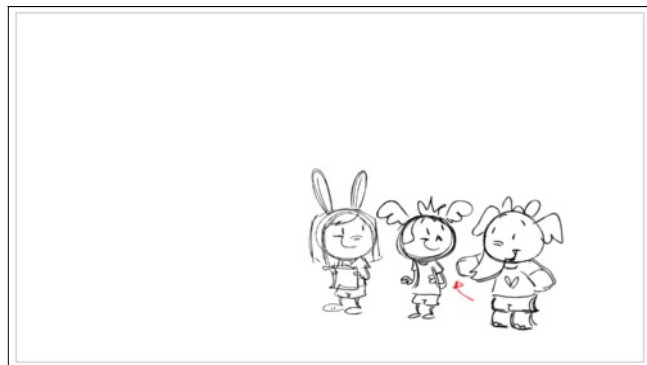
Dialog
28 ELINOR 28
We need some snacks for our soccer
team!

Scene	Duration	Panel	Duration
037	02:16	05	00:08



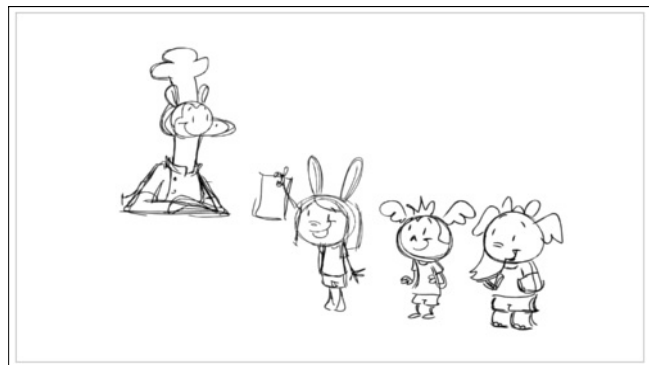
Dialog
28 ELINOR 28
We need some snacks for our soccer
team!

Scene	Duration	Panel	Duration
037	02:16	06	00:08



Dialog
29 OLIVE 29
Mz. Mole gave us a list.

Scene	Duration	Panel	Duration
037	02:16	07	00:08



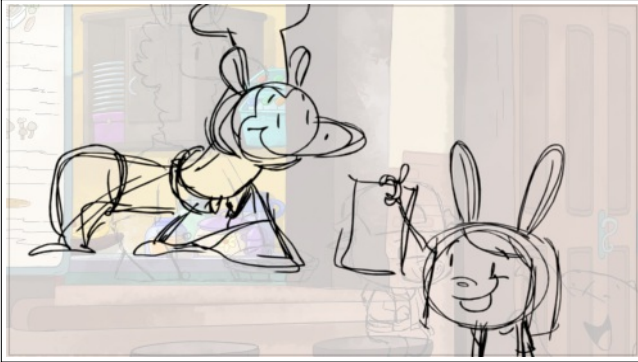
Action Notes
Ms. Llama looks at the list.

Scene	Duration	Panel	Duration
037	02:16	08	00:08



Dialog
30 MS. LLAMA 30
A delicious list! You kids start
picking out what you need.

Scene	Duration	Panel	Duration
038	00:16	01	00:08



Dialog
30 MS. LLAMA 30
A delicious list! You kids start
picking out what you need.

Notes
ext_restaurant_001f

Scene	Duration	Panel	Duration
038	00:16	02	00:08



Dialog
30 MS. LLAMA 30
A delicious list! You kids start
picking out what you need.

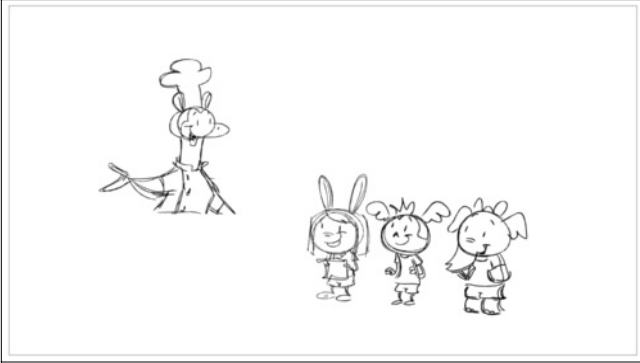
Scene	Duration	Panel	Duration
039	02:08	01	00:08



Dialog
30 MS. LLAMA 30
You kids

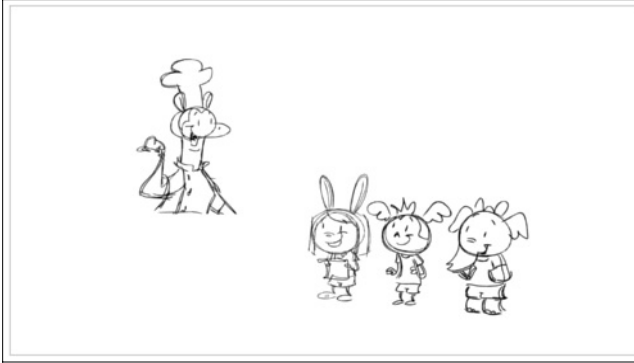
Notes
ext_restaurant_001f_

Scene	Duration	Panel	Duration
039	02:08	02	00:08



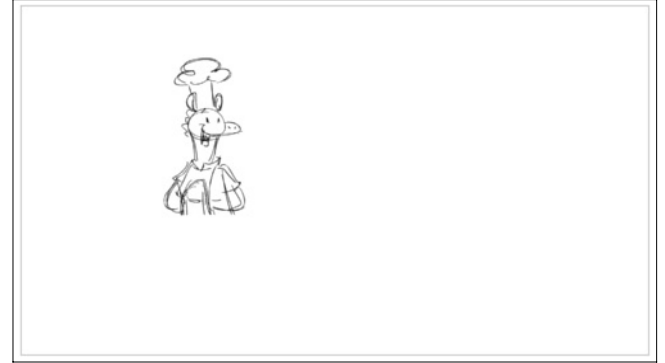
Dialog
30 MS. LLAMA 30
start
picking out what you need.

Scene	Duration	Panel	Duration
039	02:08	03	00:08



Dialog
30 MS. LLAMA 30
I'm just in the
kitchen working on a snack myself!

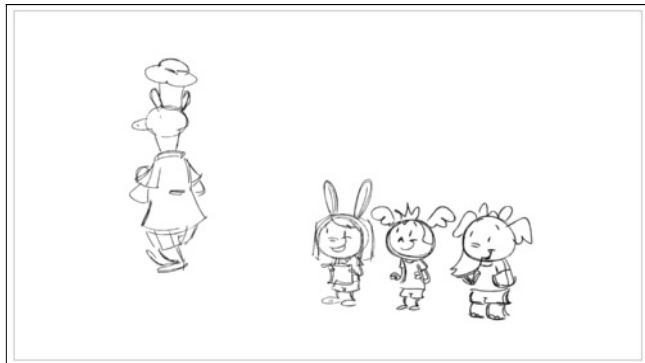
Scene	Duration	Panel	Duration
039	02:08	04	00:08



Dialog
30 MS. LLAMA 30
Holler if

Action Notes
Ms. Llama picks a few veggies and pops back into her restaurant <SFX: HUMMING> away.

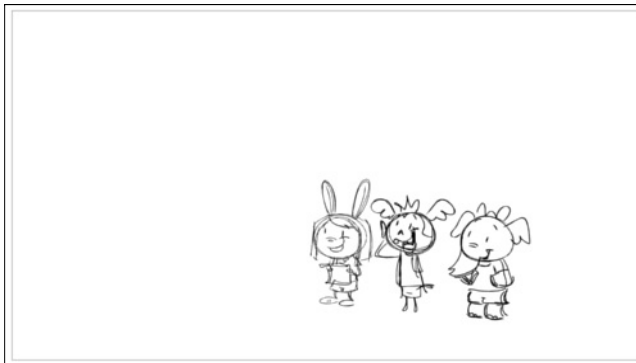
Scene	Duration	Panel	Duration
039	02:08	05	00:08



Dialog
30 MS. LLAMA 30
you need anything.

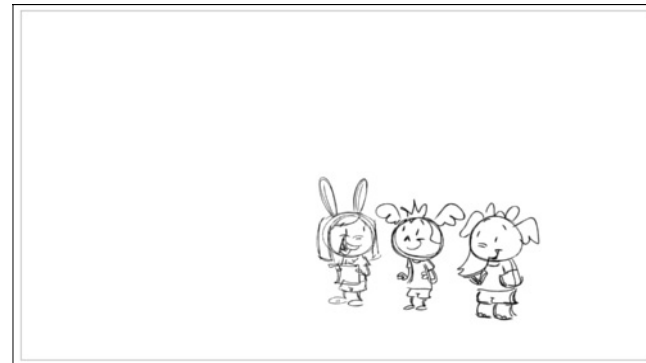
Action Notes
Ms. Llama picks a few veggies and pops back into her restaurant <SFX: HUMMING> away.

Scene	Duration	Panel	Duration
039	02:08	06	00:08



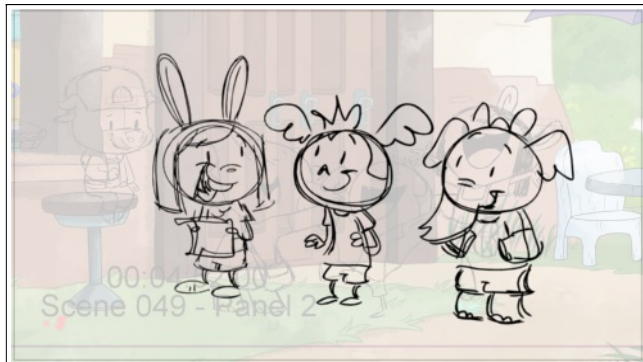
Dialog
31 ARI 31
Thanks Ms. Llama!

Scene	Duration	Panel	Duration
039	02:08	07	00:08



Dialog
32 ELINOR 32
Ok-

Scene	Duration	Panel	Duration
040	02:08	01	00:08



Dialog
32 ELINOR 32
first up...

Notes
ext_restaurant_001f

Scene	Duration	Panel	Duration
040	02:08	02	00:08



Scene	Duration	Panel	Duration
040	02:08	03	00:08



Dialog
32 ELINOR 32
... grapes.

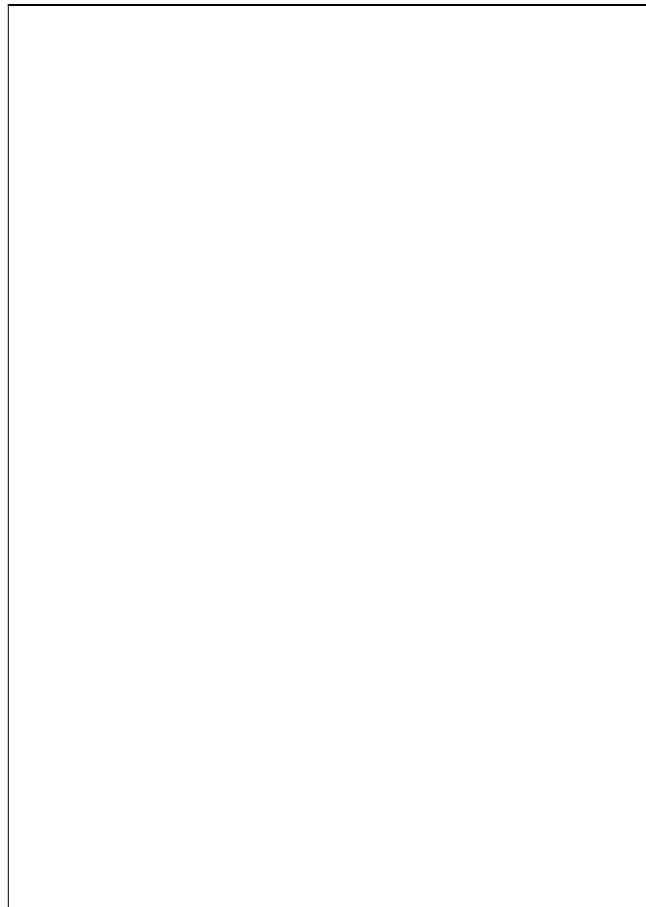
Scene	Duration	Panel	Duration
040	02:08	04	00:08



Scene	Duration	Panel	Duration
040	02:08	05	00:08



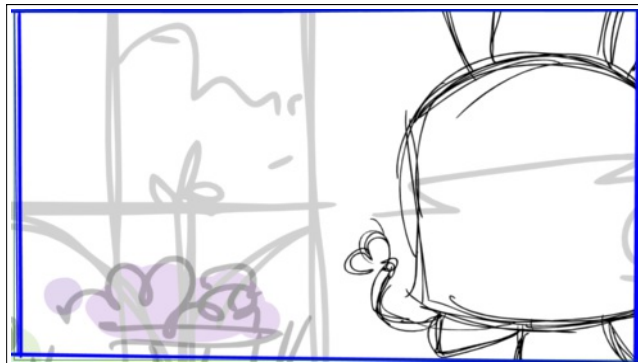
Scene	Duration	Panel	Duration
040	02:08	06	00:08



Scene	Duration	Panel	Duration
040	02:08	07	00:08

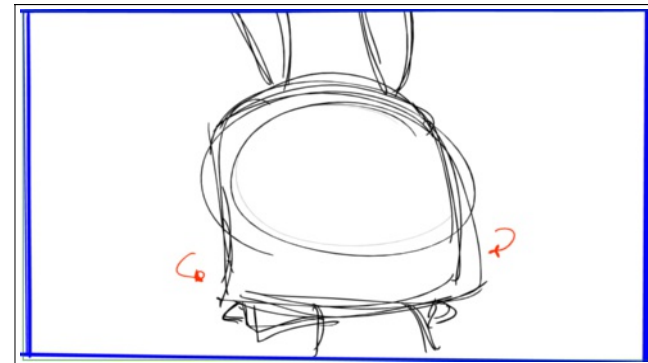


Scene	Duration	Panel	Duration
041	02:16	01	00:08

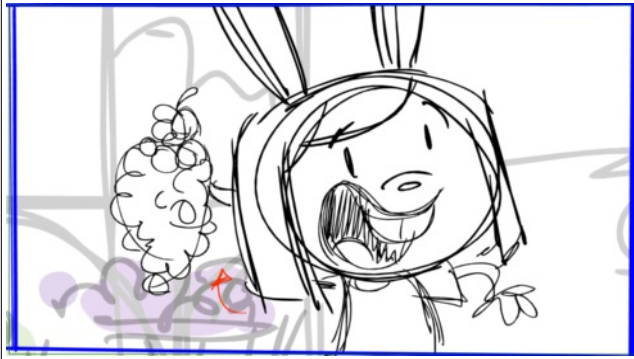


Notes
NEW bg 003 (detail of new bg 005)

Scene	Duration	Panel	Duration
041	02:16	02	00:08



Scene	Duration	Panel	Duration
041	02:16	03	00:08



Dialog
32 ELINOR 32
. Got 'em!

Action Notes
Elinor picks up some RED grapes.

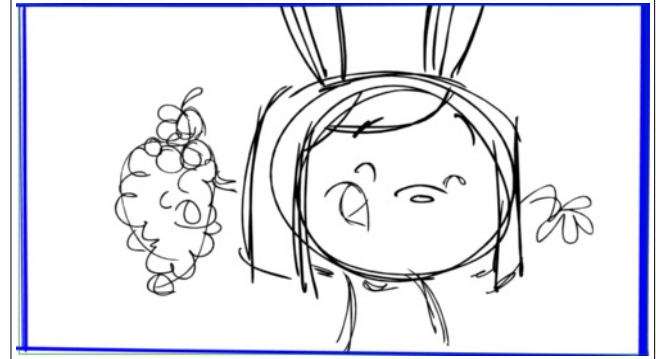
Scene	Duration	Panel	Duration
041	02:16	04	00:08



Dialog
33 ARI 33
(O.C.) Got 'em!

Action Notes
ZOOM OUT: reveal Ari also holding grapes. GREEN grapes.

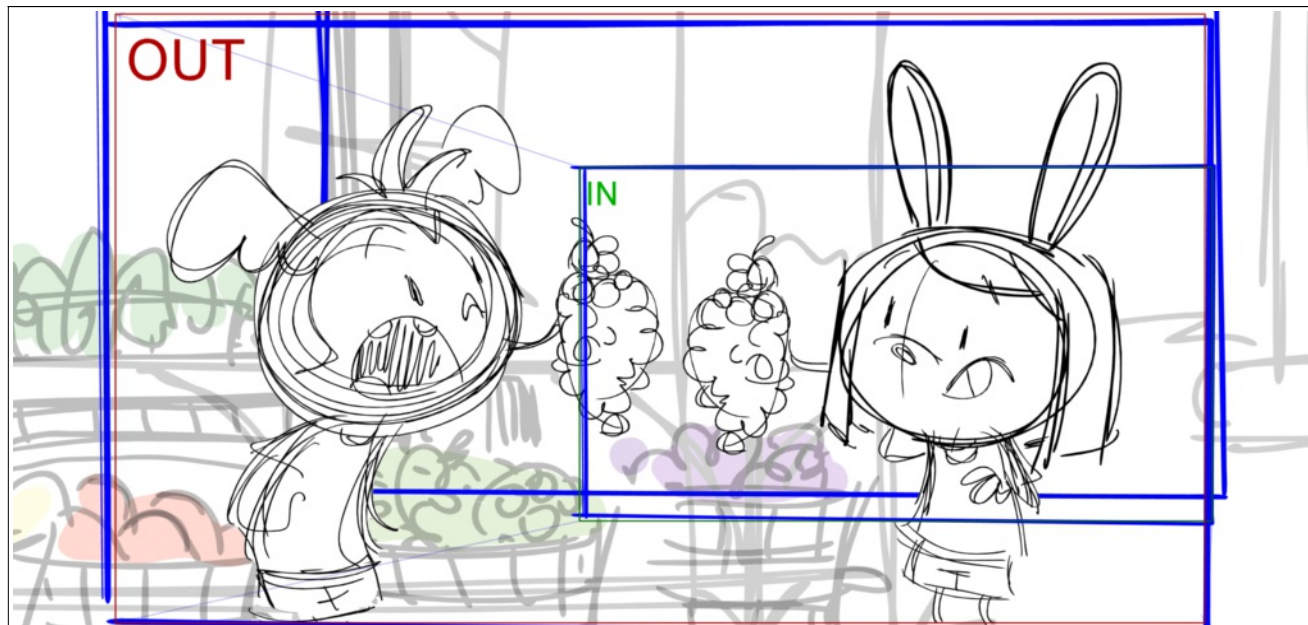
Scene	Duration	Panel	Duration
041	02:16	05	00:08



Dialog
33 ARI 33
(O.C.) Got 'em!

Action Notes
ZOOM OUT: reveal Ari also holding grapes. GREEN grapes.

Scene	Duration	Panel	Duration
041	02:16	06	00:08

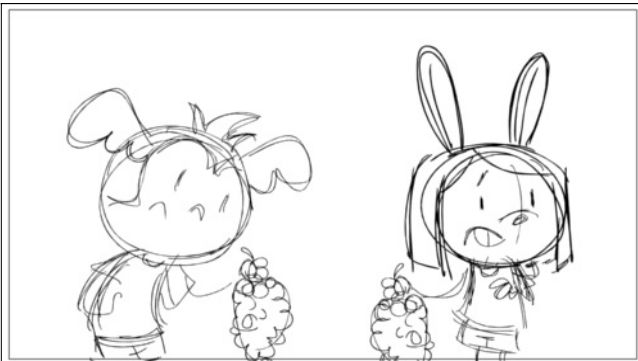


Dialog
33 ARI 33
Wait,
which color grapes should we get?

Scene	Duration	Panel	Duration
041	02:16	07	00:08

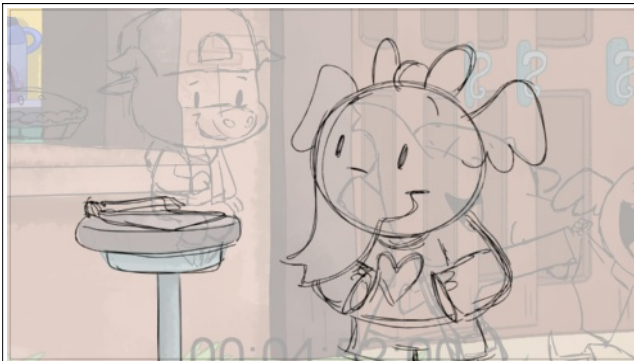


Scene	Duration	Panel	Duration
041	02:16	08	00:08



Dialog
33 ARI 33
Wait,
which color grapes should we get?

Scene	Duration	Panel	Duration
042	01:00	01	00:08



Notes
NEW bg 004 (detail of ext_restaurant_001f)

Scene	Duration	Panel	Duration
042	01:00	02	00:08

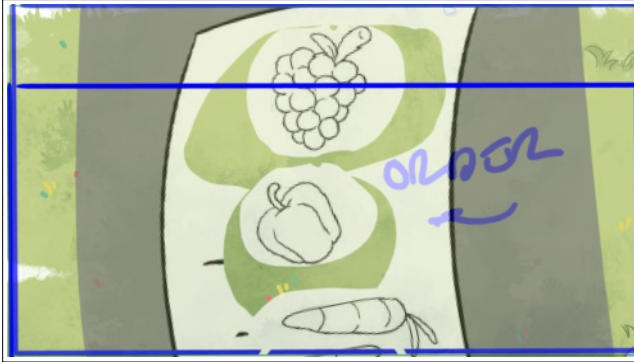


Scene	Duration	Panel	Duration
042	01:00	03	00:08



Action Notes
Olive looks at the list.

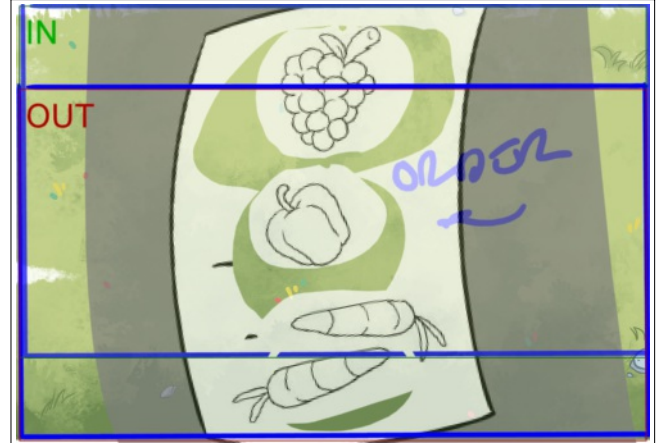
Scene	Duration	Panel	Duration
043	01:00	01	00:08



Dialog
34 OLIVE 34
The picture on Mz. Mole's list
doesn't show a color. Hmm...

Notes
ext_clearing_edge_005

Scene	Duration	Panel	Duration
043	01:00	02	00:08



Dialog
34 OLIVE 34
The picture on Mz. Mole's list
doesn't show a color. Hmm...

Notes
ext_clearing_edge_005

Scene	Duration	Panel	Duration
043	01:00	03	00:08



Dialog
34 OLIVE 34
The picture on Mz. Mole's list
doesn't show a color. Hmm...

Notes
ext_clearing_edge_005

Scene	Duration	Panel	Duration
044	00:16	01	00:08



Notes
s/a new bg 004 (detail of ext_restaurant_001f)

Scene	Duration	Panel	Duration
044	00:16	02	00:08



Dialog
34 OLIVE 34
. Hmm...

Scene	Duration	Panel	Duration
045	01:08	01	00:08



Dialog
35 ELINOR 35
Hmmm is right.

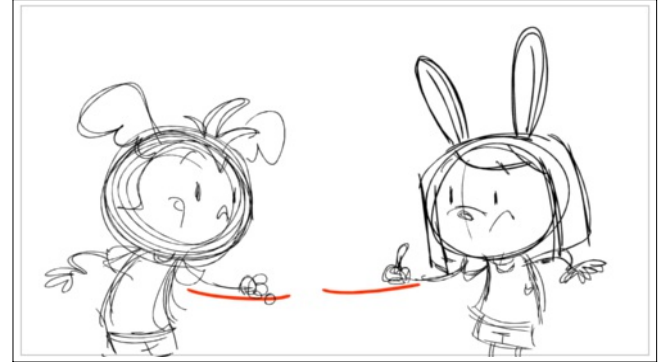
Notes
s/a new bg 003

Scene	Duration	Panel	Duration
045	01:08	02	00:08



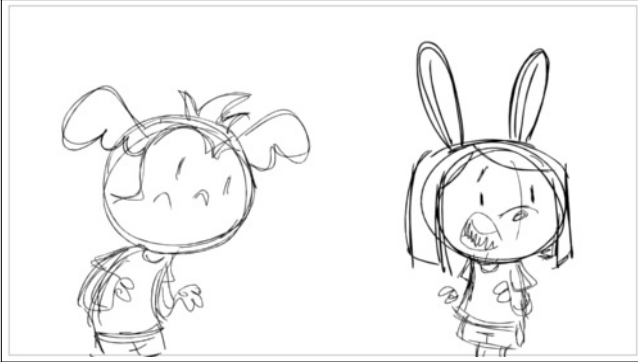
Dialog
35 ELINOR 35
. Well let's save the
grapes for last.

Scene	Duration	Panel	Duration
045	01:08	03	00:08



Dialog
35 ELINOR 35
Hmmm is right. Well let's save the
grapes for last. What's next on the
list, Olive?

Scene	Duration	Panel	Duration
045	01:08	04	00:08



Dialog
35 ELINOR 35
Hmmm is right. Well let's save the grapes for last. What's next on the list, Olive?

Scene	Duration	Panel	Duration
046	01:08	01	00:08



Dialog
36 OLIVE 36
Looks like a bell pepper.

Notes
s/a new bg 004 (detail of ext_restaurant_001f)

Scene	Duration	Panel	Duration
046	01:08	02	00:08



Dialog
36 OLIVE 36
Looks like a bell pepper.

Scene	Duration	Panel	Duration
046	01:08	03	00:08



Dialog
36 OLIVE 36
Looks like a bell pepper.

Scene	Duration	Panel	Duration
046	01:08	04	00:08



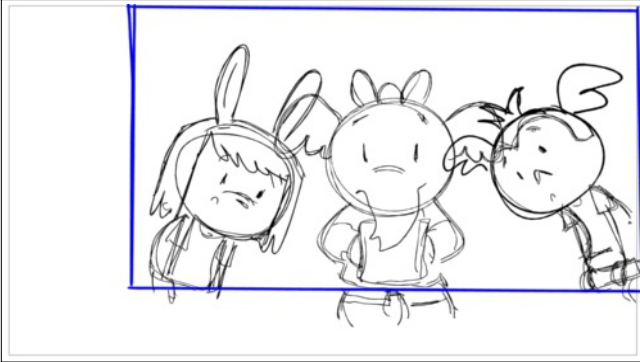
Scene	Duration	Panel	Duration
047	00:16	01	00:08



Action Notes
all look

Notes
ext_bike_path_010

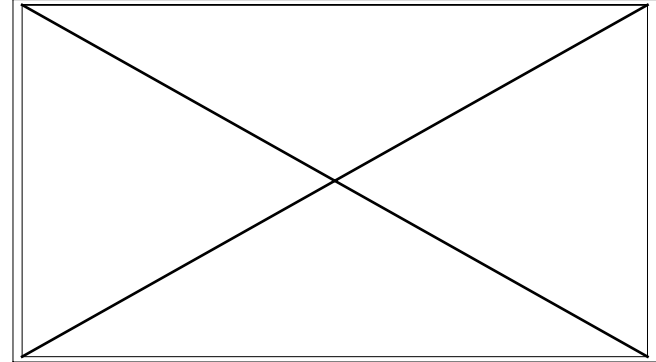
Scene	Duration	Panel	Duration
047	00:16	02	00:08



Scene	Duration	Panel	Duration
048	01:00	01	00:08



Scene	Duration	Panel	Duration
NO PANEL			

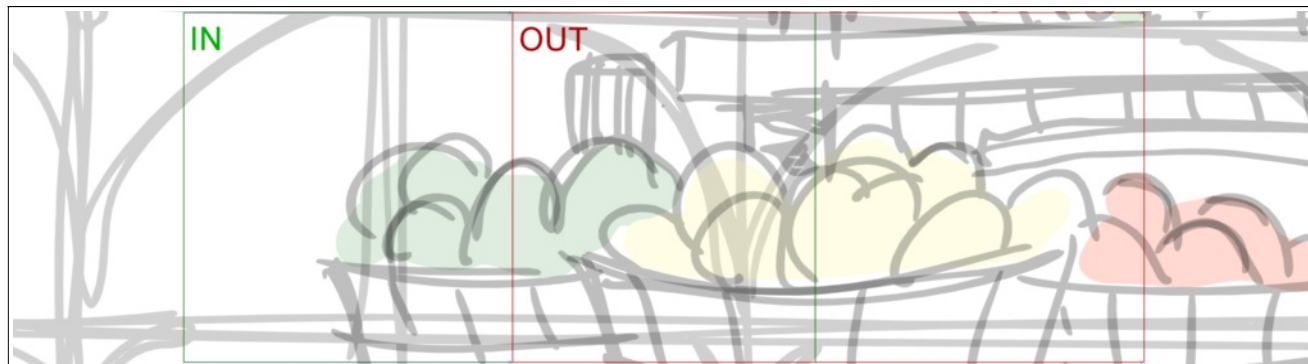


Dialog
37 ELINOR/OLIVE/ARI 37
Green.

Action Notes
ANGLE ON the stand which features GREEN, YELLOW,
and RED
PEPPERS.

Notes
s/a new bg 003

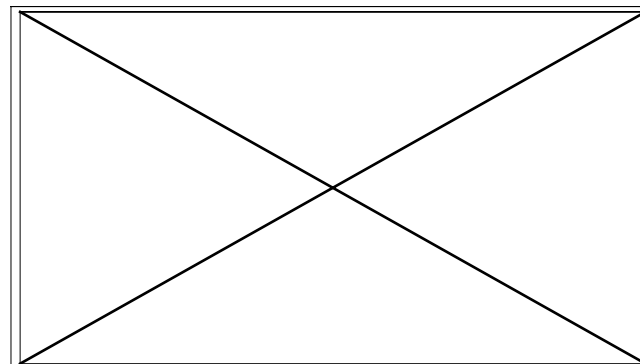
Scene	Duration	Panel	Duration
048	01:00	02	00:08



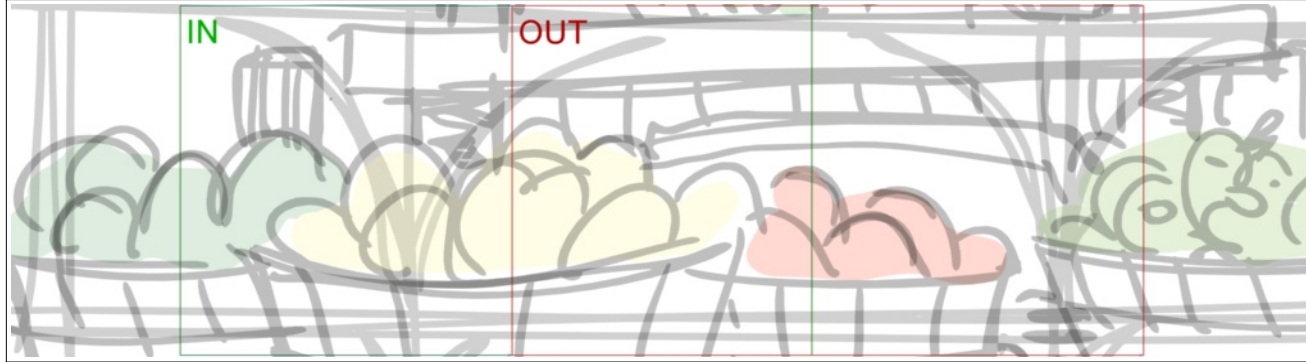
Dialog
37 ELINOR/OLIVE/ARI 37
Yellow.

Action Notes
ANGLE ON the stand which features GREEN, YELLOW, and RED PEPPERS.

NO PANEL



Scene	Duration	Panel	Duration
048	01:00	03	00:08



Dialog
37 ELINOR/OLIVE/ARI 37
Red.

Action Notes
ANGLE ON the stand which features GREEN, YELLOW, and RED PEPPERS.

Scene	Duration	Panel	Duration
049	01:00	01	00:08



Dialog
38 ELINOR 38
Oh no.

Notes
New bg 005

Scene	Duration	Panel	Duration
049	01:00	02	00:08



Dialog
39 OLIVE 39
But which should we get?

Scene	Duration	Panel	Duration
049	01:00	03	00:08



Dialog
40 ARI 40
Maybe it doesn't matter?

Scene	Duration	Panel	Duration
050	02:16	01	00:08



Dialog
40 ARI 40
I mean all
peppers taste kind of... bitter.

Action Notes
HU

Notes
s/a new bg 003

Scene	Duration	Panel	Duration
050	02:16	02	00:08



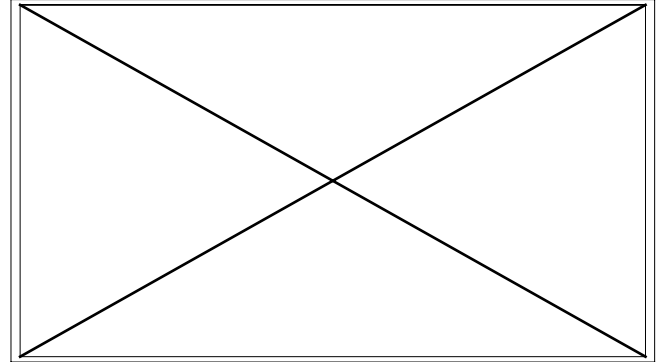
Dialog
40 ARI 40
all
peppers taste kind of...

Scene	Duration	Panel	Duration
050	02:16	03	00:08



Dialog
40 ARI 40
.. bitter.

NO PANEL



Scene	Duration	Panel	Duration
050	02:16	04	00:08



Dialog
41 OLIVE 41
Bitter?

Scene	Duration	Panel	Duration
050	02:16	05	00:08



Dialog
41 OLIVE 41
I think bell peppers taste

Scene	Duration	Panel	Duration
050	02:16	06	00:08



Dialog
41 OLIVE 41
light

Scene	Duration	Panel	Duration
050	02:16	07	00:08



Dialog
41 OLIVE 41
and

Scene	Duration	Panel	Duration
050	02:16	08	00:08



Dialog
41 OLIVE 41
sweet.

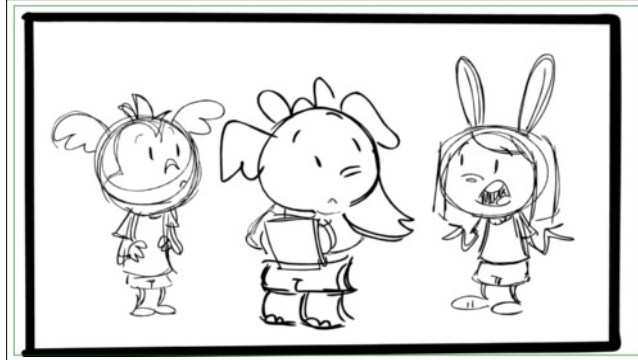
Scene	Duration	Panel	Duration
051	04:08	01	00:08



Dialog
42 ELINOR 42
But they're

Notes
s/a new bg 005

Scene	Duration	Panel	Duration
051	04:08	02	00:08



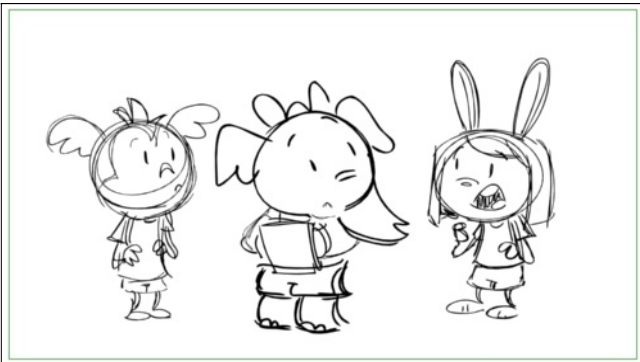
Dialog
42 ELINOR 42
all BELL peppers,

Scene	Duration	Panel	Duration
051	04:08	03	00:08



Dialog
42 ELINOR 42
, so
they can't taste different.

Scene	Duration	Panel	Duration
051	04:08	04	00:08



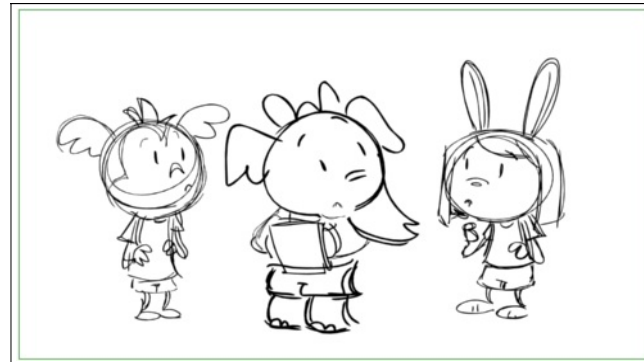
Dialog
42 ELINOR 42
Can
they? ..

Scene	Duration	Panel	Duration
051	04:08	05	00:08

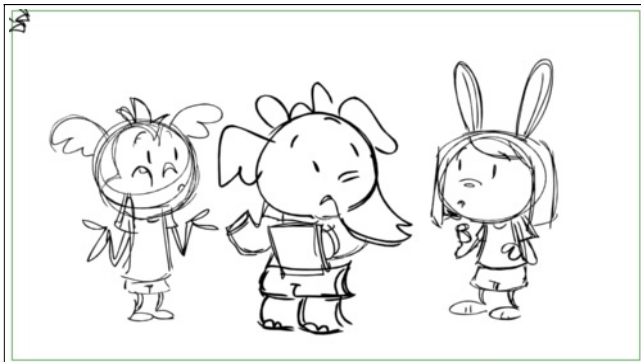


Action Notes
Both Olive and Ari shrug.

Scene	Duration	Panel	Duration
051	04:08	06	00:08



Scene	Duration	Panel	Duration
051	04:08	07	00:08



Action Notes
Both Olive and Ari shrug.

Scene	Duration	Panel	Duration
051	04:08	08	00:08



Scene	Duration	Panel	Duration
051	04:08	09	00:08



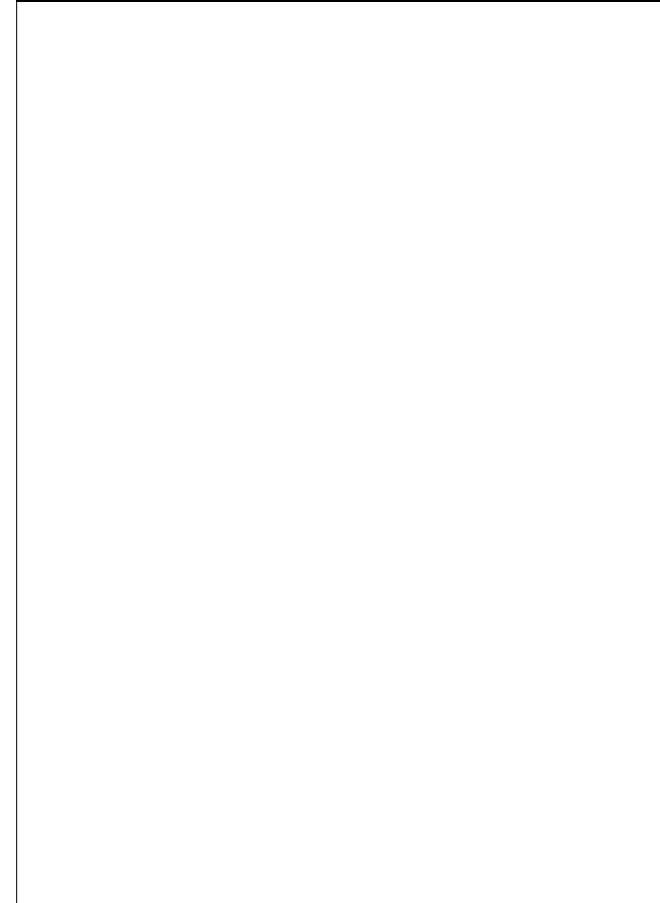
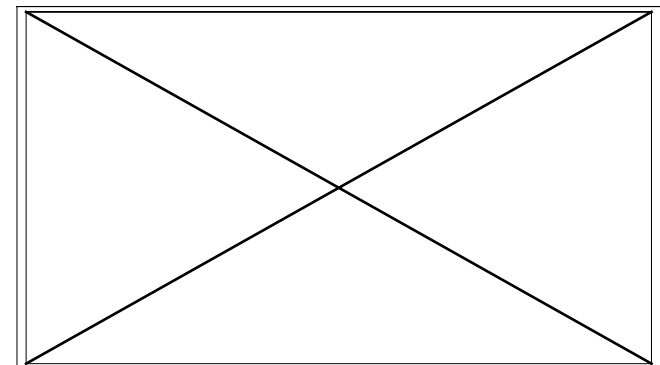
Scene	Duration	Panel	Duration
051	04:08	10	00:08



Dialog
42 ELINOR 42
..Hmmm.

Action Notes
Elinor looks at the list

NO PANEL



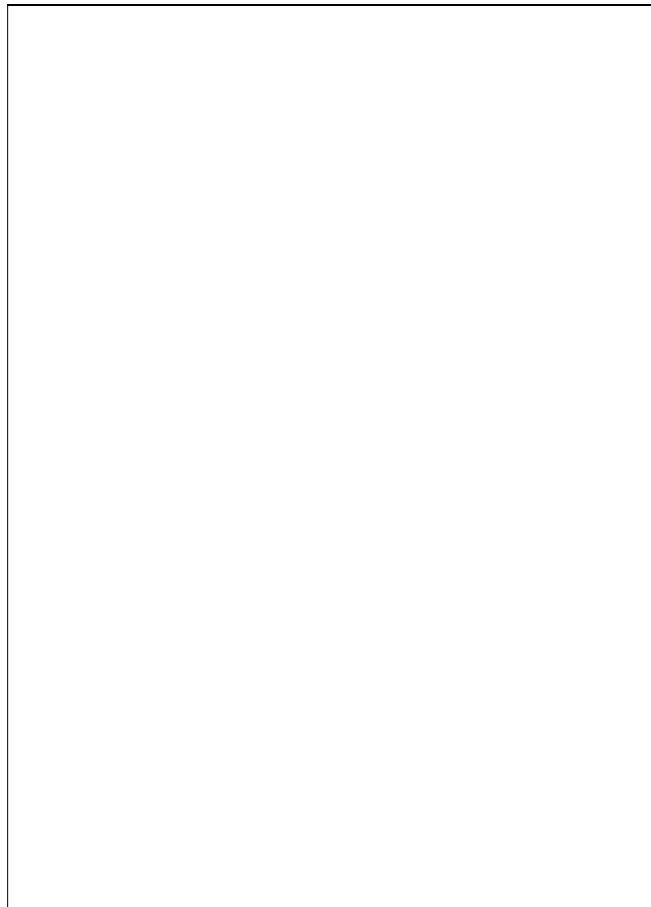
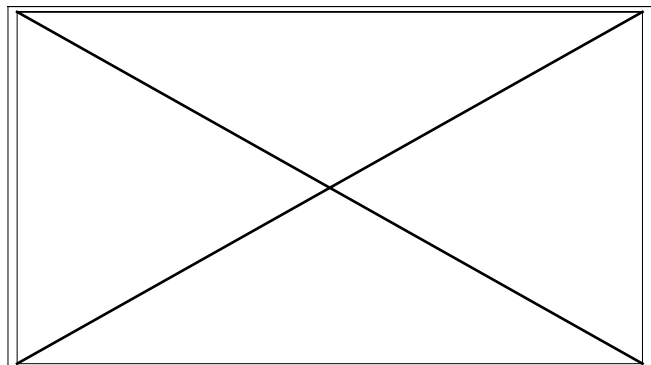
Scene	Duration	Panel	Duration
051	04:08	11	00:08



Dialog
 43 ELINOR (CONT'D) 43
 Let's move on to carrots.

Action Notes
 Next up are carrots.

NO PANEL



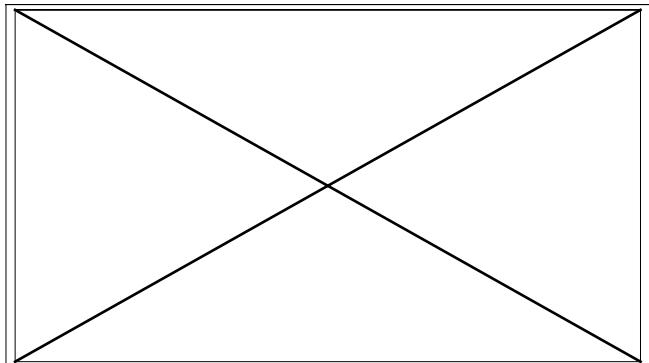
Scene	Duration	Panel	Duration
051	04:08	12	00:08



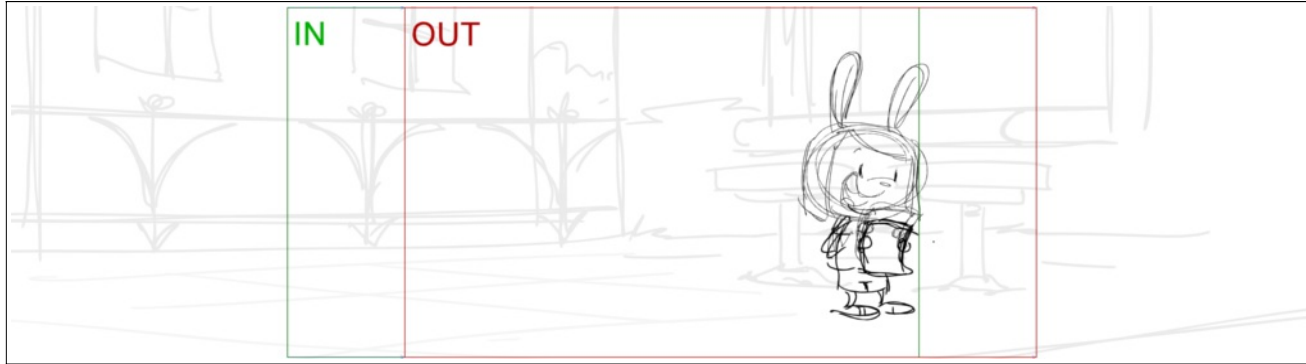
Dialog
 43 ELINOR (CONT'D) 43
 Let's move on to carrots.

Action Notes
 Next up are carrots.

NO PANEL



Scene	Duration	Panel	Duration
051	04:08	13	00:08



Dialog
43 ELINOR (CONT'D) 43
. I love
carrots

Scene	Duration	Panel	Duration
052	03:00	01	00:08



Dialog
43 ELINOR (CONT'D) 43
because I know

Action Notes
CLOSE ON Elinor as she convinces herself of the
comforts of
carrots.

Notes
New bg 006 (detail of 005)

Scene	Duration	Panel	Duration
052	03:00	02	00:08



Dialog
43 ELINOR (CONT'D) 43
exactly what
I'm getting

Scene	Duration	Panel	Duration
052	03:00	03	00:08



Dialog
43 ELINOR (CONT'D) 43
and what I'm getting
are sweet, orange, ORANGE carrots.

Scene	Duration	Panel	Duration
052	03:00	04	00:08



Dialog
43 ELINOR (CONT'D) 43
are sweet, orange, ORANGE carrots.

Scene	Duration	Panel	Duration
052	03:00	05	00:08



Dialog
43 ELINOR (CONT'D) 43
sweet,

Scene	Duration	Panel	Duration
052	03:00	06	00:08



Dialog
43 ELINOR (CONT'D) 43
sweet,

Scene	Duration	Panel	Duration
052	03:00	07	00:08



Dialog
43 ELINOR (CONT'D) 43
, ORANGE carrots.

Scene	Duration	Panel	Duration
052	03:00	08	00:08



Dialog
44 ARI (O.C.) 44
Umm Elinor...

Scene	Duration	Panel	Duration
052	03:00	09	00:08



Action Notes
Elinor turns to her friends

Scene	Duration	Panel	Duration
053	00:08	01	00:08



Action Notes
who are both holding armfuls of different colored carrots - YELLOW, ORANGE, RED, WHITE and PURPLE.

Notes
s/a new bg 005

Scene	Duration	Panel	Duration
054	03:00	01	00:08



Dialog
45 ELINOR 45
Different.

Action Notes
Elinor's eyes go wide with realization.

Notes
New bg 006 (detail of 005)

Scene	Duration	Panel	Duration
054	03:00	02	00:08



Dialog
45 ELINOR 45
Color.

Action Notes
Elinor's eyes go wide with realization.

Scene	Duration	Panel	Duration
054	03:00	03	00:08



Dialog
45 ELINOR 45
. Carr-

Scene	Duration	Panel	Duration
054	03:00	04	00:08



Dialog
45 ELINOR 45
. -rots?

Action Notes
Elinor's eyes go wide with realization.

Scene	Duration	Panel	Duration
054	03:00	05	00:08



Scene	Duration	Panel	Duration
054	03:00	06	00:08



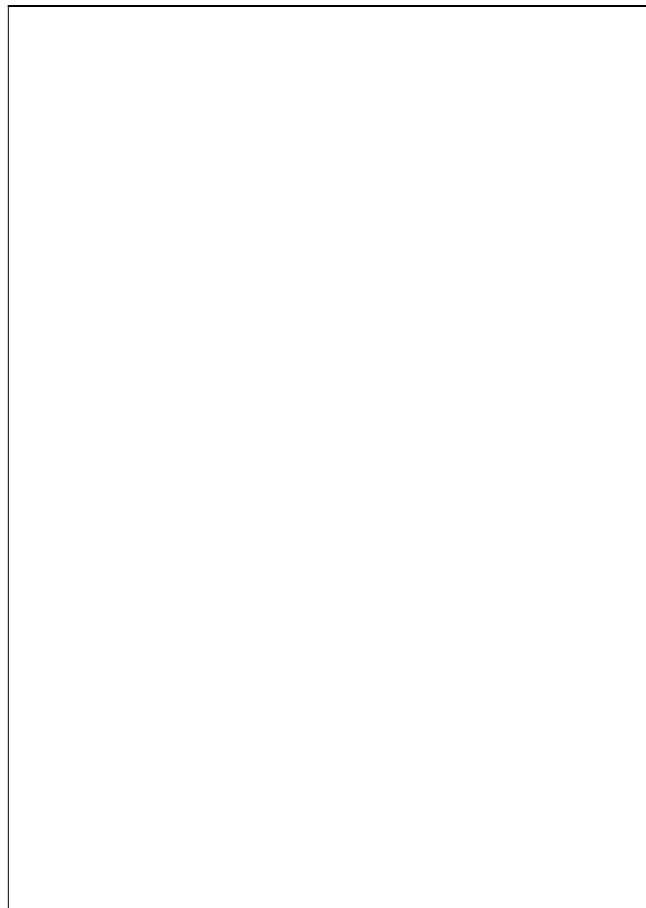
Scene	Duration	Panel	Duration
054	03:00	07	00:08



Scene	Duration	Panel	Duration
054	03:00	08	00:08



Scene	Duration	Panel	Duration
054	03:00	09	00:08



Scene	Duration	Panel	Duration
055	00:16	01	00:08



Dialog
46 ARI 46
You ok

Notes
s/a new bg 005

Scene	Duration	Panel	Duration
055	00:16	02	00:08



Dialog
46 ARI 46
You ok Elinor?

Scene	Duration	Panel	Duration
056	01:16	01	00:08



Dialog
46 ARI 46
Maybe let's look at
the peppers...

Notes
s/a new bg 003

Scene	Duration	Panel	Duration
056	01:16	02	00:08



Dialog
46 ARI 46
Maybe let's look at
the peppers...

Scene	Duration	Panel	Duration
056	01:16	03	00:08



Dialog
46 ARI 46
Maybe let's look at
the peppers...

Scene	Duration	Panel	Duration
056	01:16	04	00:08

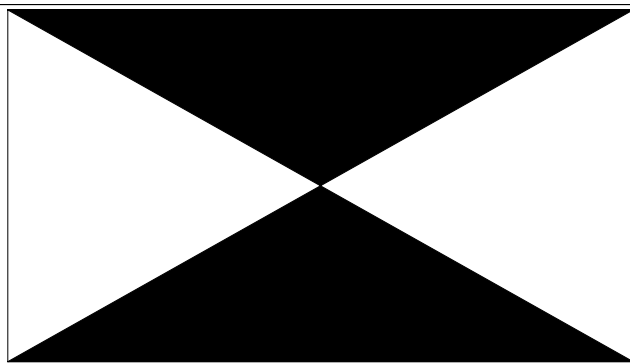


Dialog
46 ARI 46
Maybe let's look at
the peppers...

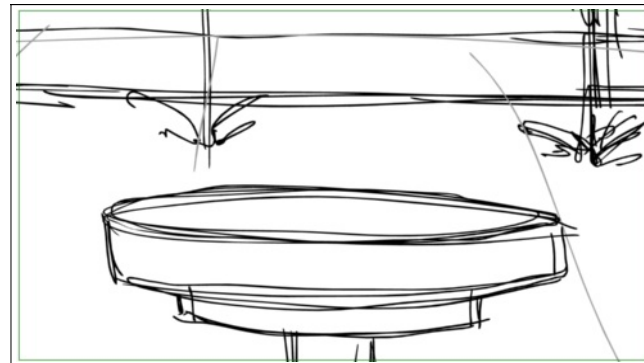
Scene	Duration	Panel	Duration
056	01:16	05	00:08



Dissolve	Duration
	00:04



Scene	Duration	Panel	Duration
057	04:08	01	00:08



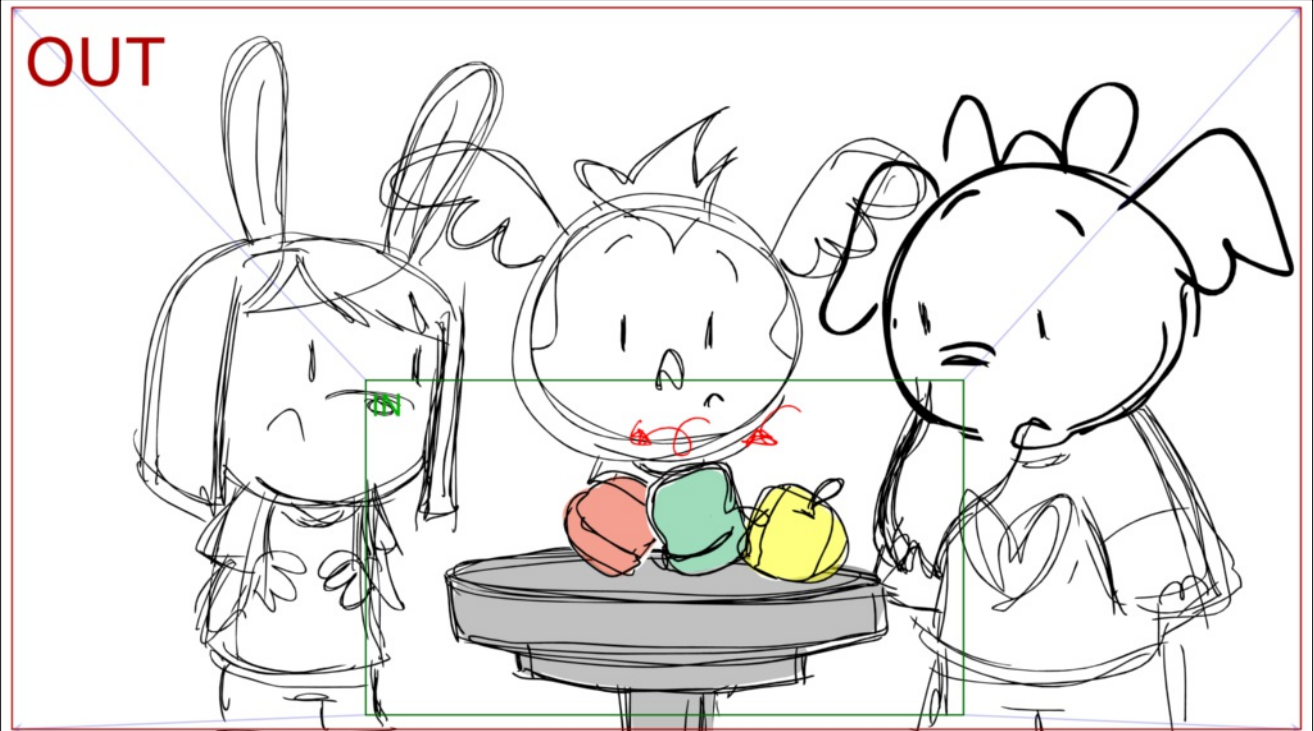
Scene	Duration	Panel	Duration
057	04:08	02	00:08



Action Notes

Olive puts three bell peppers beside each other. Green, yellow, and red.

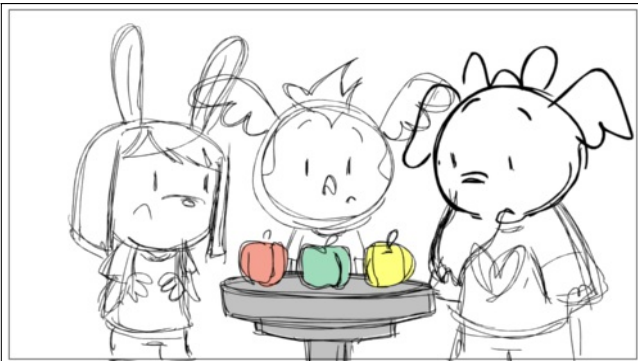
Scene	Duration	Panel	Duration
057	04:08	03	00:08



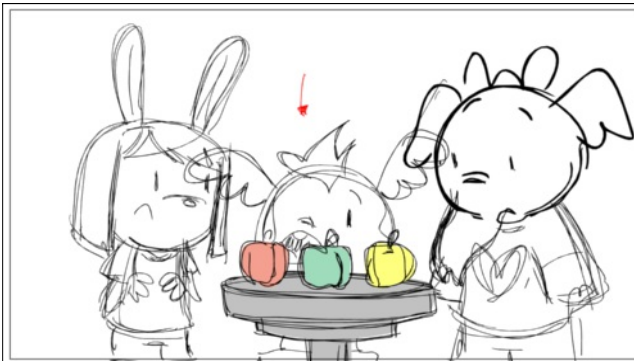
Dialog

47 ARI (CONT'D) 47
They're the same size.

Scene	Duration	Panel	Duration
057	04:08	04	00:08



Scene	Duration	Panel	Duration
057	04:08	05	00:08



Dialog
47 ARI (CONT'D) 47
They're the same size.

Scene	Duration	Panel	Duration
057	04:08	06	00:08



Dialog
48 OLIVE 48
And the same shape.

Scene	Duration	Panel	Duration
057	04:08	07	00:08



Dialog
49 ELINOR 49
But why are they different colors?

Scene	Duration	Panel	Duration
057	04:08	08	00:08



Action Notes
A delightful smell wafts in from the restaurant window and
and
Ari is first to notice. He sniffs the air.

Scene	Duration	Panel	Duration
057	04:08	09	00:08



Dialog
sniffs

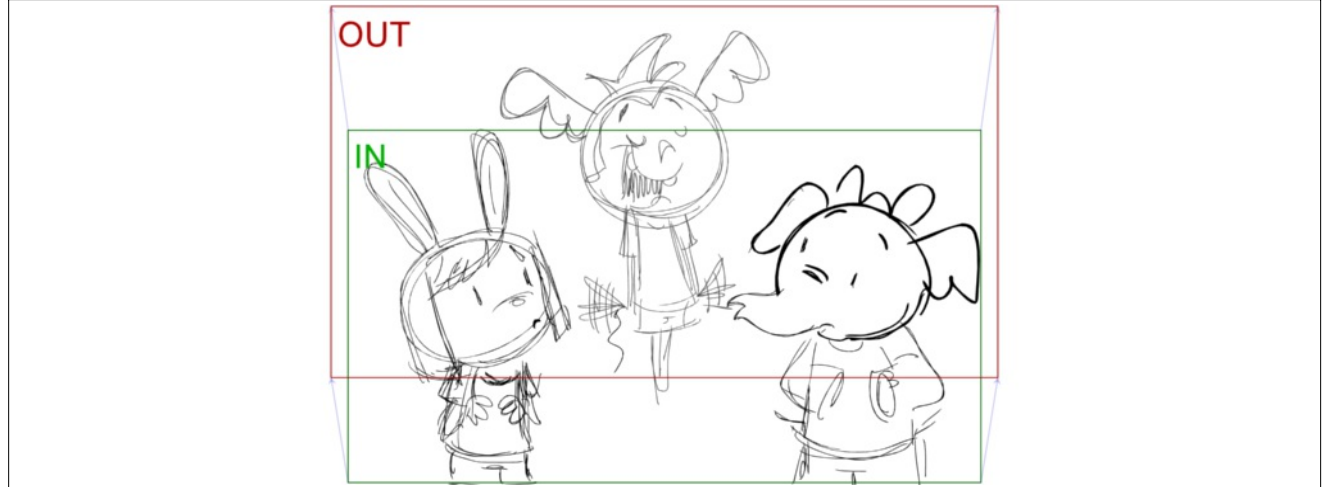
Scene	Duration	Panel	Duration
057	04:08	10	00:08



Dialog
50 ARI 50
Oh. Ohhhh something smells good!

Action Notes
A delightful smell wafts in from the restaurant window and
Ari is first to notice. He sniffs the air.

Scene	Duration	Panel	Duration
057	04:08	11	00:08

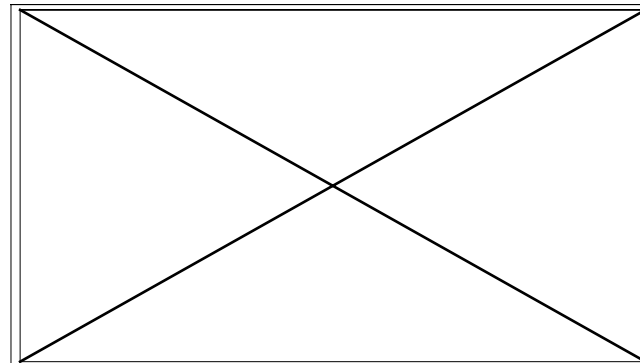


Dialog
50 ARI 50
Ohhhh something smells good!

Scene	Duration	Panel	Duration
057	04:08	12	00:08



NO PANEL

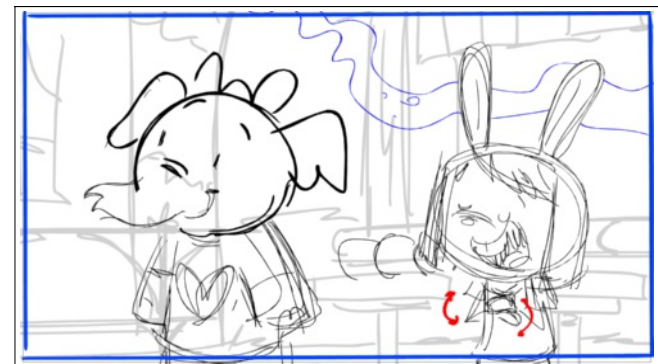


Scene	Duration	Panel	Duration
057	04:08	13	00:08



Dialog
50 ARI 50
Ohhhh something smells good!

Scene	Duration	Panel	Duration
058	00:16	01	00:08



Dialog
51 ELINOR 51
Yum!

Notes
New bg 006 (detail of 005)

Scene	Duration	Panel	Duration
058	00:16	02	00:08



Dialog
51 ELINOR 51
It does.

Notes
New bg 006 (detail of 005)

Scene	Duration	Panel	Duration
059	04:16	01	00:08



Dialog
52 OLIVE 52
It's coming from Ms. Llama's
kitchen.

Scene	Duration	Panel	Duration
059	04:16	02	00:08



Dialog
52 OLIVE 52
It's coming from Ms. Llama's
kitchen.

Scene	Duration	Panel	Duration
059	04:16	03	00:08



Dialog
53 ELINOR 53
Maybe she knows more about why
veggies are different colors.

Scene	Duration	Panel	Duration
059	04:16	04	00:08



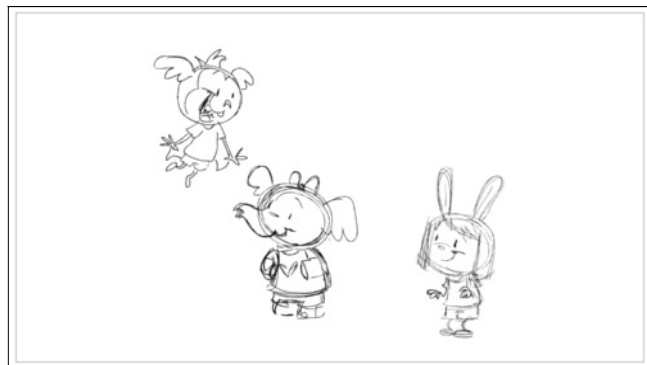
Dialog
54 ARI 54
Well what

Scene	Duration	Panel	Duration
059	04:16	05	00:08



Dialog
54 ARI 54
are we

Scene	Duration	Panel	Duration
059	04:16	06	00:08



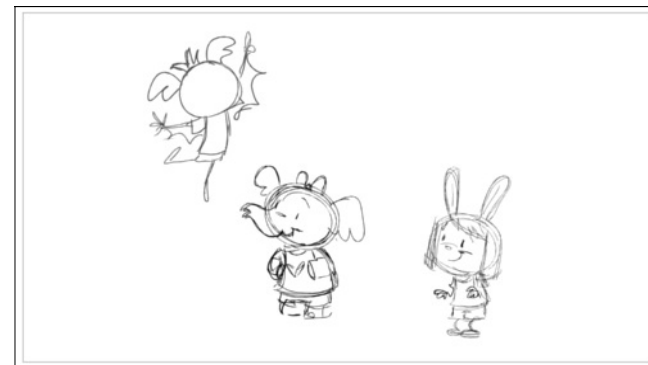
Dialog
54 ARI 54
waiting for?

Scene	Duration	Panel	Duration
059	04:16	07	00:08



Dialog
54 ARI 54
Let's
follow that smell!

Scene	Duration	Panel	Duration
059	04:16	08	00:08



Dialog
54 ARI 54
follow that

Scene	Duration	Panel	Duration
059	04:16	09	00:08



Dialog
54 ARI 54
smell!

Scene	Duration	Panel	Duration
059	04:16	10	00:08



Dialog
54 ARI 54
smell!

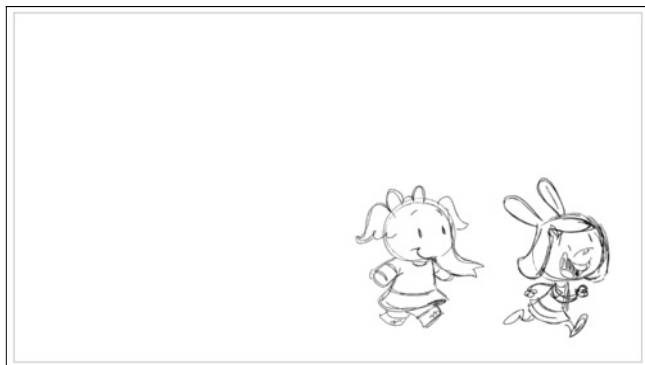
Action Notes
They follow the delicious smell coming from Ms. Llama's restaurant where -

Scene	Duration	Panel	Duration
059	04:16	11	00:08



Dialog
54 ARI 54
smell!

Scene	Duration	Panel	Duration
059	04:16	12	00:08



Scene	Duration	Panel	Duration
059	04:16	13	00:08



Scene	Duration	Panel	Duration
059	04:16	14	00:08

