Victoria Harris

410-D_312

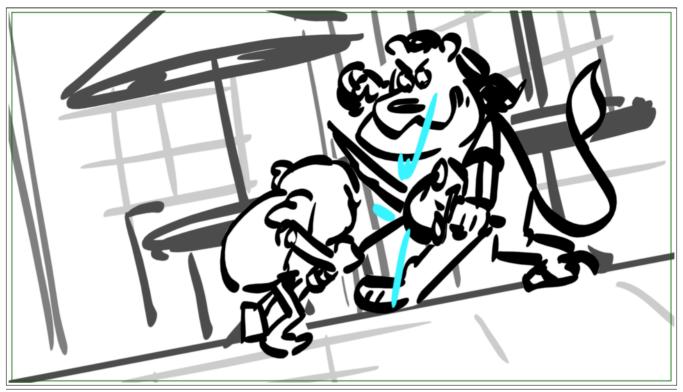
action sample 2



Action Notes

CUT TO - EXT. CONQUISTADOR INN - HOTEL POOL AREA - DAY

PDL and S are about to clash weapons.

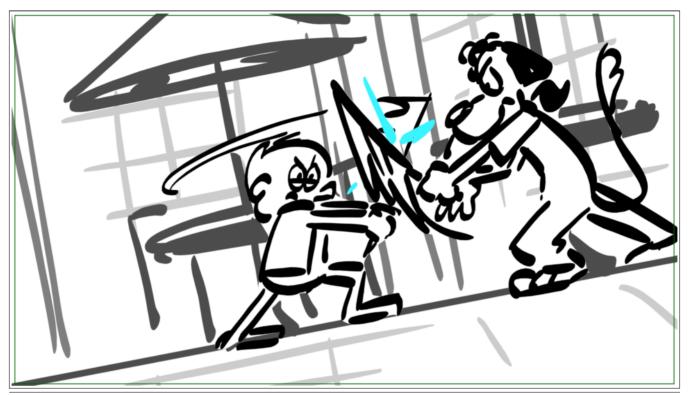


Action Notes

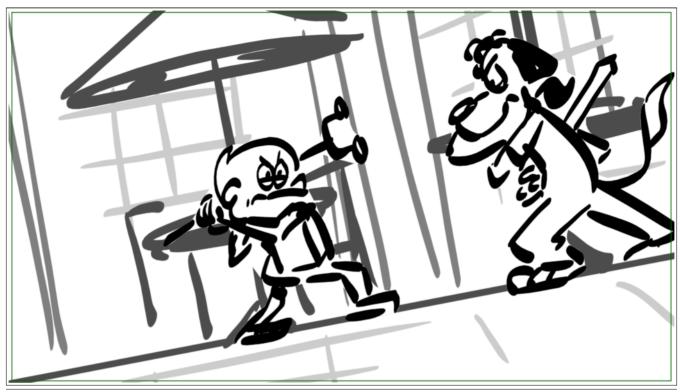
S's walking stick clashes with PDL's sword.



S and PDL both antic another swing.

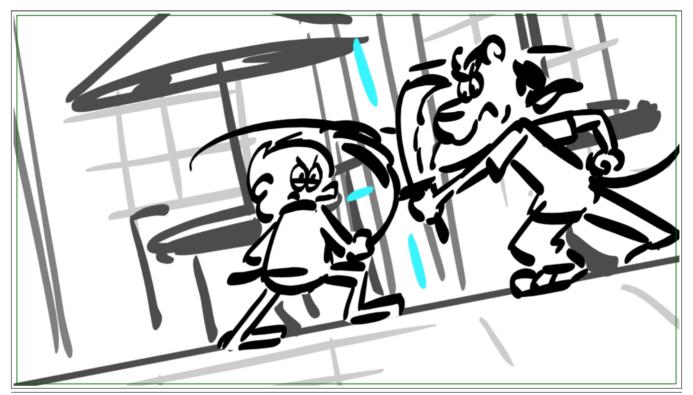


S and PDL clash weapons again.



Action Notes

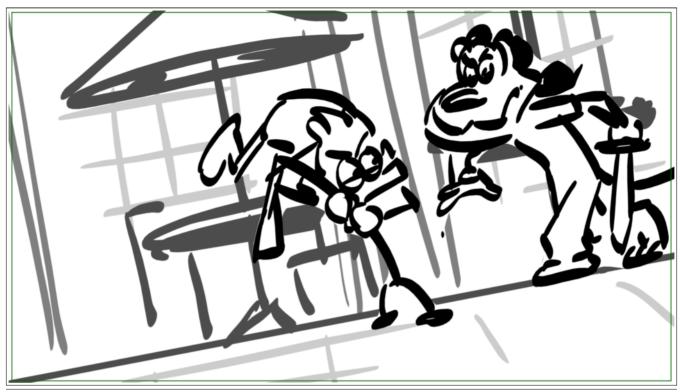
S and PDL antic another swing.



S and PDL clash weapons.



S spins his walking stick above his head. PDL waits for an opportunity to strike.



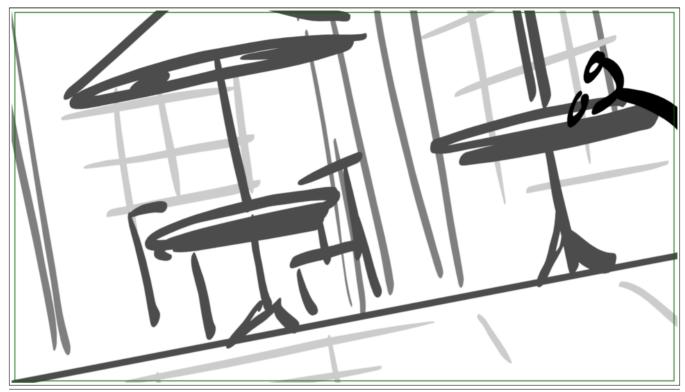
Action Notes

S sticks the walking stick down to the ground and lifts himself up.



Action Notes

S kicks PDL.

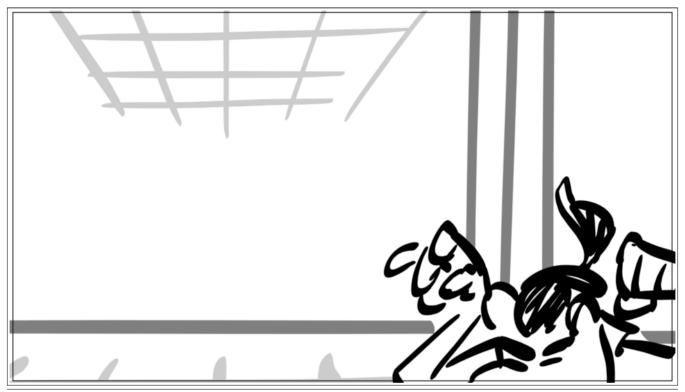


Action Notes

S and PDL fall O/S.



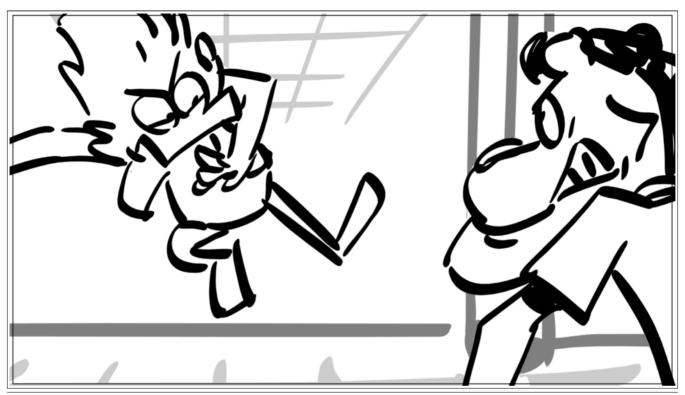
CUT TO - PDL falls back.



PDL falls to the ground.



PDL looks up at S. S's foot comes IN.



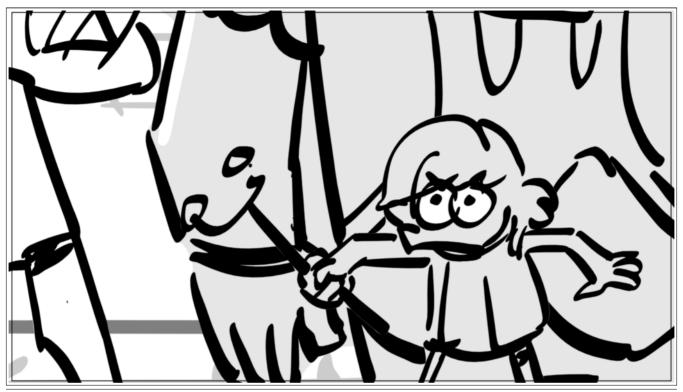
PDL dodges S's flying kick.



S lands on his feet. FJ comes IN behind S. PDL pivots in front of S.

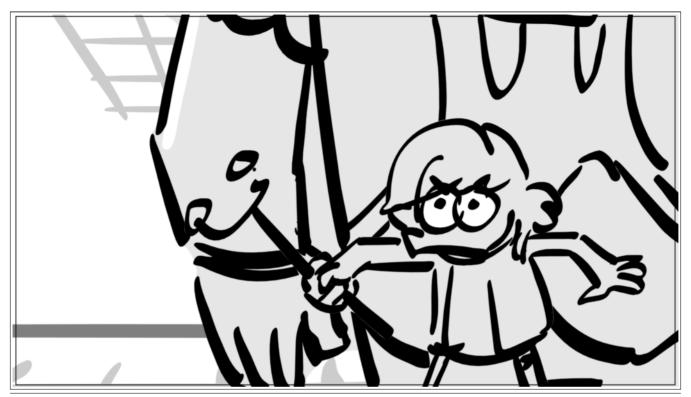
<CORE SHADOW FX>

<SHADOW FX>



Action Notes

PDL backs away O/S. S stands up.

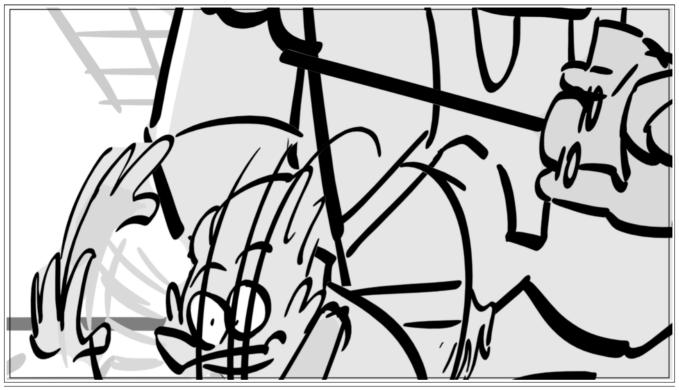




S brings his walking stick up.

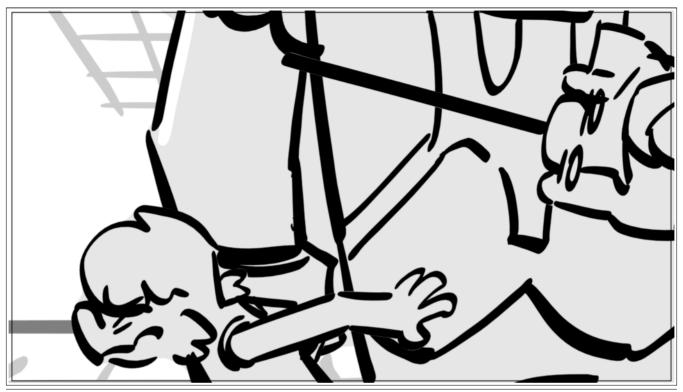


S antics a swing. FJ's hand comes IN.

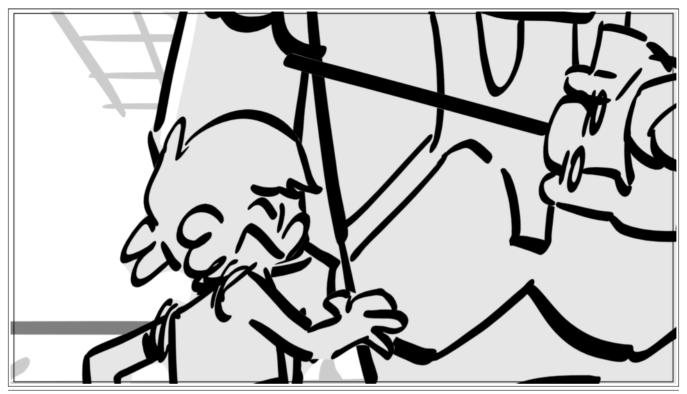


Action Notes

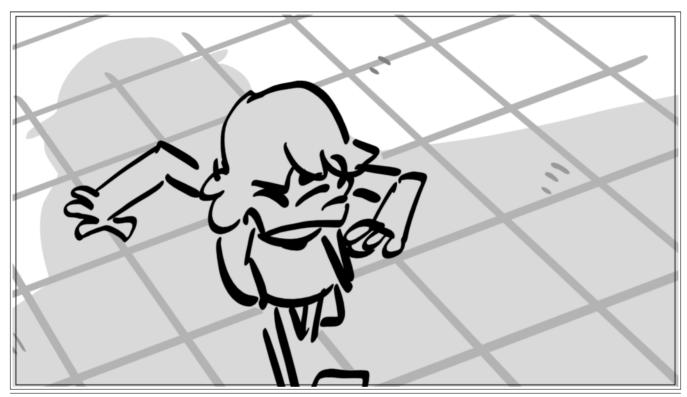
FJ grabs the walking stick. S loses his balance when he tries to swing.



S stumbles around.



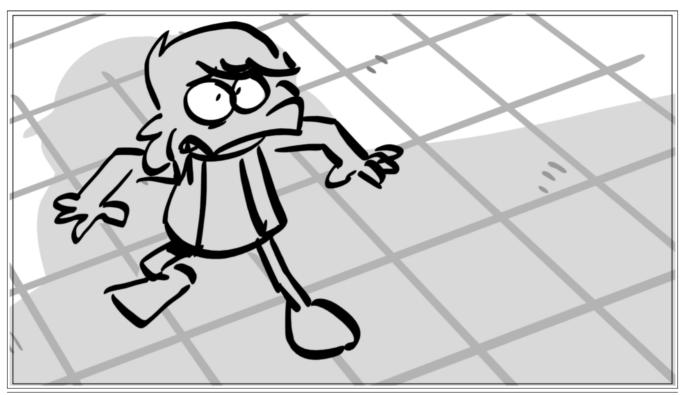
Action Notes



CUT TO H/U - S backs away from FJ

<CAST SHADOW FX>

<SHADOW FX>



S looks up at FJ.



CUT TO - FJ holds the walking stick with both hands.

<DROOL FX>

<CORE SHADOW FX>



Action Notes

FJ snaps the walking stick in half.



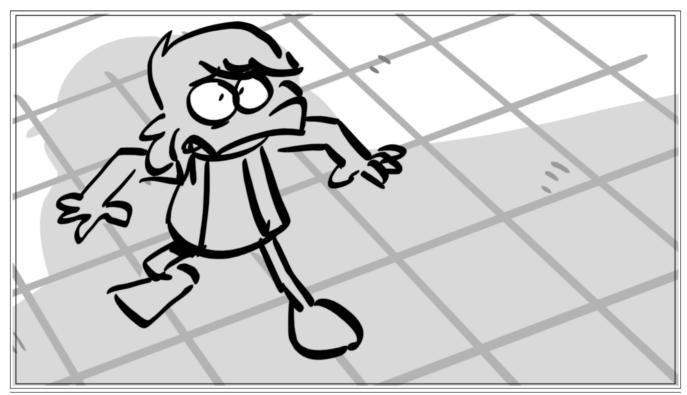
Action Notes

FJ throws the walking stick down.



Action Notes

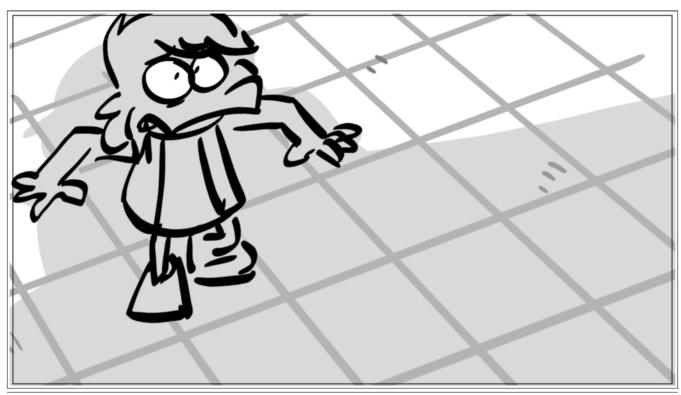
The walking stick pieces fall O/S.



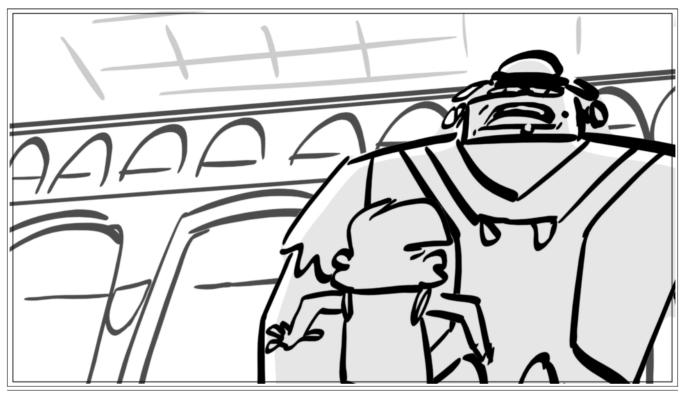
CUT TO - S looks OS at FJ

<CAST SHADOW FX>

<SHADOW FX>



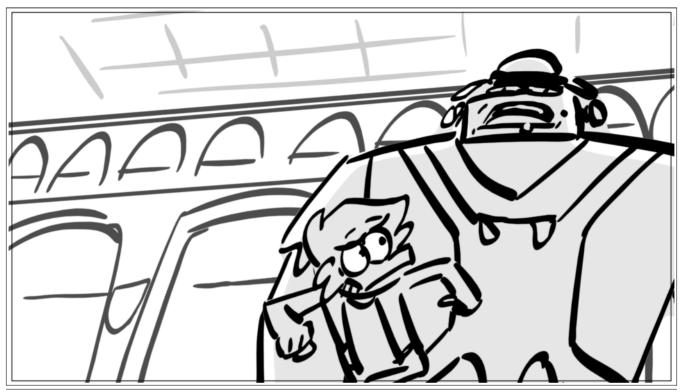
S backs away.



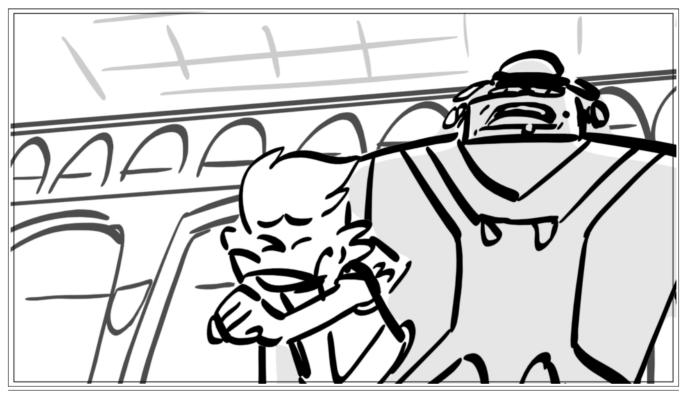
CUT TO H/U - S backs away from FJ

<DROOL FX>

<CORE SHADOW FX>



S turns to run.

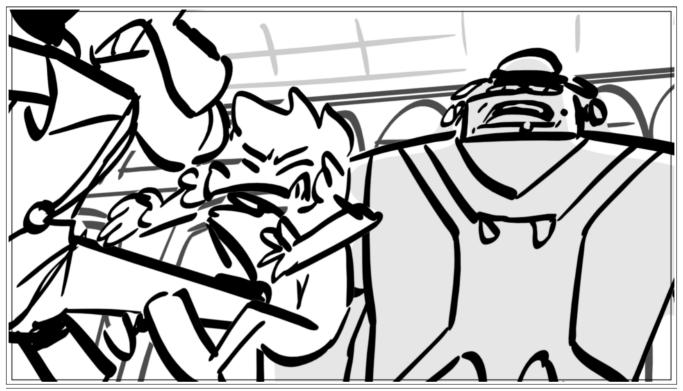


Action Notes



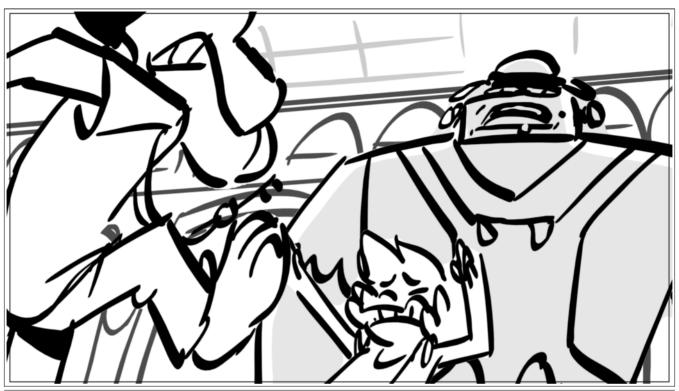
Action Notes

PDL's foot comes IN.



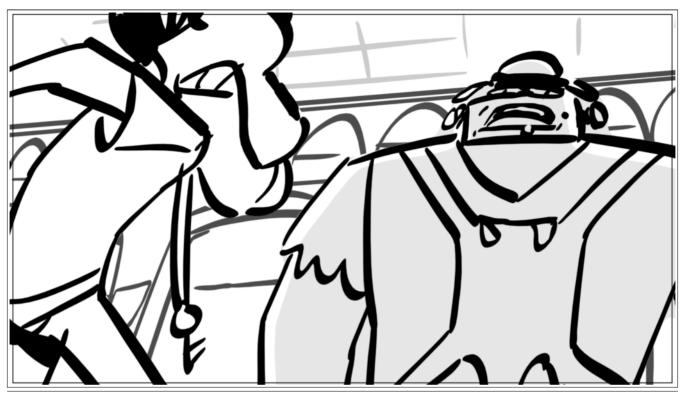
Action Notes

PDL kicks S back.

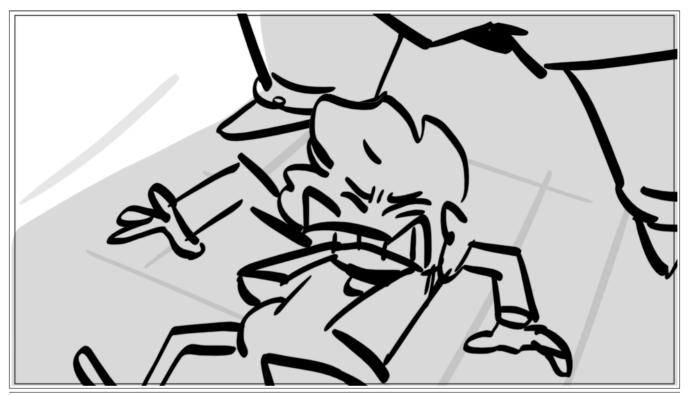


Action Notes

S falls back.



Action Notes
S falls O/S.



CUT TO - S lands on the ground by FJ's feet.

<CAST SHADOW FX>

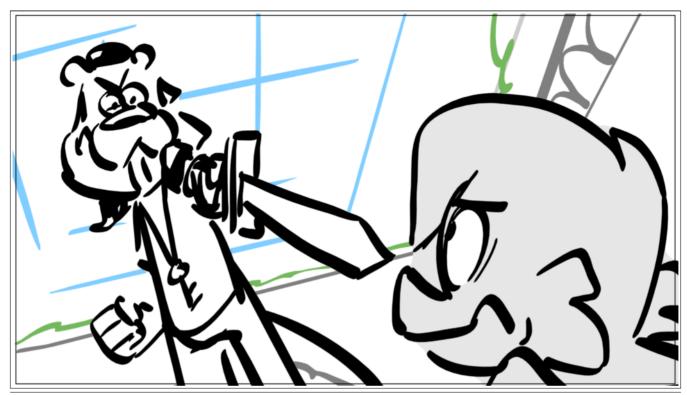
<CORE SHADOW FX>



S looks up.

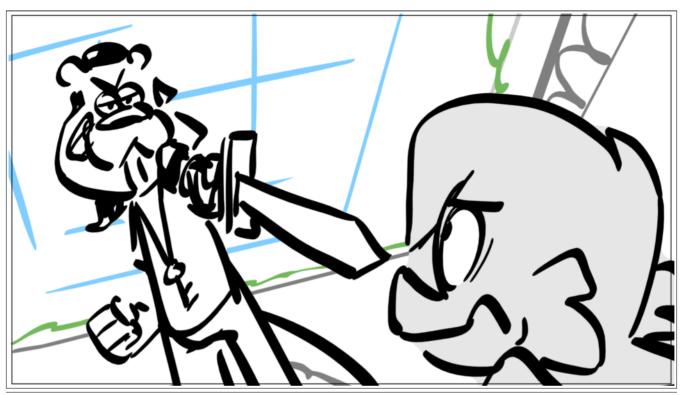


PDL's sword comes IN.



CUT TO H/U - PDL points his sword at S

<SHADOW FX>



Action Notes
PDL smiles.



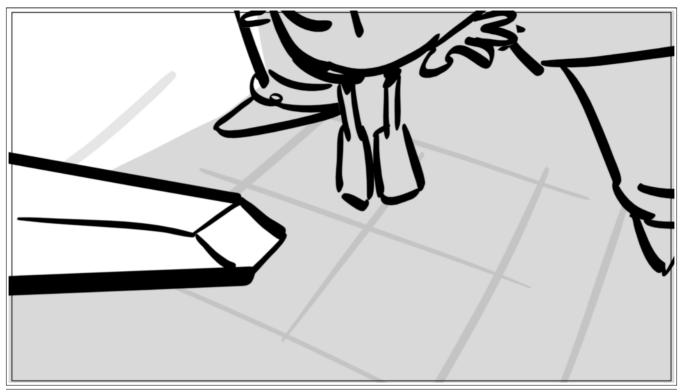
CUT TO H/U - S looks up at PDL



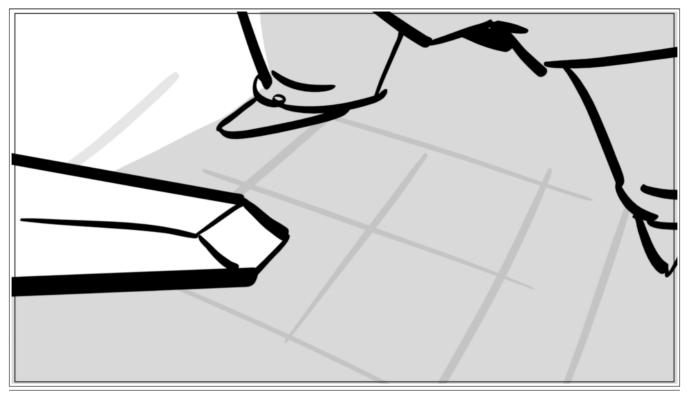
FJ's hand comes IN.



FJ grabs S.



FJ lifts S up O/S.





Action Notes

CUT TO H/U - S kicks his feet about.



Action Notes



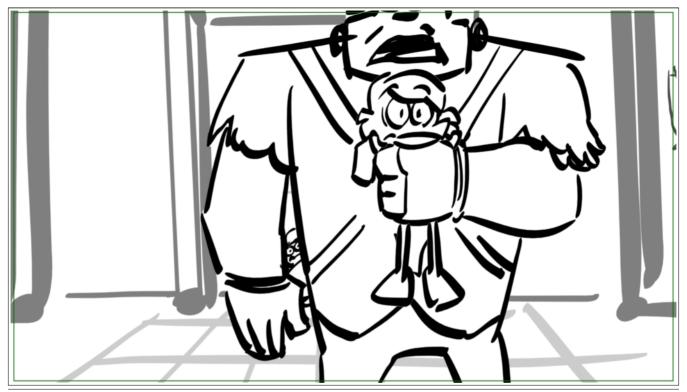


Action Notes

Dialog

221 GOLDIE:

"Pick on..."

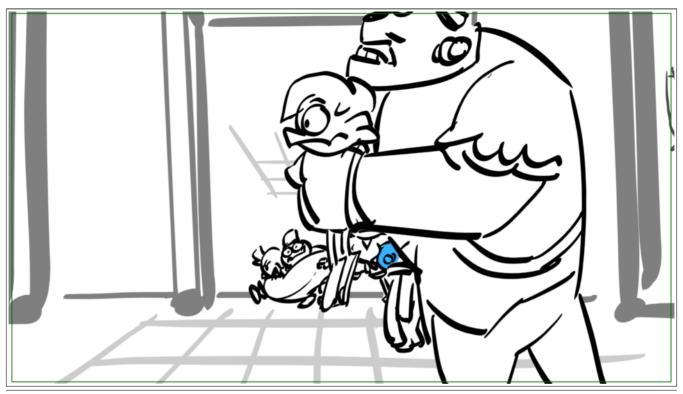


S stops kicking when he hears G's voice O/S.

Dialog

221 GOLDIE:

[&]quot;...someone your..."



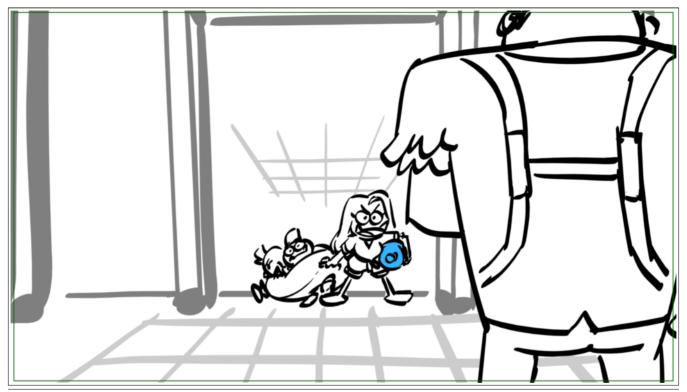
FJ turns around to reveal G and H, D and L still stuck in the floatie.

<WATER FX>

Dialog

221 GOLDIE:

"...own..."

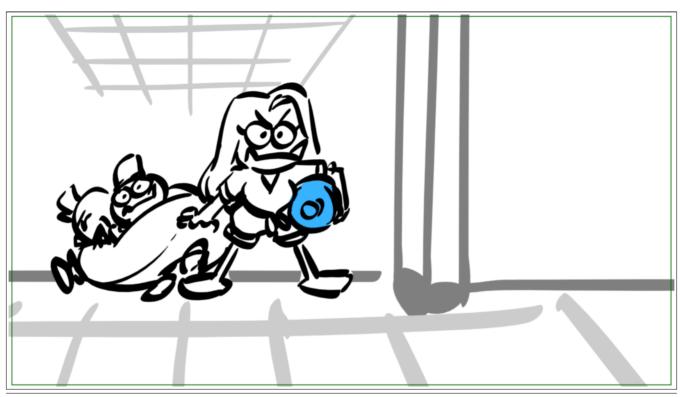


G speaks.

Dialog

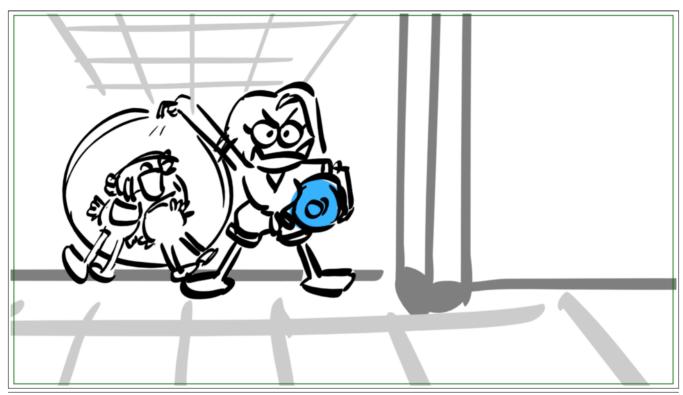
221 GOLDIE:

"...age!"

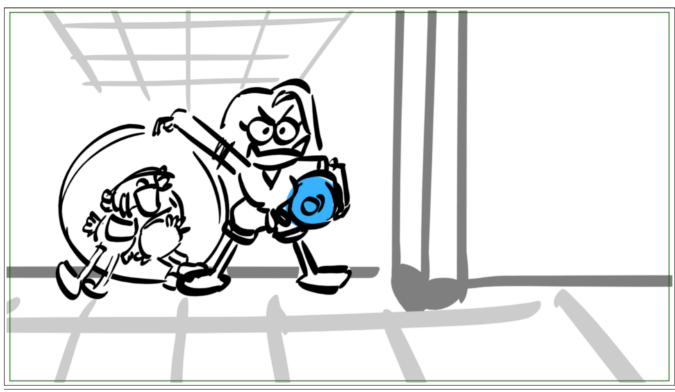


CUT TO ${\rm H}/{\rm U}$ - Goldie stands in the doorway with the boys in tow, and a jug of youth water under her arm

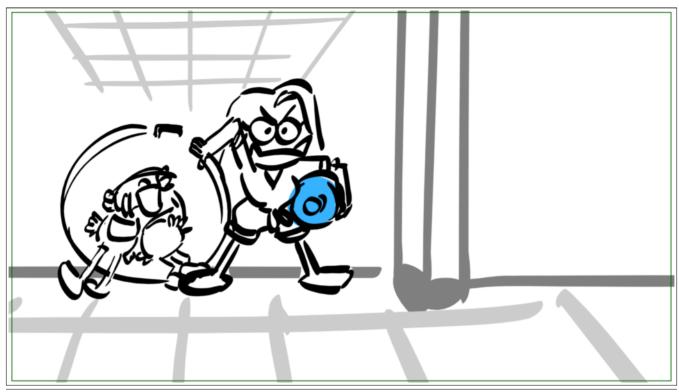
<WATER FX>



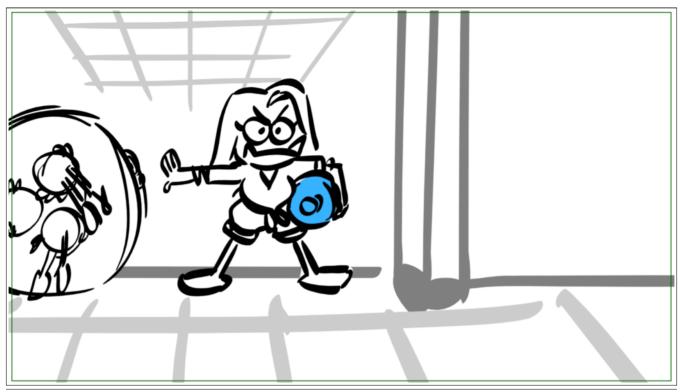
G lifts the boys up.



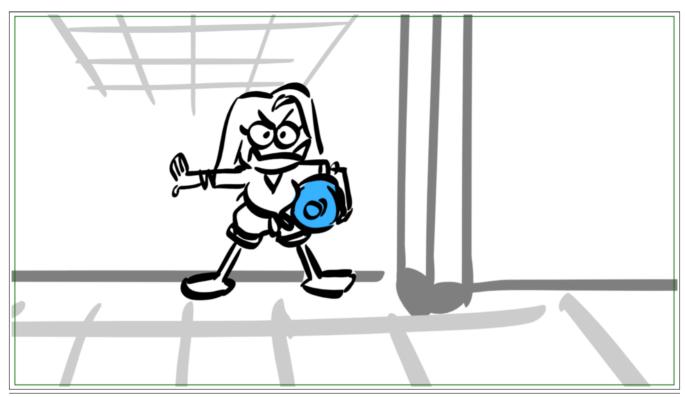
G sets the floatie down on it's side.

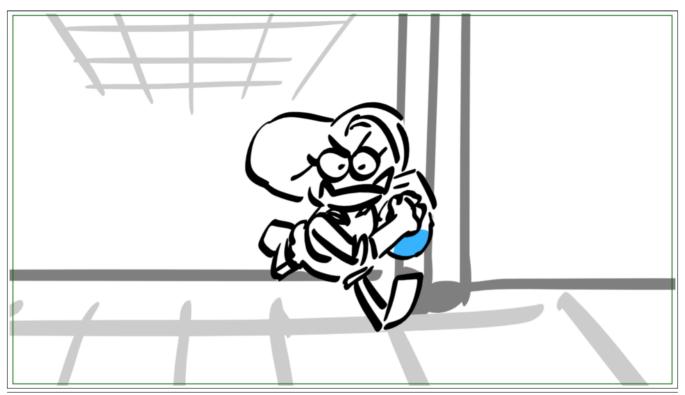


G antics to push the floatie.

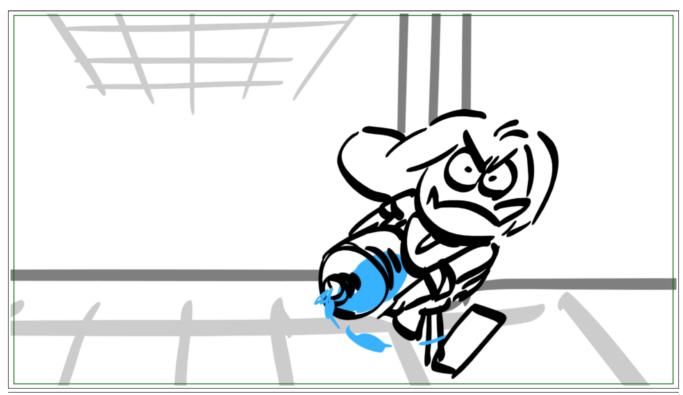


G pushes the floatie and it rolls away O/S.



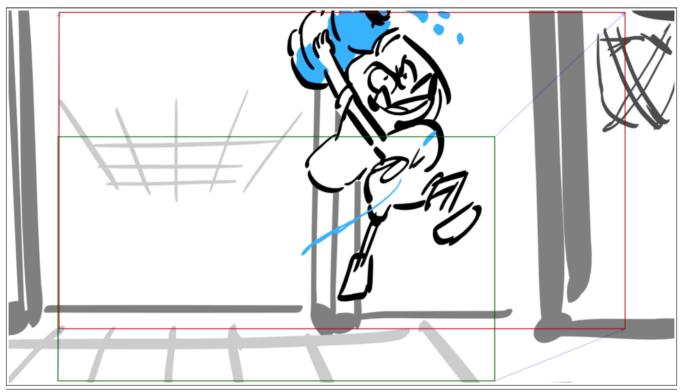


G runs toward FJ.



G antics to swing the water jug.

<WATER DRiP FX>



DIAG. PAN/TO W/ ACTION as G jumps up while lifting the water jug over her head.

Dialog

222 GOLDIE:

"Down the..."



CUT TO - FJ and S

FJ and S track O/S G.

Dialog

222 GOLDIE:

"...hatch,..."



G leaps IN.

<WATER DRIP FX>

Dialog

222 GOLDIE:

"...ya..."



G sticks the water jug into FJ's mouth.

Dialog

222 GOLDIE:

"...big ga(loot.)..."



Action Notes

DIAG. PAN W/ ACTION as G flips over FJ.

Dialog

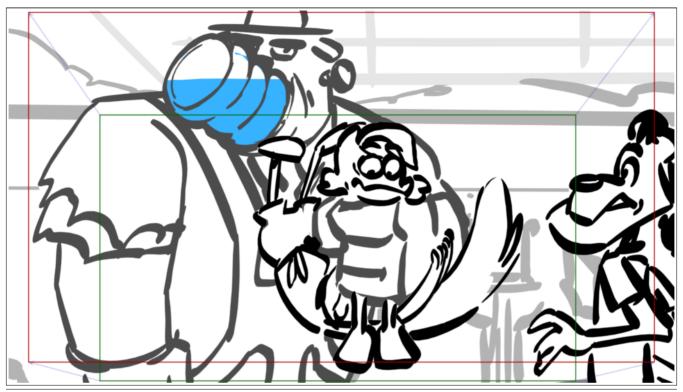
222 GOLDIE:

"...(ga)loot."



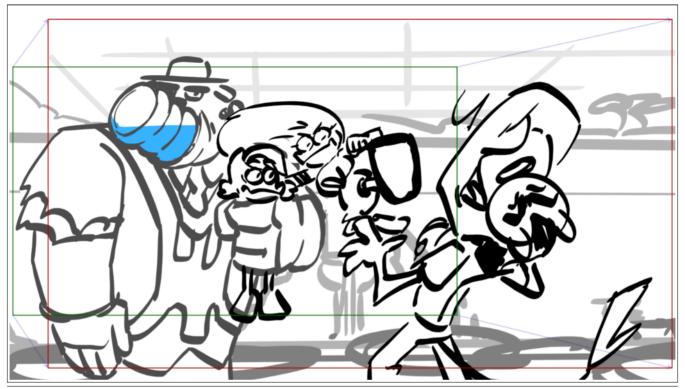
Action Notes

DIAG. PAN W/ ACTION as G grabs onto FJ and swings down. FJ starts to drink the water in the jug.



Action Notes

DIAG. PAN/TO W/ ACTION as G swings around FJ's arm.



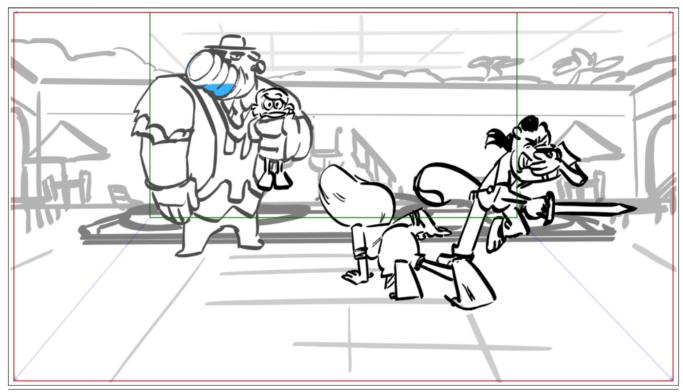
Action Notes

DIAG. PAN/TO W/ ACTION G uses her momentum to kick PDL in the face.

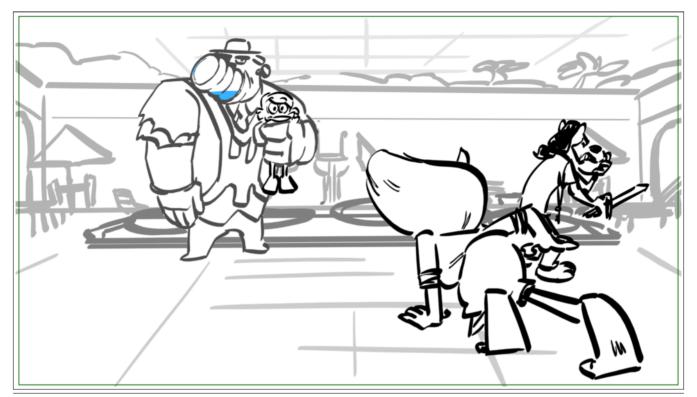
Dialog

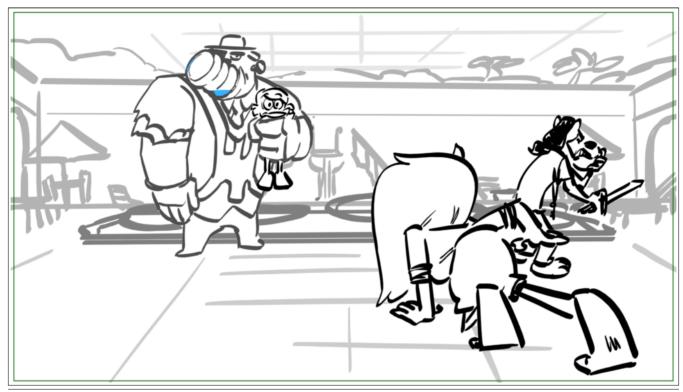
PONCE DE LEON:

<GRUNT>



TO W/ ACTION as ${\tt G}$ lands on the ground and skids backwards. PDL stumbles around.





G settles.



Action Notes

CUT TO H/U - Scrooge looks on, stymied

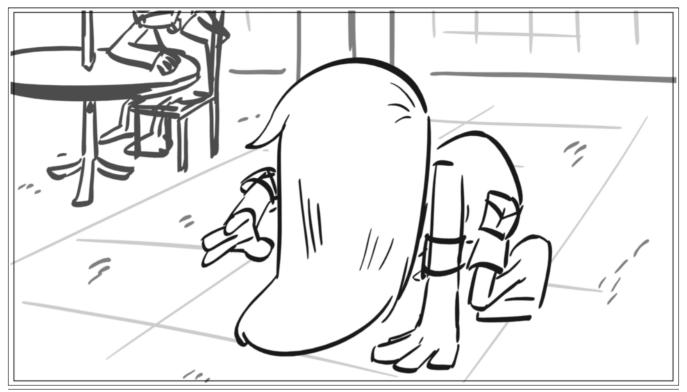


S speaks, surprised.

Dialog

223 SCROOGE:

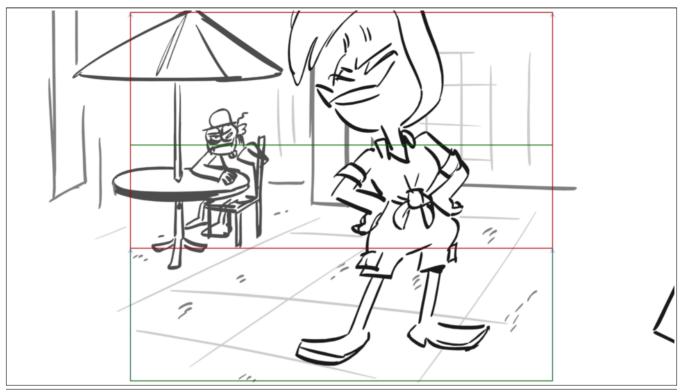
"You came back for me."



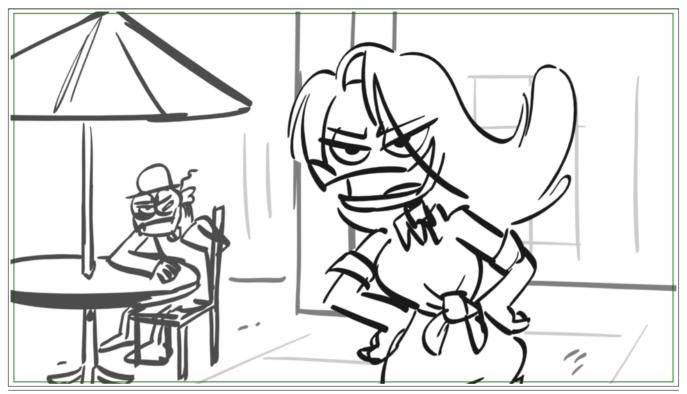
CUT TO - G in 3-point landing on the ground

RD rubs his cheek in the BG.

Cycle with A/B poses as per X-sheet.



VERT. PAN W/ ACTION as G stands up and flips her hair.

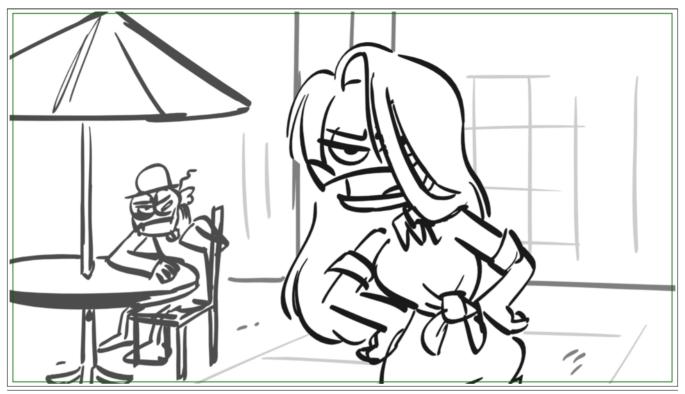


G speaks as he hair flips over.

Dialog

224 GOLDIE:

"Gu(ess)..."

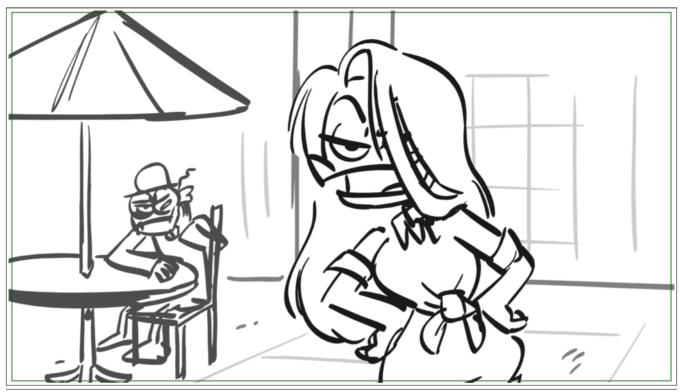


G's hair settles sexily across her face.

Dialog

224 GOLDIE:

"...(Gu)ess I'm not the..."



G raises an eyebrow.

Dialog

224 GOLDIE:

"...woman I used to be."



Action Notes

CUT TO - S with his whole face blushing