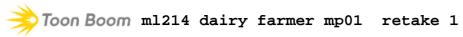
# ml214 dairy farmer mp01

retake 1



Duration

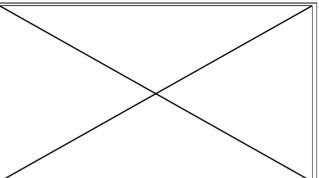
Scene

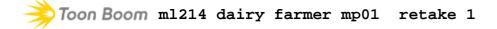


Panel

Duration

# NO PANEL

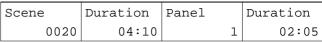


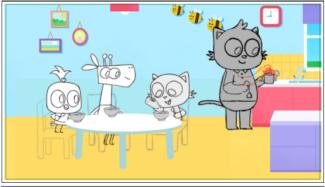




1 MILO 1

Mmmm. Honey Flakes!...





## Dialog

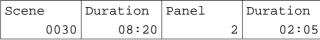
1 MILO 1

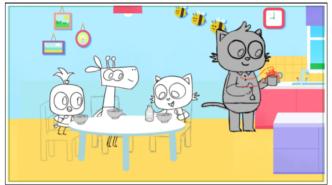
Just pour some milk...



Scene	Duration	Panel	Duration
0020	04:10	2	02:05

Scene Duration Panel Duration 02:05 0030 08:20 1









## Dialog

1 MILO 1

Just pour some milk...

## Dialog

2 LARK 2

My favourite.

## Dialog

2 LARK 2

Pass the milk please, \* Lofty \*.

#### Notes

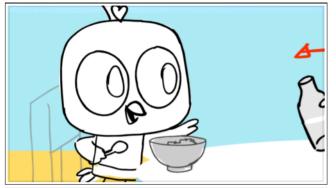
Line change



Scene	Duration	Panel		Duration
0030	08:20		3	02:05

Scene	Duration	Panel	Duration
0030	08:20	4	02:05

Scene	Duration	Panel	Duration
0040	04:10	1	02:05







2 LARK 2

Pass the milk please, \* Lofty \*.

## Notes

Line change

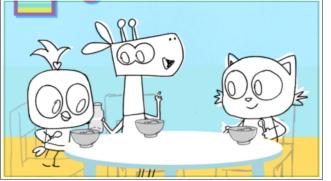


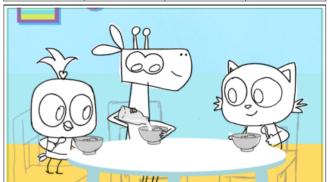
Scene	Duration	Panel		Duration
0040	04:10		2	02:05

Scene	Duration	Panel	Duration
0050	04:10	1	02:05

Scene	Duration	Panel	Duration
0050	04:10	2	02:05







3 LOFTY 3 Save some for me.

Page 6/240

10011	boom mizi4 da	iry tarmer m	pui rec	ake I				Page	6/240
Scene	Duration Panel	Duration 1 02:05	Scene	Duration Panel	Duration 2 02:05	Scene	Duration		Duration
0060	06:15	1 02:05	0060	06:15	2 02:05	0060	06:15	3	02:05
	U			U					
						V	OUT		
	$\sim$			$\sim\sim$			-		
1			4			4			
$\Lambda$	Lor	3	٨	- Contract	3	A	K	-	3
$\Lambda$									

Duration

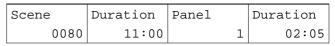


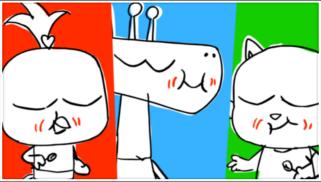
Scene

0070	04:10	1	02:05
	$\sim$	ر آ.	A
<b>₽</b>			

Duration Panel

Scene	Duration	Panel	Duration
0070	04:10	2	02:05



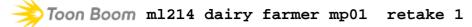


Dialog

<MUNCH MUNCH>

Dialog

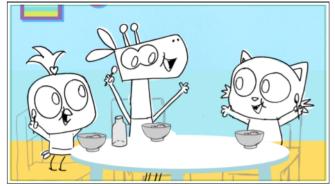
<MUNCH MUNCH>

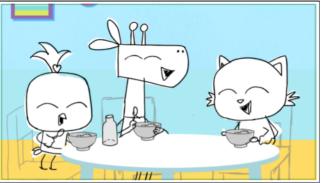


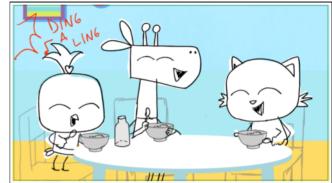
SceneDurationPanelDuration008011:00202:05

Scene Duration Panel Duration 0080 11:00 3 02:05

Scene Duration Panel Duration 0080 11:00 4 02:05







## Dialog

4 MILO/LOFTY/LARK 4 (with full mouths)
Best breakfast ever!

Dialog

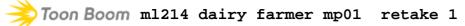
<GIGGLE GIGGLE>

## Dialog

<GIGGLE GIGGLE>

#### Action Notes

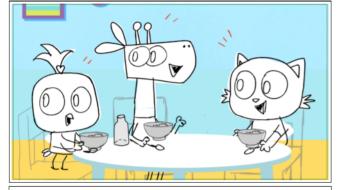
SFX: <DING A LING>

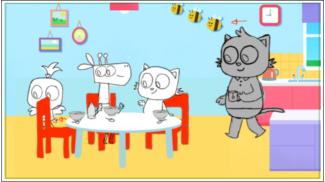


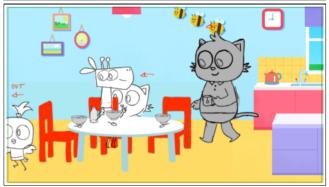
SceneDurationPanelDuration008011:00502:05

Scene	Duration	Panel	Duration
0090	26:10	1	02:05

Scene Duration Panel Duration 0090 26:10 2 02:05







## Dialog

5 MILO/LOFTY/LARK (CONT'D) 5

A customer!

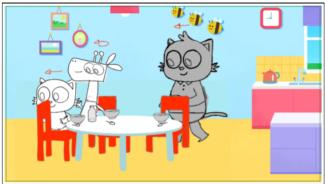
## Notes

0020 framing

## Notes

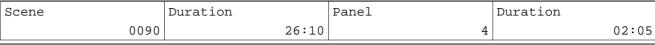
Page 10/240

Scene	Duration	Panel	Duration
0090	26:10	3	02:05



Notes

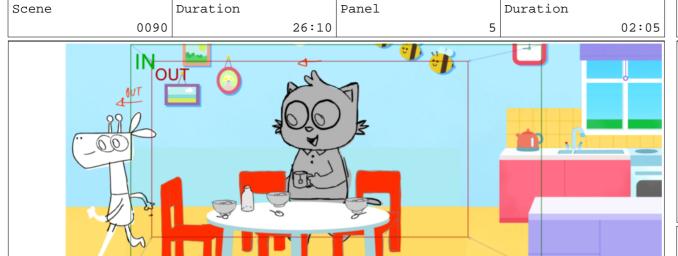
0020 framing



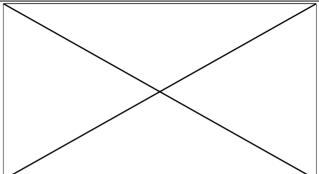


Notes





# NO PANEL



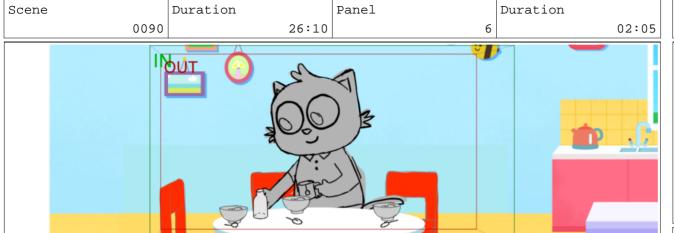
## Dialog

6 DAD 6

A spot of milk in my tea...

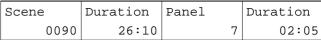
## Notes

Page 12/240



Notes

0020 framing





Notes



Scene	Duration	Panel	Duration
0090	26:10	8	02:05

Scene Duration Panel Duration 26:10 02:05 0090 9

Scene Duration Panel Duration 26:10 0090 10 02:05









Notes 0020 framing

Notes 0020 framing

## Dialog

6 DAD 6

... or maybe not.

## Notes



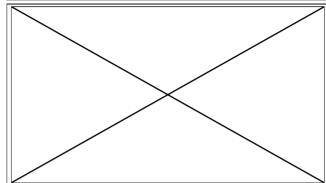
Scene Duration Panel Duration 0090 26:10 11 02:05

Scene Duration Panel Duration 02:05 0090 26:10 12

NO PANEL







## Dialog

6 DAD 6

...black tea it is.

## Dialog

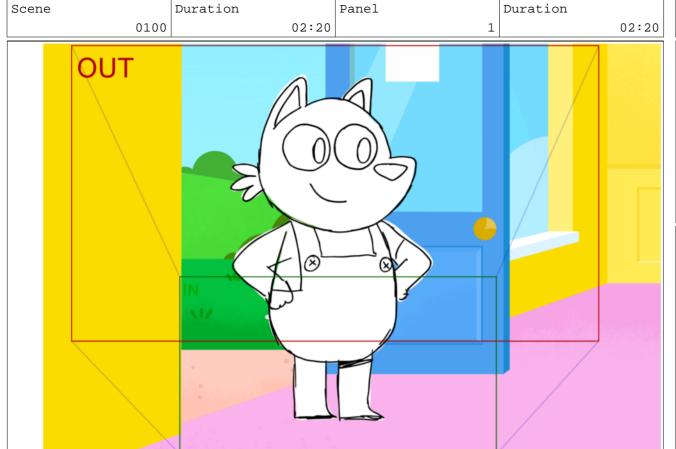
6 DAD 6

...black tea it is.

## Notes

0020 framing

## Notes



Duration Panel Duration Scene 0110 12:13 02:07





Scene	Duration	Panel	Duration
0110	12:13	2	02:07



7 MUM 7

Hello Farmer Tilly! And what can we clean for you today?





## Dialog

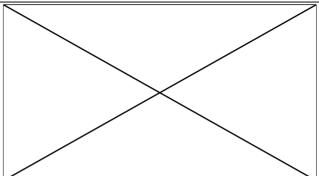
7 MUM 7

Hello Farmer Tilly! And what can we clean for you today?





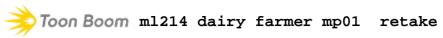
# NO PANEL



## Dialog

7 MUM 7

Hello Farmer Tilly! And what can we clean for you today?



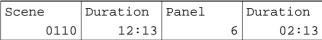
Duration

Scene

0110	12:13	5	02:13
IN A	OUT IN THE SECOND SECON		

Panel

Duration







Scene	Duration	Panel		Duration
0120	03:12		1	01:04

Scene	Duration	Panel	Duration
0120	03:12	2	01:04

Scene	Duration	Panel	Duration
0120	03:12	3	01:04







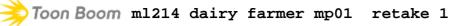
8 FARMER TILLY 8

My Dairy Farmer's outfit, if you'd be so kind.

## Dialog

8 FARMER TILLY 8

My Dairy Farmer's outfit, if you'd be so kind.

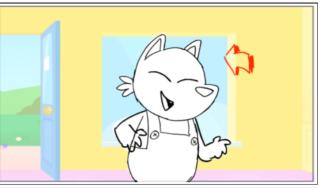


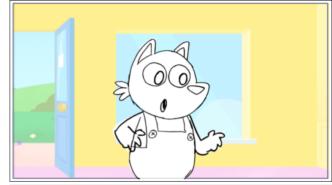
SceneDurationPanelDuration013006:01106:01

Scene	Duration	Panel	Duration
0140	16:21	1	01:06

Scene Duration Panel Duration 0140 16:21 2 01:01







## Dialog

9 LARK 9

Does a Dairy Farmer grow dairies, Farmer Tilly?

## Dialog

10 FARMER TILLY 10 < CHORTLE >

## Dialog

10 FARMER TILLY 10 Not exactly, young Lark.

#### Notes

pg 2



Scene	Duration	Panel	Duration
0140	16:21	3	01:03

Scene	Duration	Panel	Duration
0140	16:21	4	01:03

Scene	Duration	Panel		Duration
0140	16:21		5	01:03







10 FARMER TILLY 10

... A dairy farmer farms cows...

## Dialog

10 FARMER TILLY 10 ... and goats.

## Dialog

10 FARMER TILLY 10

... And sometimes even sheep! ...



Scene	Duration	Panel	Duration
0140	16:21	6	01:03

Scene	Duration	Panel	Duration
0140	16:21	7	01:03

Scene	:	Duration	Panel		Duration
	0140	16:21		8	01:03







10 FARMER TILLY 10 ...We make milk ...

## Dialog

10 FARMER TILLY 10

...and all the wonderful things that milk can become...

## Dialog

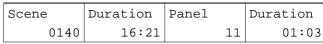
10 FARMER TILLY 10

...and all the wonderful things that milk can become...



Scene	Duration	Panel		Duration
0140	16:21		9	01:03











10 FARMER TILLY 10

... like the yummiest yoghurt...

## Dialog

10 FARMER TILLY 10

... like the yummiest yoghurt...

## Dialog

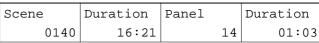
10 FARMER TILLY 10

... the creamiest cream...



Scene	Duration	Panel		Duration
0140	16:21		12	01:03

Scene	Duration	Panel		Duration
0140	16:21		13	01:03









10 FARMER TILLY 10

... the creamiest cream...

## Dialog

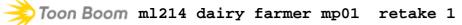
10 FARMER TILLY 10

... and the whiffiest cheese you ever did sniff!

## Dialog

10 FARMER TILLY 10

... and the whiffiest cheese you ever did sniff!



SceneDurationPanelDuration014016:211501:03

Scene	Duration	Panel	Duration
0150	01:00	1	01:00

Scene Duration Panel Duration 0160 06:00 1 01:00







## Dialog

10 FARMER TILLY 10

... and the whiffiest cheese you ever did sniff!

## Dialog

11 MILO/LOFTY/LARK 11 WOW!!

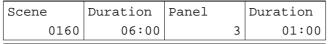
## Dialog

12 MUM 12

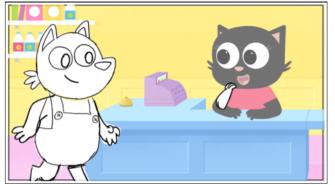
Mmmm. I do love your stinky stilton, Farmer Tilly!



Scene	Duration	Panel	Duration
0160	06:00	2	01:00



Scene	Duration	Panel	Duration
0160	06:00	4	01:00







12 MUM 12

Mmmm. I do love your stinky stilton, Farmer Tilly!

## Dialog

13 FARMER TILLY 13 Ooh, well then, I've got an extra- \* stinky batch that you'll love.

## Dialog

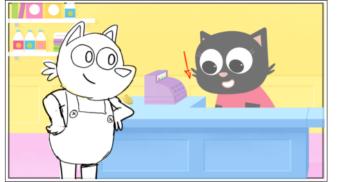
14 MUM 14 How lovely!

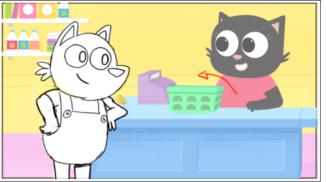


Scene	Duration	Panel	Duration
0160	06:00	Ţ	5 01:00

Scene	Duration	Panel	Duration
0160	06:00	6	01:00

Scene	Duration	Panel		Duration
0170	03:00		1	01:00







14 MUM 14

Now, let's get that outfit cleaned for you.

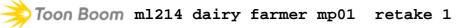
## Dialog

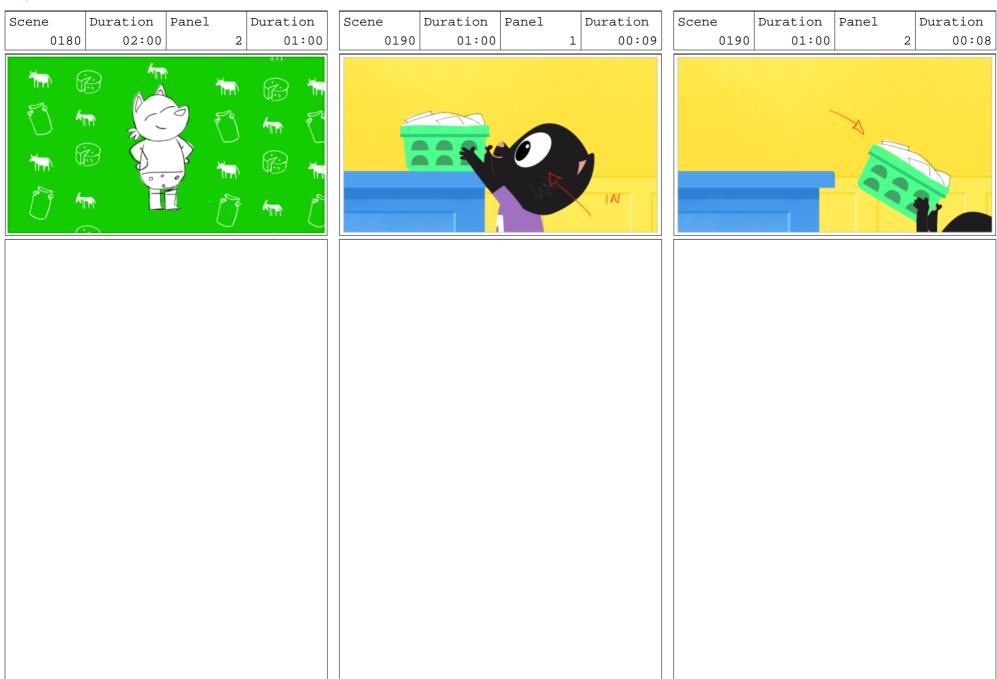
14 MUM 14

Now, let's get that outfit cleaned for you.



Scene Duration Panel Duration 0170 03:00 2 01:00	SceneDurationPanelDuration017003:00301:00	SceneDuration 0180PanelDuration 101:00
Title Stafer.  Retion Stafe 1775.  Og_outfit_into_basket	Title Safter  Thereon Sefte 1775  09_outfit_into_basket	



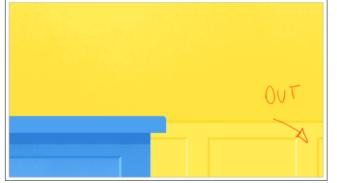




Scene	Duration	Panel	Duration
0190	01:00	3	00:08



Scene	Duration	Panel	Duration
0200	01:08	2	00:07







15 FARMER TILLY 15 CHEERIO!

## Dialog

15 FARMER TILLY 15 CHEERIO!



Scene	Duration	Panel	Duration
0200	01:08	3	00:09

Scene	Duration	Panel	Duration
0200	01:08	4	00:07

Scene	Duration	Panel	Duration
0210	01:00	1	00:07







Dialog

15 FARMER TILLY 15 CHEERIO!

## Dialog

15 FARMER TILLY 15 CHEERIO!



						1						
Scene		Panel	Duration			Panel	Duration	Scene		Panel	- 1	ration
0210	01:00		2 00:07	0210	01:00	3	00:06	0210	01:00		4	00:05
											00	IT P



Scene	Duration	Panel		Duration
0220	01:00		1	00:10

Scene	Duration	Panel	Duration
0220	01:00	2	00:06

Scene	Duration	Panel		Duration
0220	01:00		3	00:09







16A MILO 16A Hi Suds!

## Dialog

17 SUDS 17

Well, hello my Bubbly Buddies. And what have you got for me today?

## Toon Boom ml214 dairy farmer mp01 retake 1

SceneDurationPanelDuration023001:23100:08

Scene	Duration	Panel	Duration
0230	01:23	2	00:08

SceneDurationPanelDuration023001:23300:10







## Dialog

18 MILO 18

It's a Dairy Farmer's outfit, Suds.

## Dialog

18 MILO 18

It's a Dairy Farmer's outfit, Suds.

## Dialog

18 MILO 18

It's a Dairy Farmer's outfit, Suds.



Scene	9	Duration	Panel		Duration
	0230	01:23		4	00:10
	11				OUTPLA

Scene	Duration	Panel	Duration
0230	01:23	5	00:12

Scene	Duration	Panel	Duration
0240	02:19	1	01:22







Notes

pg 3

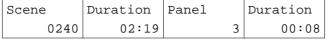


Scene	Duration	Panel	Duration
0240	02:19	2	00:07



19 SUDS 19

It smells a little... cheesy!
Don't worry, I shall get this outfit
'udderly' spotless again!

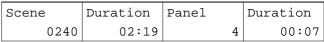


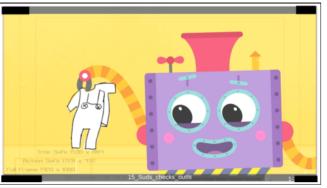


### Dialog

19 SUDS 19

It smells a little... cheesy!
Don't worry, I shall get this outfit
'udderly' spotless again!





### Dialog

19 SUDS 19

It smells a little... cheesy!
Don't worry, I shall get this outfit
'udderly' spotless again!



Scene	Duration	Panel	Duration
0250	00:07	1	00:03

Scene	Duration	Panel	Duration
0250	00:07	2	00:04

Scene	Duration	Panel	Duration
0260	00:11	1	00:03







Dialog <GIGGLE GIGGLE>

Dialog

<GIGGLE GIGGLE>



Scene Duration Panel Duration 0260 00:11 2 00:03	SceneDurationPanelDuration026000:11300:03	Scene Duration Panel Duration 0260 00:11 4 00:02
Portion Staffs 1720 172 172 172 172 173 outfit, into Suds	Tirle Piction Staffs 1770 1 1772  17. Outlit_into_Suds	Title Plattion Staffs 1720 1772 17_outfit_into_Suds



Scene	Duration	Panel	Duration
0270	00:02	1	00:02

0280 00:03 1 00:03	Scene	Duration	Panel	Duration
	0280	00:03	1	00:03

Scene	Duration	Panel		Duration
0290	01:08		1	01:08







20 LARK 20

Suds, do you have any Dairy Farmers' outfits WE can wear?

# Dialog

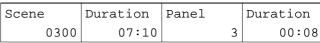
21 SUDS 21

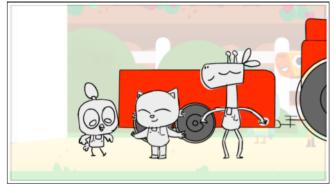
Hmmm. Let me see.

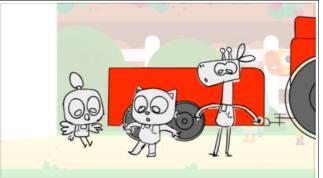


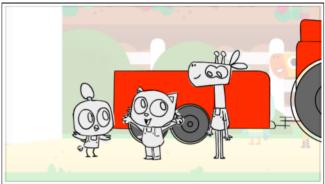
Scene	Duration	Panel	Duration
0300	07:10	1	02:21











Dialog

22 MILO/LOFTY/LARK 22 Wow!

# Dialog

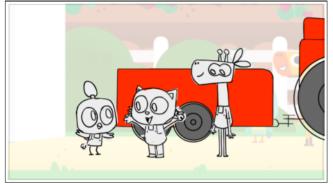
23 MILO 23 We're Dairy Farmers!



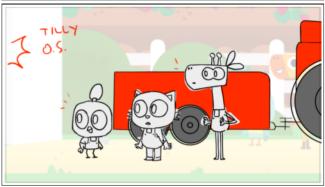
Scene	Duration	Panel	Duration
0300	07:10	4	00:08

Scene	Duration	Panel	Duration
0300	07:10	5	00:12

Duration Panel Scene Duration 0300 07:10 6 00:12







# Dialog

23 MILO 23 We're Dairy Farmers!

# Dialog

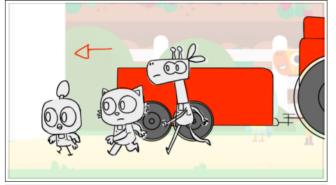
24 FARMER TILLY (O.S.) 24 Oh goodness me. What AM I going to do??

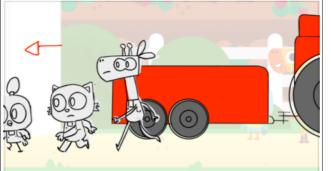


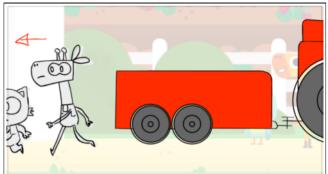
Scene	Duration	Panel	Duration
0300	07:10	7	00:16
			- 100

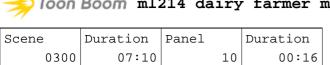
Scene	Duration	Panel	Duration
0300	07:10	8	00:16

Scene	Duration	Panel	Duration
0300	07:10	9	00:16



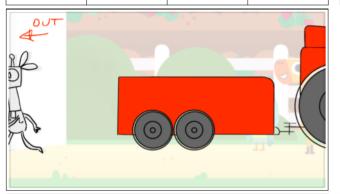


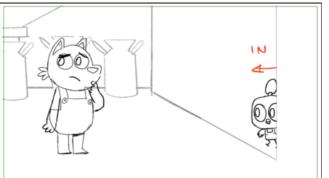




Scene	Duration	Panel		Duration
0310	01:14		1	00:08

Scene	Duration	Panel		Duration
0310	01:14		2	00:09

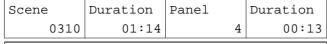


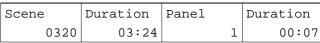


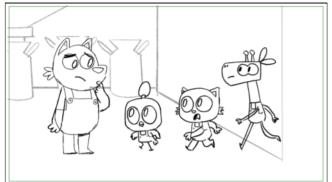


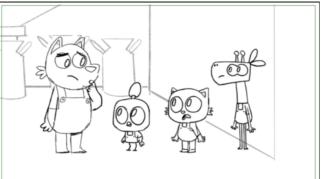


Scene	Duration	Panel	Duration
0310	01:14	3	00:09











25 MILO 25 What's wrong, Farmer Tilly?

# Dialog

25 MILO 25 What's wrong, Farmer Tilly?

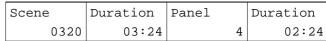
# Dialog

26 FARMER TILLY 26 Oh dear.

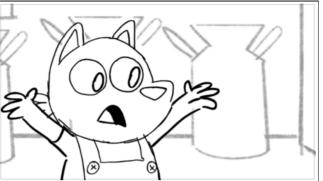


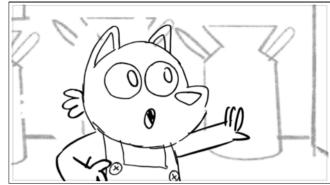
Scene	Duration	Panel	Duration
0320	03:24	2	00:06

Scen	le	Duration	Panel	Duration
	0320	03:24	3	00:06
7	X			V









# Dialog

26 FARMER TILLY 26

...You see, I'm holding my famous Farmer's Market later.

# Dialog

26 FARMER TILLY 26

...You see, I'm holding my famous Farmer's Market later.

### Dialog

26 FARMER TILLY 26

... I'm selling all sorts of farmyard treats...

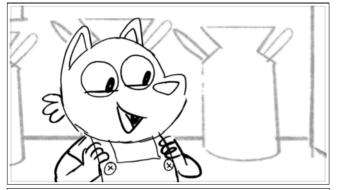
### Notes

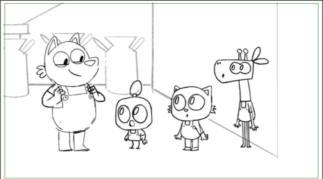
pg 4

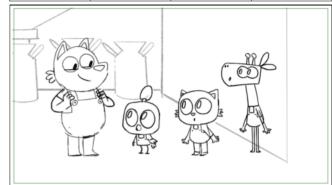


Scene	Duration	Panel	Duration
0320	03:24	5	00:06

Scene Duration Panel Duration 0330 01:16 00:06 Scene Duration Panel Duration 0330 01:16 00:07







Dialog

26 FARMER TILLY 26

... including milk from my very own cows.

Dialog

27 MILO/LOFTY/LARK 27 Oooh!

### Dialog

27 MILO/LOFTY/LARK 27 Oooh!

### Notes

sh0350 framing

### Notes

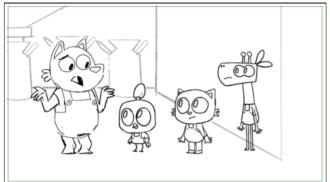
sh0350 framing

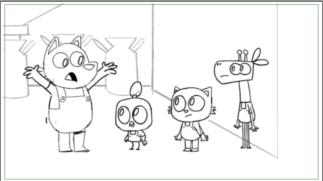


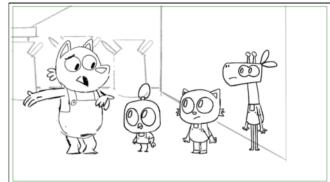
Scene	Duration	Panel	Duration
0330	01:16	3	00:05

Scene Duration Panel Duration 0330 00:07 01:16

Scene Duration Panel Duration 00:08 5 0330 01:16







### Dialog

28 FARMER TILLY 28

The trouble is, I've got SO much to get ready for the market...

### Dialog

28 FARMER TILLY 28

...I won't have time to do the ACTUAL milking!

### Dialog

28 FARMER TILLY 28

...And I can't have a Farmer's Market without my milk.

### Notes

sh0350 framing

### Notes

sh0350 framing

### Notes

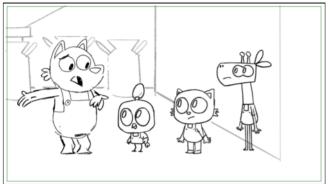
sh0350 framing



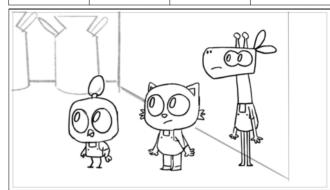
Scene	Duration	Panel	Duration
0330	01:16	6	00:08

Scene	Duration	Panel	Duration
0340	00:06	1	00:06

Scene	Duration	Panel	Duration
0350	00:20	1	00:06







28 FARMER TILLY 28

...And I can't have a Farmer's Market without my milk.

# Dialog

26 FARMER TILLY 26

.... It's my biggest seller!

# Dialog

26 FARMER TILLY 26

.... It's my biggest seller!

### Notes

sh0350 framing

### Notes

sh0360 framing

### Notes

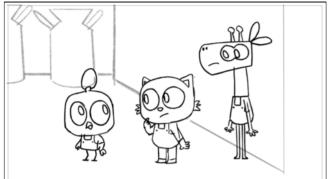
sh0360 framing

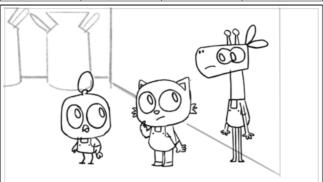


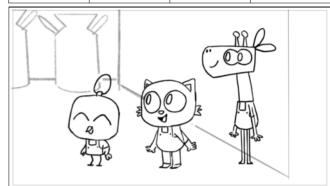
Scene	Duration	Panel		Duration
0350	00:20		2	00:05

Scene Duration Panel Duration 0350 00:20 00:04

Scene	Duration	Panel	Duration
0350	00:20	4	00:05







### Dialog

26 FARMER TILLY 26

.... It's my biggest seller!

# Dialog

26 FARMER TILLY 26

.... It's my biggest seller!

# Dialog

29 MILO 29

Why don't WE milk your cows for you, Farmer Tilly?

### Notes

sh0360 framing

### Notes

sh0360 framing

### Notes

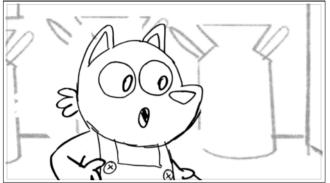
sh0360 framing

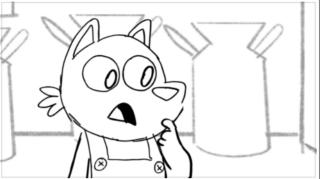


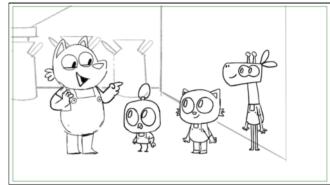
Scene	Duration	Panel	Duration
0360	00:10	1	00:04

Scene Duration Panel Duration 0360 00:10 2 00:06

Scene	Duration	Panel	Duration
0370	00:12	1	00:06







Dialog

30 FARMER TILLY 30 You?

# Dialog

30 FARMER TILLY 30 ... Well, I suppose you do LOOK like Dairy Farmers!

### Dialog

30 FARMER TILLY 30 ....Okay, you're hired!

### Notes

sh0340 framing

### Notes

sh0360 framing

### Notes

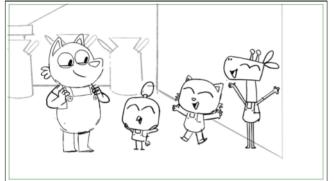
sh0330 framing



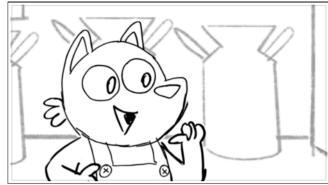
Scene	Duration	Panel	Duration
0370	00:12	2	00:06

Scene Duration Panel Duration 0380 00:06 00:20 1

Duration Panel Duration Scene 0380 00:20 00:14







### Dialog

31 MILO/LOFTY/LARK 31 YESSSSSS!

### Dialog

32 FARMER TILLY 32 I'll show you around my dairy farm.

### Dialog

32 FARMER TILLY 32 I'll show you around my dairy farm.

### Notes

sh0360 framing

### Notes

sh0340 framing

### Notes

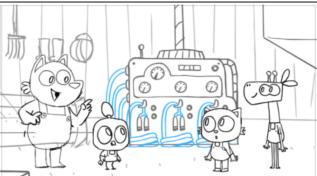
sh0360 framing



Duration Clock Wipe 00:07

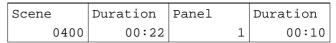


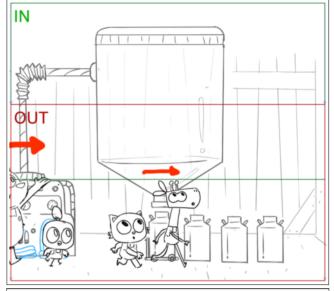
Scene Duration Panel Duration 0390 00:14 00:14



# Dialog

33 FARMER TILLY (CONT'D) 33 This is the automatic milking parlour.





### Dialog

34 FARMER TILLY (CONT'D) 34 This is where the milk goes once the cows have been milked.

Duration



Scene

200110	2 012 01 0 2 0 1 1	- 00 -	2 012 01 0 2 0 1 1	
0400	00:22	2	00:10	

Duration Panel

Scene	Duration	Panel	Duration
0400	00:22	3	00:02

		, ,		Κλ
	0410	00:04	1	00:02
Sce	ene	Duration	Panel	Duration





# Dialog

34 FARMER TILLY (CONT'D) 34 This is where the milk goes once the cows have been milked.



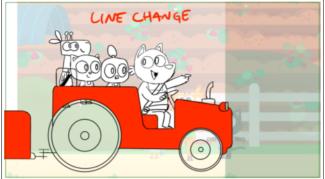
Scene	Duration	Panel		Duration
0410	00:04	2	2	00:02

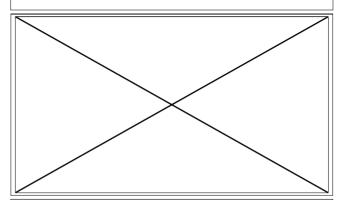


Duration Panel Duration 01:05 00:06









# Dialog

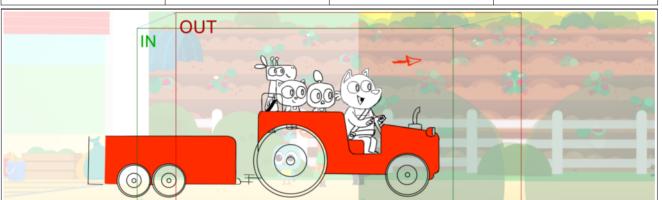
0420

35 FARMER TILLY (CONT'D) 35 And \* there\* is where my milk is cleaned and bottled

### Notes







NO PANEL

### Dialog

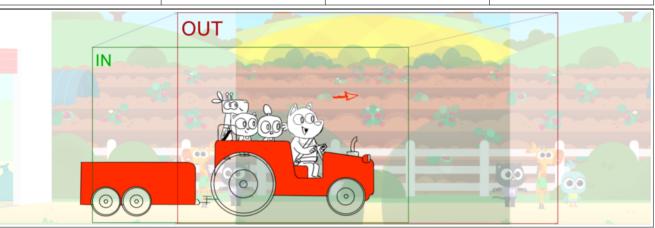
35 FARMER TILLY (CONT'D) 35

And \* there\* is where my milk is cleaned and bottled

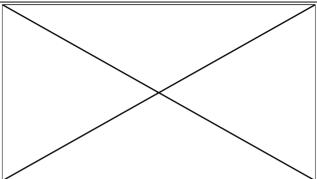
### Notes







# NO PANEL



# Dialog

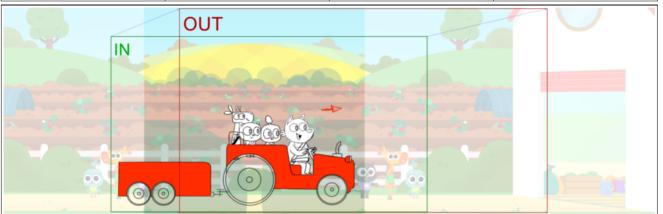
35 FARMER TILLY (CONT'D) 35

And \* there\* is where my milk is cleaned and bottled

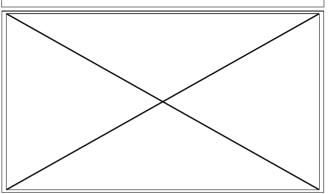
### Notes



Scene Duration Panel Duration 0420 01:05 00:06 4



# NO PANEL

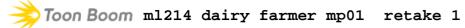


# Dialog

35 FARMER TILLY (CONT'D) 35

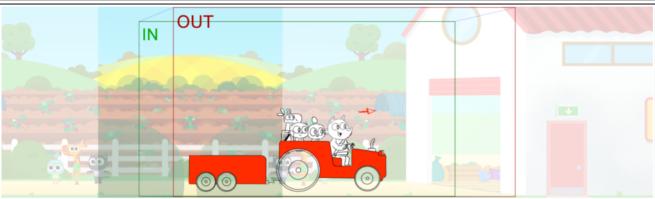
And \* there\* is where my milk is cleaned and bottled

# Notes



 Scene
 Duration
 Panel
 Duration

 0420
 01:05
 5
 00:06

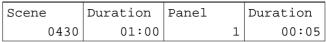


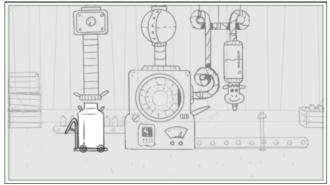
# Dialog

35 FARMER TILLY (CONT'D) 35
And \* there\* is where my milk is cleaned and bottled

### Notes

line change





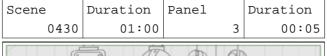
# Dialog

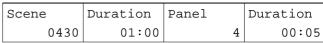
35 FARMER TILLY (CONT'D) 35

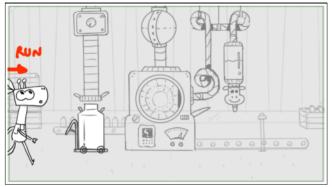
... ready to be sold. Is that clear?

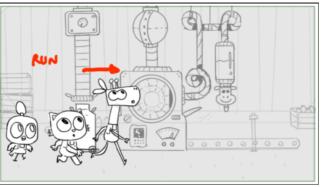


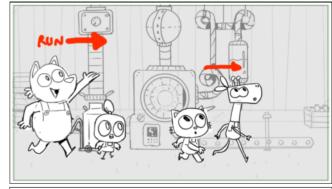
Scene	Duration	Panel	Duration
0430	01:00	2	00:05











35 FARMER TILLY (CONT'D) 35 ... ready to be sold. Is that clear?

# Dialog

35 FARMER TILLY (CONT'D) 35 ... ready to be sold. Is that clear?

### Dialog

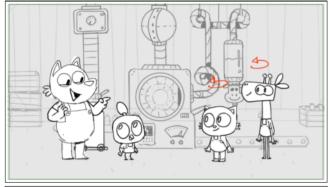
35 FARMER TILLY (CONT'D) 35 ... ready to be sold. Is that clear?



Scene	Duration	Panel	Duration	
0430	01:00	5	00:05	

Scene	Duration	Panel	Duration
0440	00:08	1	. 00:02

Scene	Duration	Panel		Duration
0440	00:08		2	00:03





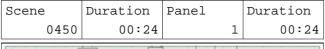


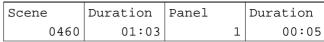
35 FARMER TILLY (CONT'D) 35

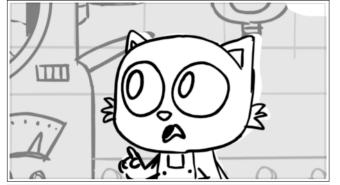
... ready to be sold. Is that clear?

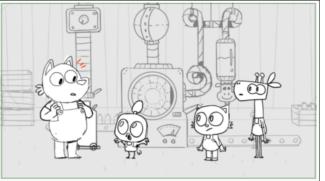


Scene	Duration	Panel		Duration
0440	00:08		3	00:03











36 MILO 36 Just one thing, Farmer Tilly.

# Dialog

37 LARK 37 Where are the cows?

### Notes

sh0430 framing

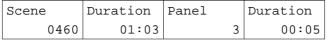
pg5



Scene	Duration	Panel	Duration
0460	01:03	2	00:08



38 FARMER TILLY 38 <GASP> The cows!

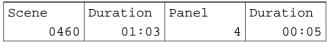




# Dialog

38 FARMER TILLY 38

...Of course, how silly of me. This way.





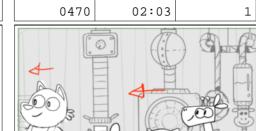
# Dialog

38 FARMER TILLY 38

...Of course, how silly of me. This way.



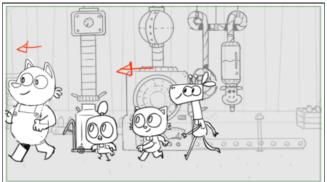
Scene	Duration	Panel	Duration
0460	01:03	5	00:05



Duration

Scene	Duration	Panel	Duration
0470	02:03	2	00:13

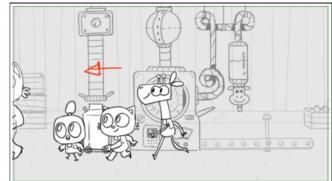




Panel

Duration

00:11



# Dialog

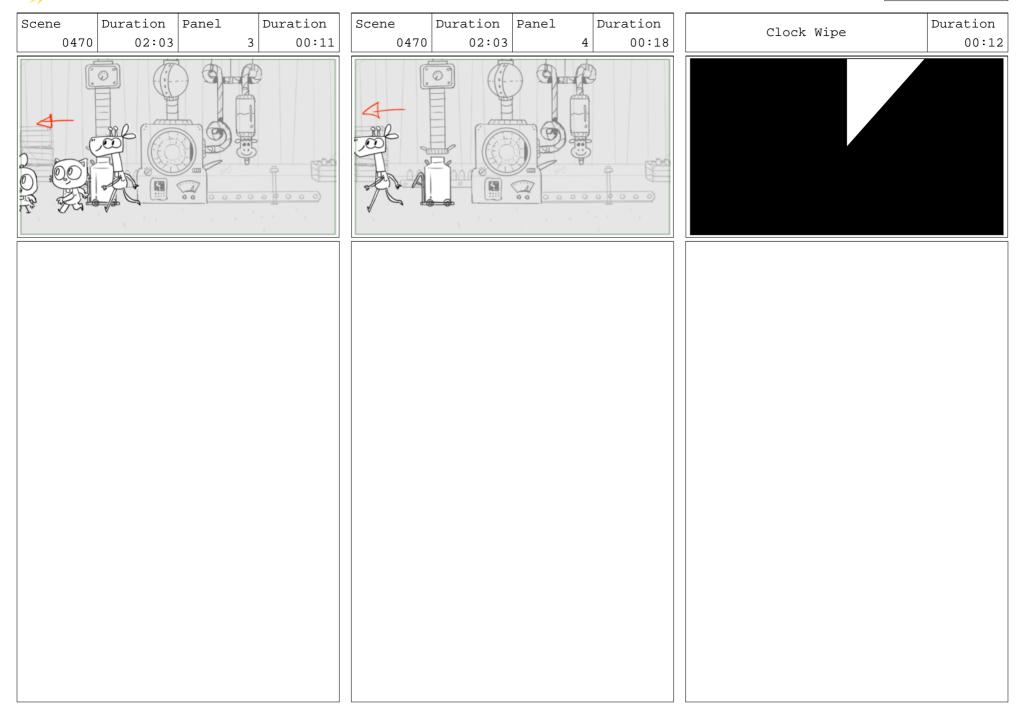
38 FARMER TILLY 38 ...Of course, how silly of me. This way.

# Notes

Scene

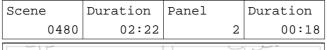
sh0430 framing

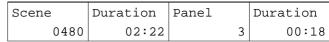
Page 64/240

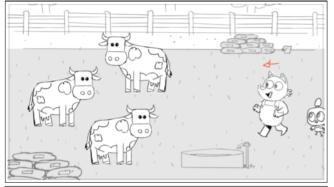


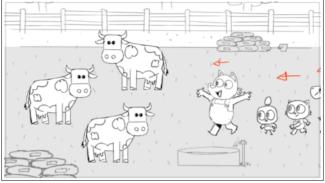


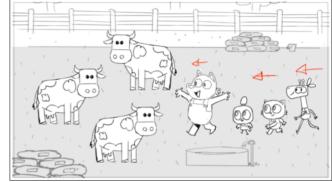
Scene	Duration	Panel		Duration
0480	02:22		1	00:18











39 FARMER TILLY 39 And here they are.

# Dialog

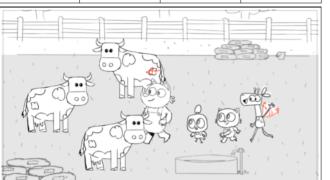
39 FARMER TILLY 39 And here they are.

# Dialog

39 FARMER TILLY 39 And here they are.

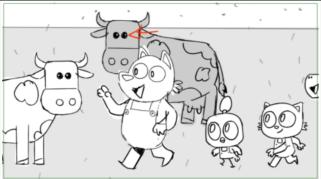


Scene	Duration	Panel	Duration
0480	02:22	4	00:18



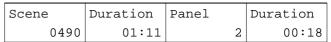
40 LOFTY 40 Morning cows!

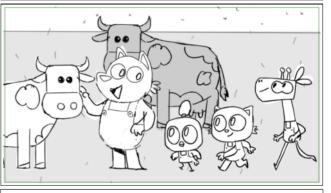




# Dialog

41 FARMER TILLY 41 These ladies are just about ready to head to the parlour...





# Dialog

41 FARMER TILLY 41

...for their first milking of the day.



Scene	Duration	Panel	Duration
0500	01:11	1	00:18



41 FARMER TILLY 41

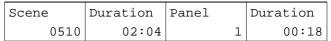
... After that they come back for a nice long munch of grass...

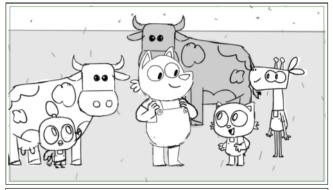




# Dialog

... before their SECOND milking of the day!





# Dialog

42 MILO 42

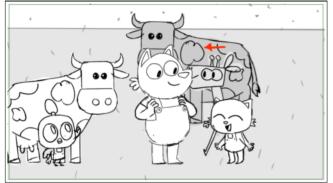
So TWO milkings!

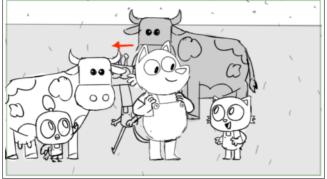


Scene	Duration	Panel	Duration
0510	02:04	2	00:18

Scene	Duration	Panel	Duration
0510	02:04	3	00:18

Scene	Duration	Panel	Duration
0520	01:11	1	00:18







42 MILO 42

... No problem, Farmer Tilly.

# Dialog

42 MILO 42

...No problem, Farmer Tilly.

### Dialog

43 FARMER TILLY 43

Of course, almost everything on my farm is Free Range!

### Action Notes

LOFTY runs to screen left

### Action Notes

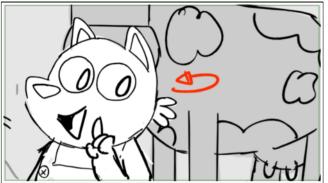
LOFTY runs to screen left

### Notes

same framing as sh0500

Page 69/240

Scene	Duration	Panel	Duration
0520	01:11	2	00:18

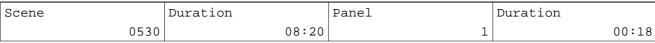


# Dialog

43 FARMER TILLY 43

Of course, almost everything on my farm

is Free Range!

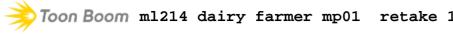




# Dialog

43 FARMER TILLY 43

...That means we let our animals roam freely.



Duration

053	08:20	2	00:18
	OUTIN		

Panel

Duration

### Duration Panel Duration Scene 0530 08:20 00:18



# Dialog

Scene

### 43 FARMER TILLY 43

... That means we let our animals roam freely.

# Dialog

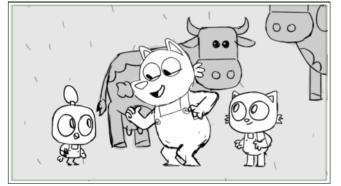
43 FARMER TILLY 43 (leaning in)

It's the secret to my extra-creamy best selling milk!



Scene Duration Duration Panel 00:18 0530 08:20

Scene Duration Panel Duration 0530 08:20 5 02:24 Scene Duration Panel Duration 0530 08:20 02:24







# Dialog

43 FARMER TILLY 43 (leaning in)

It's the secret to my extra-creamy best selling milk!

### Dialog

LARK / MILO <GIGGLE>

### Dialog

44 LOFTY 44

Why is this cow on it's own?

### Notes

Giggle added

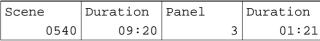
### Notes

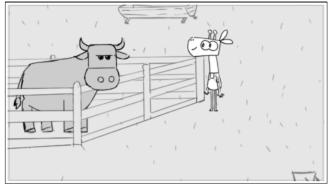
Line changed to O.S.



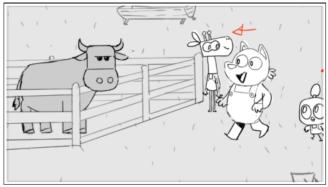
Scene	Duration	Panel	Duration
0540	09:20	1	01:22











45 FARMER TILLY 45 <CHORTLE>

## Dialog

45 FARMER TILLY 45 That's no cow....

#### Dialog

45 FARMER TILLY 45 That's no cow. That's Hercules the bull! ...



Scene	Duration	Panel	Duration
0540	09:20	4	01:20



Scene	Duration	Panel	Duration
0540	09:20	5	01:22
1			







#### 45 FARMER TILLY 45

... He can be a bit of a handful, which is why he has his own field.

## Dialog

45 FARMER TILLY 45

...He can be a bit of a handful, which is why he has his own field.

## Dialog

45 FARMER TILLY 45 (affectionately) Isn't that right Hercules?!



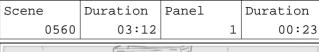
Scene	Duration	Panel	Duration
0550	04:03	2	01:07



# 0550 04:03 3 01:12

Panel

Duration





## Dialog

45 FARMER TILLY 45 (affectionately) Isn't that right Hercules?!

## Dialog

Scene

45 FARMER TILLY 45 (affectionately) Isn't that right Hercules?!

Duration

## Dialog

LARK?MILO <GIGGLE>

#### Notes

sh0540 framing

pg 6



Scene	Duration	Panel		Duration
0560	03:12		2	01:08

Scene Duration Panel Duration 01:06 0560 03:12 3

Scene	Duration	Panel	Duration
0570	01:14	1	01:14







## Dialog

46 LOFTY 46 Hi Hercules!

## Dialog

46A FARMER TILLY 46A <GASP> ooh!

## Dialog

47 FARMER TILLY 47 Bless my turnips! I need to get on with my market!

#### Notes

Reaction added

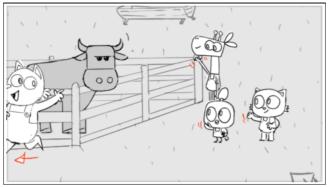


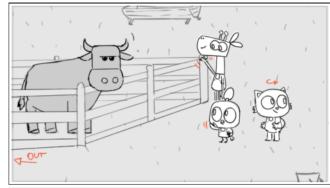
Scene	Duration	Panel		Duration
0580	09:02		1	01:15

Scene Duration Panel Duration 0580 09:02 02:00

Scene	Duration	Panel	Duration
0580	09:02	3	01:14







## Dialog

47 FARMER TILLY 47

...Good luck, Farmers!

## Dialog

47 FARMER TILLY 47

...Good luck, Farmers!

## Dialog

47 FARMER TILLY 47

...Good luck, Farmers!

## Notes

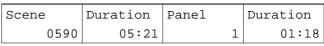
sh0540 framing

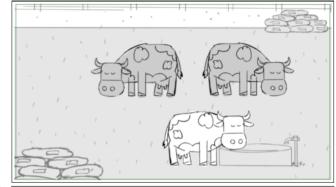


Scene	Duration	Panel	Duration
0580	09:02	4	01:24



Scene	Duration	Panel	Duration
0580	09:02	5	01:24





J OUT

47 FARMER TILLY 47

...Good luck, Farmers!

## Dialog

2 OUT

47 FARMER TILLY 47

...Good luck, Farmers!

## Dialog

47 FARMER TILLY 47

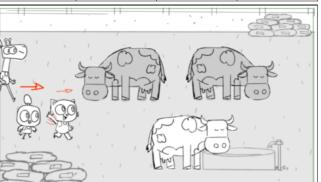
...Good luck, Farmers!



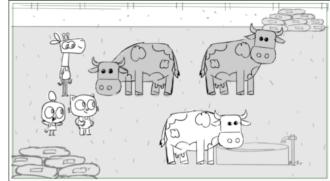
Scene	Duration	Panel		Duration
0590	05:21		2	01:08



Scene	Duration	Panel	Duration
0590	05:21	3	01:18



#### Scene Duration Panel Duration 0590 05:21 01:02



## Dialog

47 FARMER TILLY 47

... Good luck, Farmers!

## Dialog

48 MILO 48 Hello, cows!

## Dialog

49 LARK 49

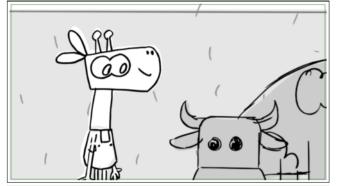
We need to get you to the milking parlour!

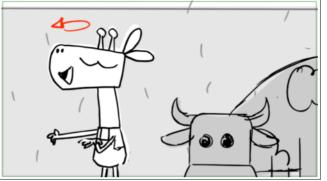


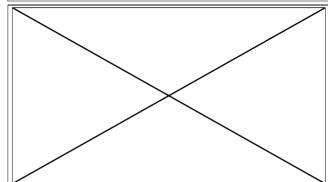
Scene Duration Panel Duration 0600 12:00 01:19

Scene Duration Panel Duration 0600 12:00 01:08 2

NO PANEL







## Dialog

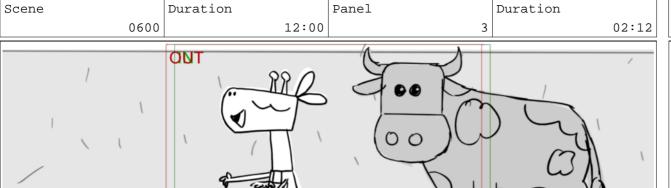
50 LOFTY 50 (pointing)

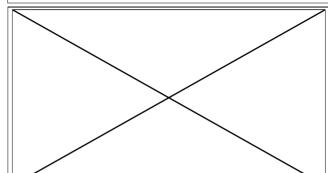
Can you come this way please?

## Dialog

50 LOFTY 50 (pointing)

Can you come this way please?



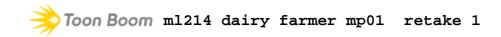


NO PANEL

## Dialog

50 LOFTY 50 (pointing)

Can you come this way please?

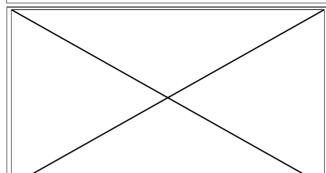


Duration



Panel

Duration



NO PANEL

## Dialog

Scene

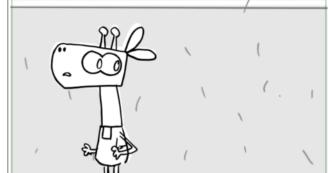
50 LOFTY 50 (pointing)

Can you come this way please?

→ Toon Boom	ml214	dairv	farmer	mp01	retake	1
7 TOON BOOM	MIZIT	dairy	rarmer	шрот	recare	_

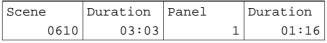
Scene	Duration	Panel	Duration	Sc
0600	12:00	5	01:14	
	CONT	wes a second		

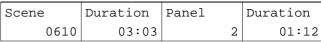
Scene	Duration	Panel	Duration
0600	12:00	6	01:04

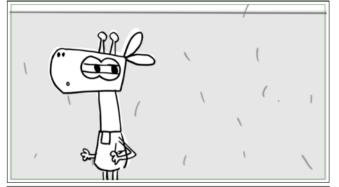


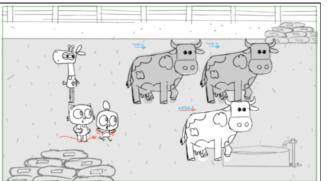


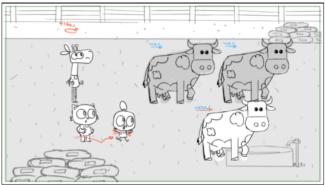
Scene	Duration	Panel		Duration
0600	12:00		7	01:06











51 LARK 51

No. Not that way, cows!

## Dialog

51 LARK 51

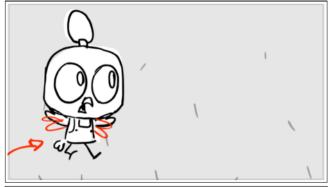
No. Not that way, cows! ...



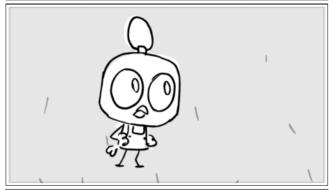
Scene	Duration	Panel	Duration
0620	03:01	1	01:01

Scene	Duration	Panel	Duration
0620	03:01	2	00:21

Scene	Duration	Panel	Duration
0620	03:01	3	01:04







51 LARK 51 ... This way.

## Dialog

51 LARK 51 ... This way.

## Dialog

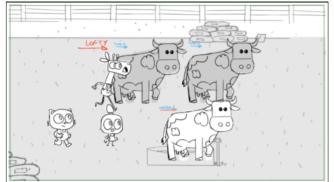
51 LARK 51 ... This way.



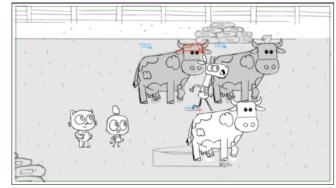
Scene	Duration	Panel		Duration
0630	04:20		1	01:12

Scene Duration Panel Duration 01:21 0630 04:20 2

Scene Duration Panel Duration 0630 04:20 01:12







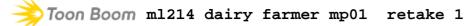
## Dialog 51A LOFTY 51A WHOA WHOA

Dialog 51A LOFTY 51A WHOA WHOA

Dialog 51A LOFTY 51A WHOA WHOA

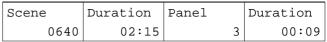
## Notes

! line added !

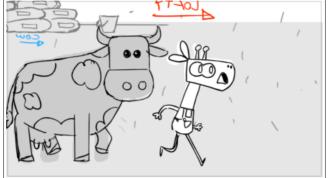


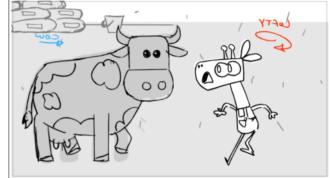
Scene	Duration	Panel		Duration
0640	02:15		1	00:18

Scene	Duration	Panel	Duration
0640	02:15	2	00:11









Dialog
51A LOFTY 51A
WHOA WHOA

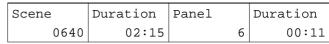
Dialog
51A LOFTY 51A
WHOA WHOA

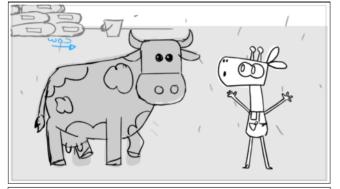
Dialog
51A LOFTY 51A
WHOA WHOA

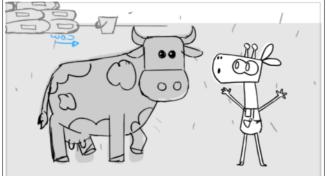


Scene	Duration	Panel	Duration
0640	02:15	4	00:08

Scene	Duration	Panel	Duration
0640	02:15	5	00:08









Dialog 52 LOFTY 52 Yoo-hoo cows.

Dialog 52 LOFTY 52 Yoo-hoo cows.

Dialog 52 LOFTY 52 Follow me!

Scene	Duration	Panel		Duration
0650	01:08		1	00:10
				·-

Scene	Duration	Panel		Duration
0650	01:08		2	00:13

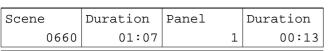
Scene	Duration	Panel		Duration	
0650	01:08		3	00:10	





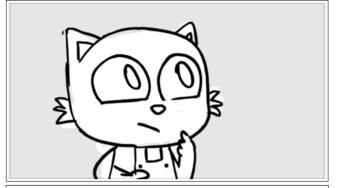


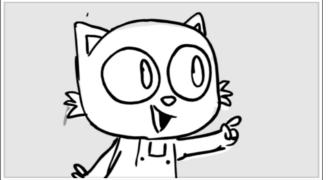
52 LOFTY 52 Follow me!

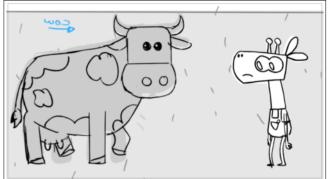


Scene	Duration	Panel	Duration
0660	01:07	:	2 00:19

Scene	Duration	Panel	Duration
0670	04:13	1	00:17



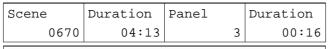


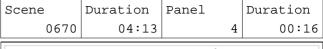


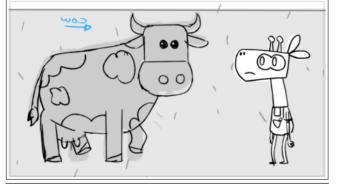
53 MILO 53 Let's try thinking like a cow!



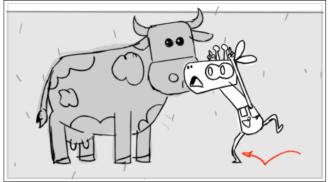
Scene	Duration	Panel	Duration	
0670	04:13	2	00:16	











54 LOFTY 54 (bends over - cow voice) M00000.

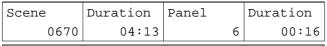
## Dialog

54 LOFTY 54 (bends over - cow voice)

. ... Come on, cows. This way.

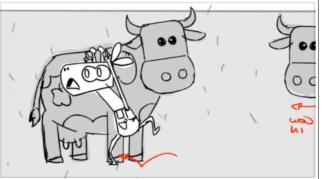


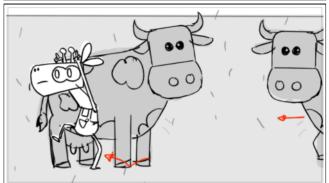
Scene	Duration	Panel	Duration	
0670	04:13	5	00:16	



Scene Duration Panel Duration 0670 04:13 00:16







## Dialog

54 LOFTY 54 (bends over - cow voice)

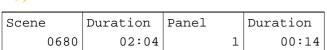
. ... Come on, cows. This way.

## Dialog

54 LOFTY 54

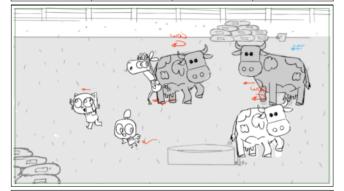
(bends over - cow voice)

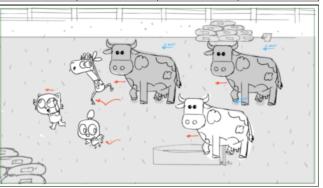
. ... Come on, cows. This way.

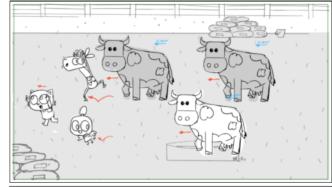


Scene	Duration	Panel	Duration
0680	02:04	2	00:20

Scene Duration Panel Duration 0680 02:04 3 00:20







#### Dialog

56 MILO/LOFTY/LARK 56 (cow voices)

This way cows, moo!/time for milking, moo!/Moo moo

## Dialog

56 MILO/LOFTY/LARK 56

(cow voices)

This way cows, moo!/time for milking, moo!/Moo moo

#### Dialog

56 MILO/LOFTY/LARK 56

(cow voices)

This way cows, moo!/time for milking, moo!/Moo moo

#### Notes

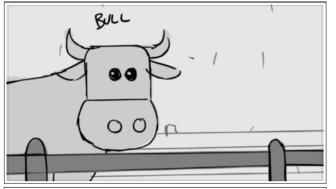
SH 0650 framing

pg7

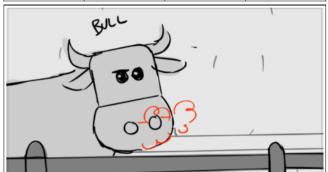
<del>≫</del> Toon	Boom ml:	214 dairy	farmer
Scene	Duration	Panel	Duration

Scene	Duration	Panel	Duration	Scene	Duration	Panel	Duration
0690	03:16	1	00:20	0690	03:16	2	00:2

Scene	Duration	Panel	Duration
0690	03:16	3	02:00







>>> Toon Boom ml214 dairy	r farmer m	p01 reta	ike 1
Clock Wipe	Duration	Scene	Durat
CIOCK MIDE	00.14	0.700	_

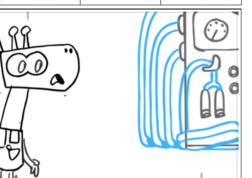
Clock Wipe	Duration	Scene		nel D	uration	Scene	Duration	Panel	Duration
CIOCH WIPC	00:14	070	0 03:21	1	01:11	0700	03:21	2	00:17
							Cours		



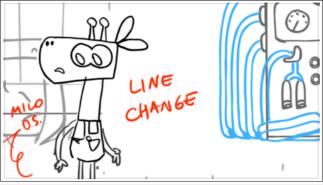
Scene		Panel	Duration	Scene	Duration Panel		Scene	Duration Panel	
0700	03:21	3	00:20	0700	03:21	4 00:23	0710	03:17	1 00:24
						ALORE CO			
							Dialog		
							57 LOFTY	57	
							Ummm T	his way, cows.	
1				1			1		



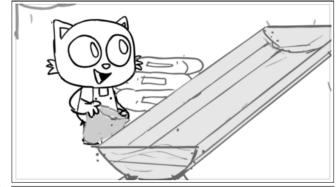
Scene	Duration	Panel	Duration
0710	03:17	2	01:19



Scene	Duration	Panel	Duration
0710	03:17	3	00:24



#### Scene Duration Panel Duration 0720 02:11 01:10



## Dialog

57 LOFTY 57 Ummm... This way, cows.

## Dialog

58 milo 58 0.S. Lofty!

## Dialog

58 MILO 58 They might like some cow feed.

#### Notes

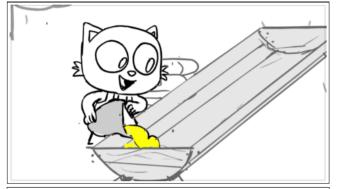
!! Line change !! "Lofty!" added to line 58



Scene	Duration	Panel	Duration
0720	02:11	2	01:01

Scene Duration Panel Duration 01:01 0720\_Alt\_1 02:02 1

Duration Panel Duration Scene 0720 Alt 1 02:02 01:01







## Dialog

58 MILO 58

They might like some cow feed.

## Dialog

58 MILO 58

They might like some cow feed.

## Dialog

58 MILO 58

They might like some cow feed.

#### Notes

Alternate version for sh0720

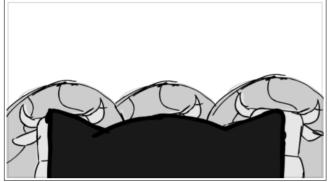
#### Notes

Alternate version for sh0720

Scene Duration Panel Duration 0720\_Alt\_2 02:02 1 01:01

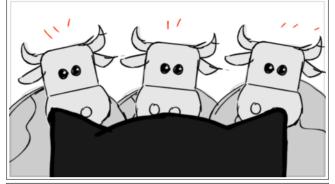
SceneDurationPanelDuration0720\_Alt\_202:02201:01

Scene Duration Panel Duration 0730 02:08 1 00:18

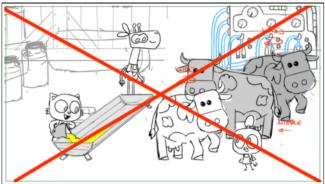


Dialog
58 MILO 58

They might like some cow feed.



Dialog
58 MILO 58
They might like some cow feed.



58 MILO 58 They might like some cow feed.

#### Notes

Alternate version for sh0720

#### Notes

Alternate version for sh0720

#### Notes

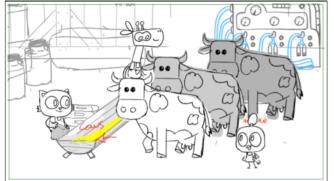
Dialog

probably skip this panel

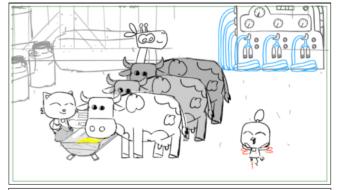


Scene	Duration	Panel	Duration
0730	02:08	2	00:16

Scene Duration Panel Duration 0730 02:08 3 00:12 Scene Duration Panel Duration 0730 02:08 00:12







## Dialog

58 MILO 58

They might like some cow feed.

## Dialog

58 MILO 58

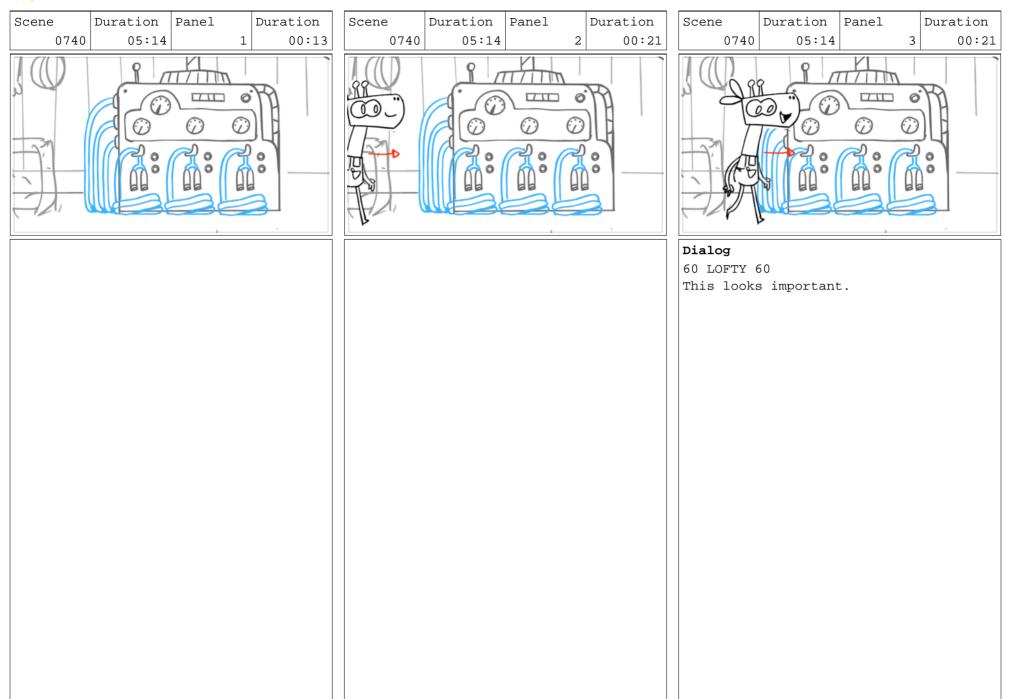
They might like some cow feed.

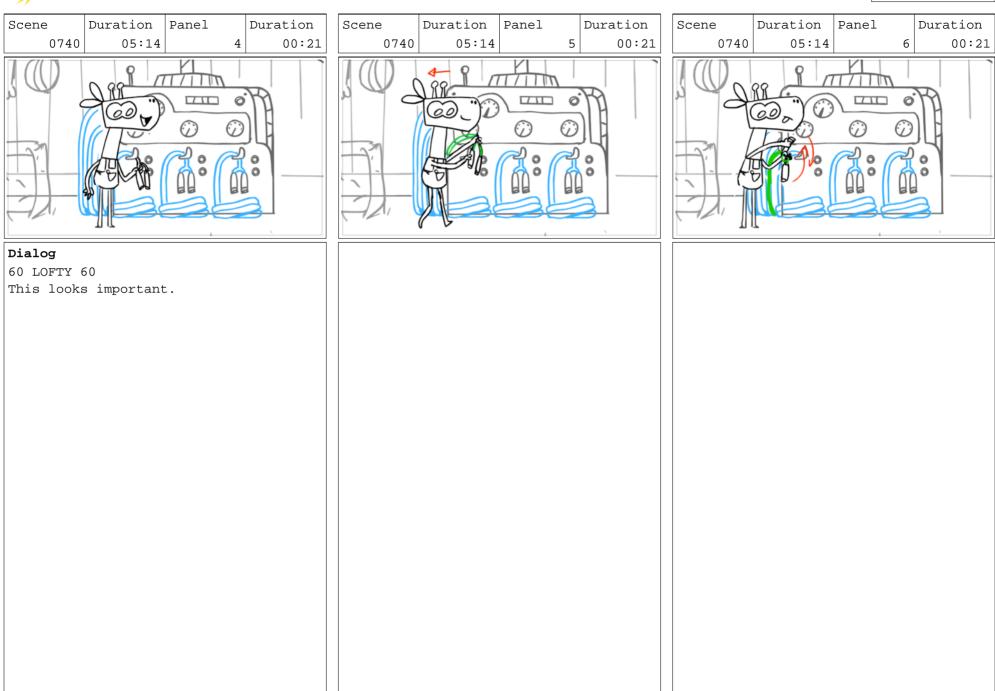
## Dialog

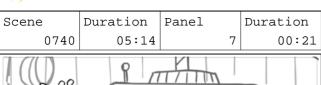
59 LARK 59

That worked!



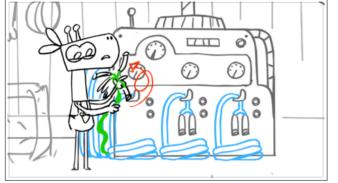






Scene	Duration	Panel	Duration
0750	01:06	1	00:10

Scene	Duration	Panel		Duration
0750	01:06		2	00:11







60A LOFTY 60 A ummmm

## Dialog

60 LOFTY 60 \*WHOOOA \* (schlupp)

## Dialog

60 LOFTY 60
\*WHOOOA \*
(schlupp)

## Notes

reaction added

#### Notes

reaction added

#### Notes

reaction added

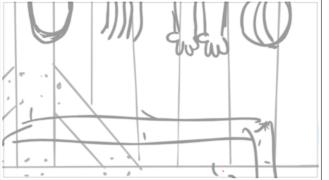


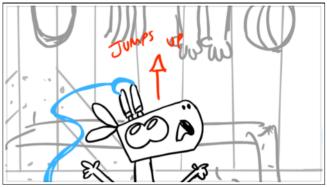
0,50	01.00		00120
0750	01:06	3	00:10
Scene	Duration	Panel	Duration

Scene	Duration	Panel	Duration
0760	03:14	1	00:11

Scene	Duration	Panel		Duration
0760	03:14		2	00:14







60 LOFTY 60 Eeeek. Help!

# Notes

reaction added

## Dialog

60 LOFTY 60 Help!

Duration



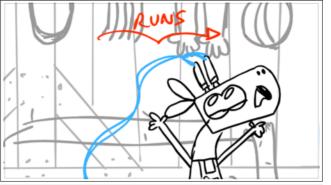
Scene

0760	03:14	3	00:14	
	A CO			
			\/ I	1

Duration Panel

Scene		Duration	Panel		Duration
	0760	03:14		4	00:11
			AUC		((())







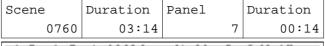
## Dialog 60 LOFTY 60 Help!

## Dialog 60 LOFTY 60 I'm being milked!

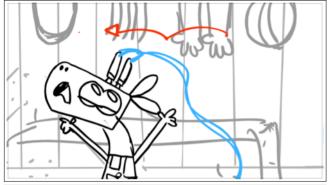
## Dialog 60 LOFTY 60 I'm being milked!

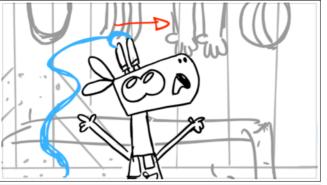


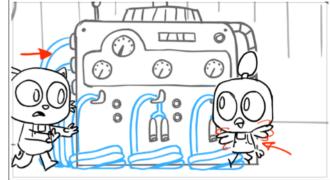
Scene	Duration	Panel	Duration
0760	03:14	6	00:11
			((())



Scene	Duration	Panel	Duration
0770	02:08	1	00:13







60 LOFTY 60 I'm being milked!

## Dialog

60 LOFTY 60 I'm being milked!

## Dialog

60A MILO 60A Quick! Lark!

#### Notes

! line added !

Duration

Duration



Scene

0770	02:08	2	00:15
- Eur	EPIP		

Duration Panel

E PORTO III	

Panel

Duration

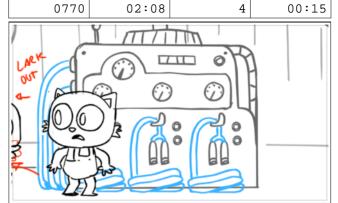
00:15

3

Scene

Duration

02:08



Duration Panel

Dialog

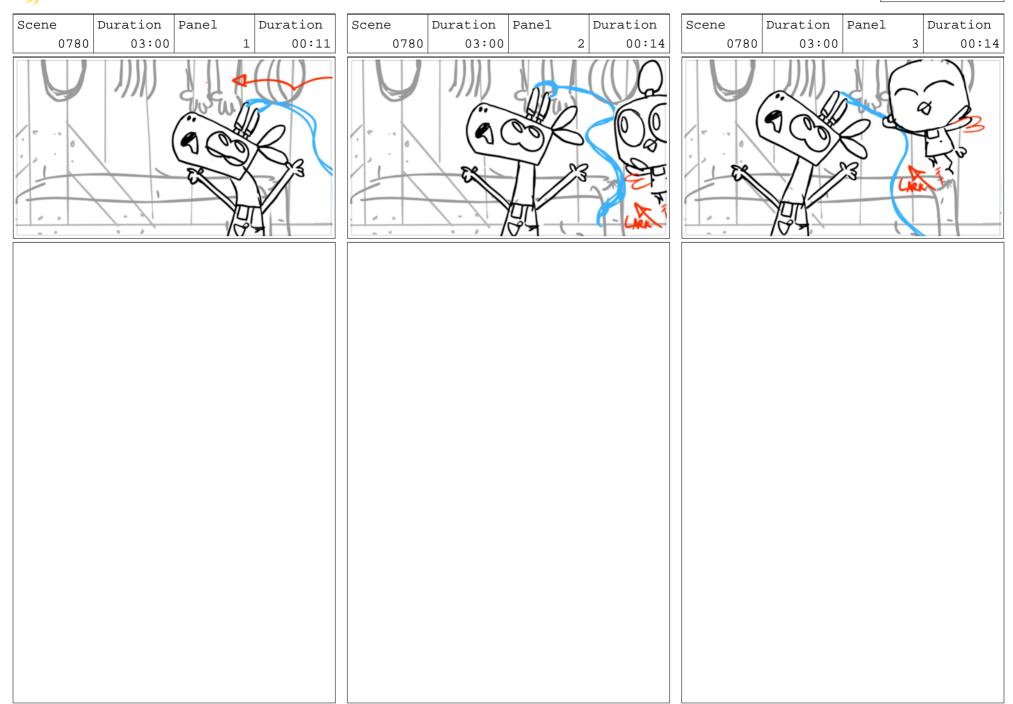
60A MILO 60A Quick! Lark!

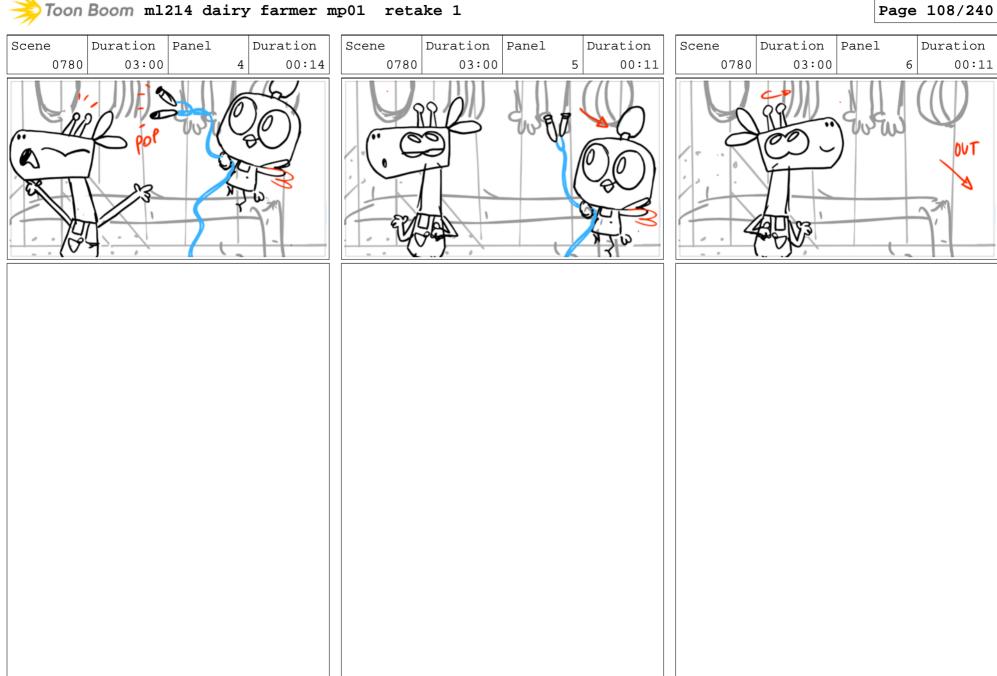
# Dialog

Scene

0770

60A MILO 60A Quick! Lark!





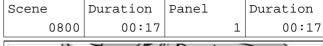


Scene	Duration	Panel		Duration
0790	01:00		1	00:11



Scene	Duration	Panel	Duration
0790	01:00	2	00:14







### 61 LARK 61

I think these suckers must go on the cows udders...

## Dialog

61 LARK 61

I think these suckers must go on the cows udders...



Scene	Duration	Panel		Duration
0810	01:09		1	00:06

Scene	Duration	Panel	Duration
0810	01:09	2	00:06

Scene	Duration	Panel	Duration
0810	01:09	3	00:05



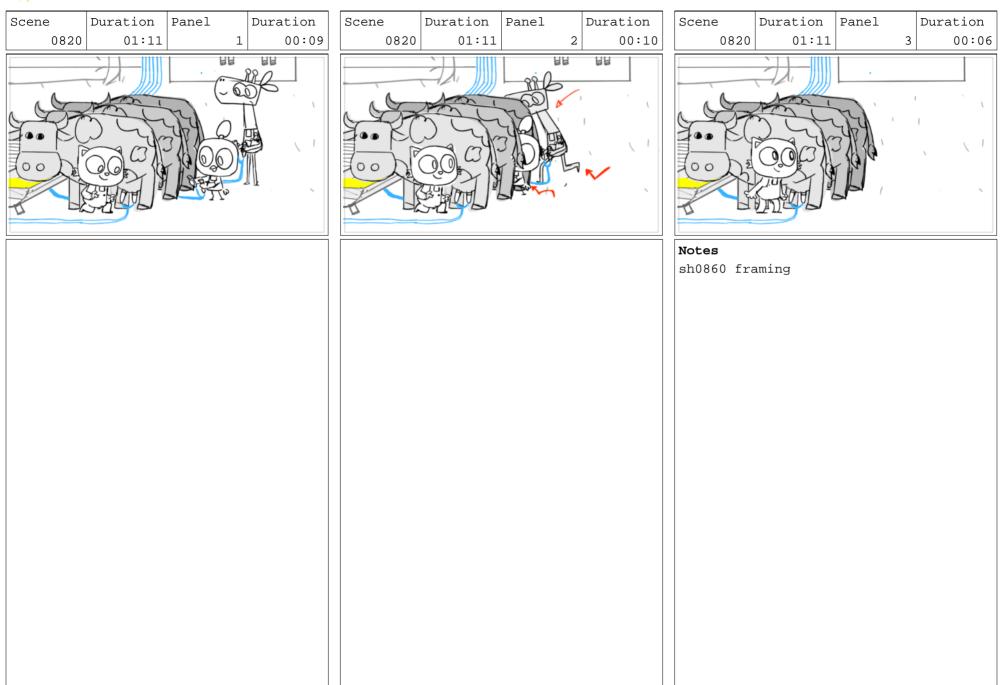




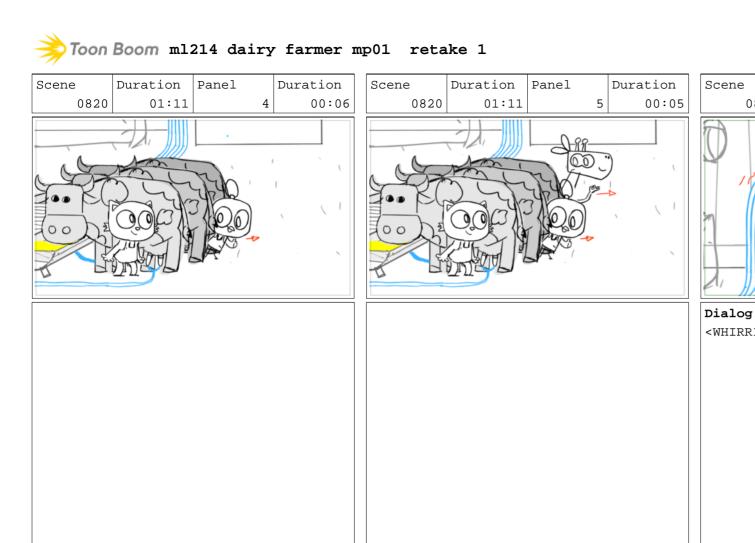


>> Toon Boom ml214 dairy farmer	mp01 retake 1	Page 111/240
Scene Duration Panel Duration 0810 01:09 4 00:0		Scene Duration Panel Duration 0810 01:09 6 00:06





00:11



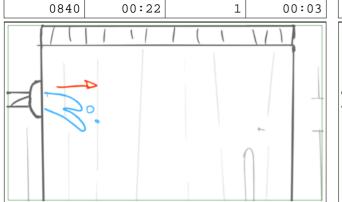


Duration Panel

00:11

# <WHIRRING SOUND> of machine

0830



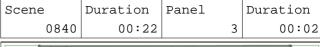
Panel

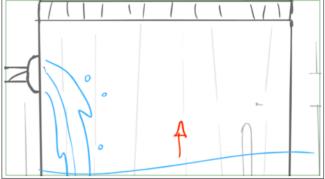
0840		00:22		2	0	0:02
	0	1	1 (		\	

Duration

Duration Panel

Scene

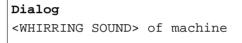




Dialog			
<whtrring< td=""><td>SOUND&gt;</td><td>of</td><td>machine</td></whtrring<>	SOUND>	of	machine

Duration

Scene

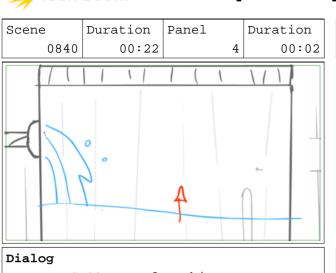


Dialog 
<WHIRRING SOUND> of machine

6

Duration

00:02



0840	00:22	5	00:02
		( (	\
	1		
1.0	'		-

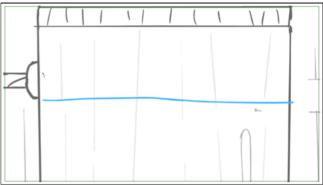
Duration Panel

Duration

Scene

0840

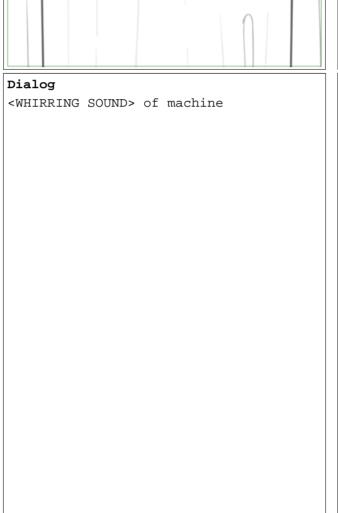
Scene



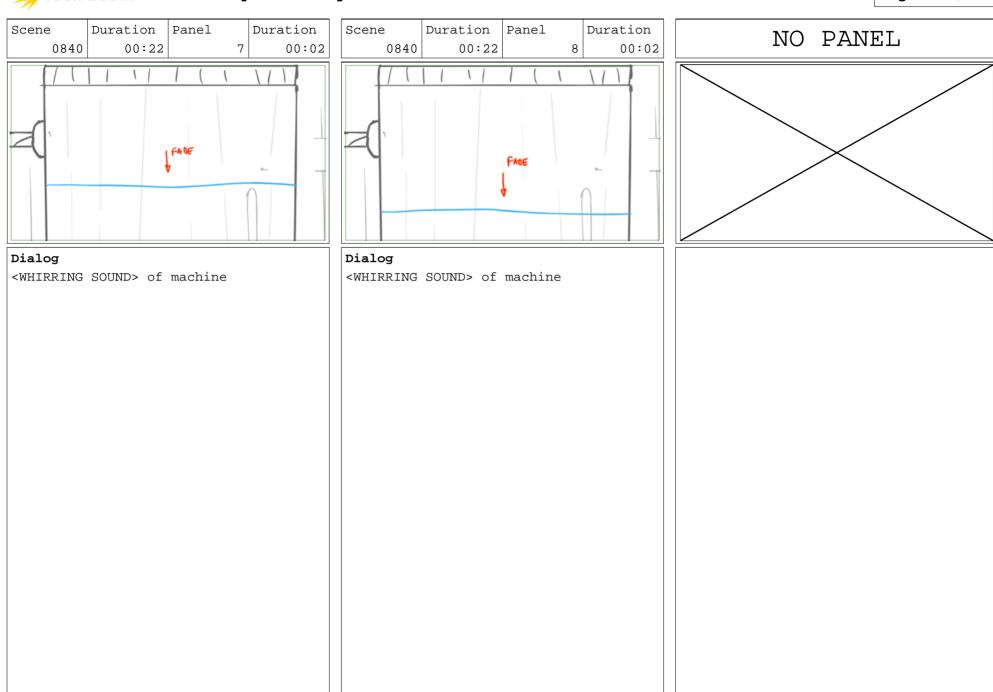
Duration Panel

00:22

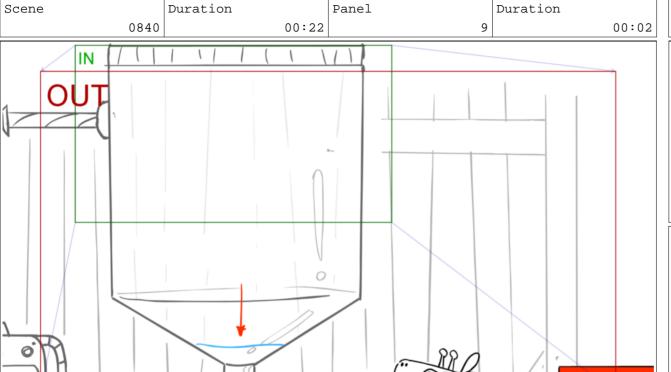
<WHIRRING SOUND> of machine



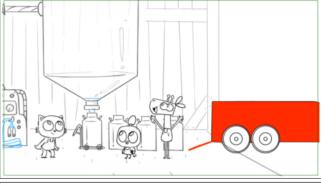
Dialog <WHIRRING SOUND> of machine







SceneDurationPanelDuration084000:221000:02



## Dialog

62 LOFTY 62
Look at all that milk.

## Dialog

62 LOFTY 62 Look at all that milk.

### Notes

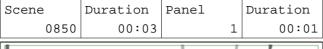
pg 8

#### Notes

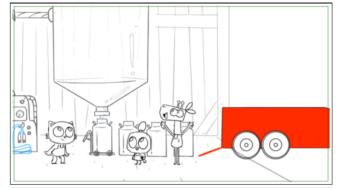
pg 8



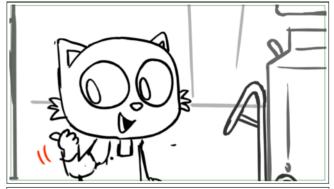
Scene	Duration	Panel		Duration
0840	00:22		11	00:01



Scene	Duration	Panel	Duration
0850	00:03	2	00:02







62 LOFTY 62 Look at all that milk.

## Dialog

63 MILO 63 And the cows are happier too.

## Dialog

63 MILO 63 And the cows are happier too.

### Notes

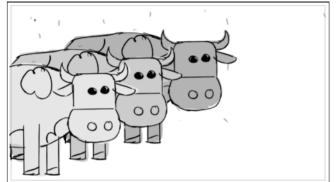
pg 8

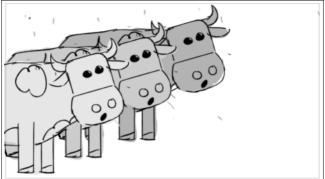


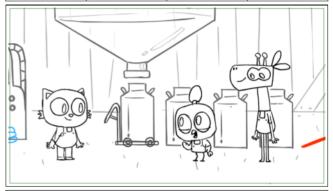
Scene	Duration	Panel		Duration
0860	00:04		1	00:02

Scene Duration Panel Duration 00:02 0860 00:04 2

Scene	Duration	Panel		Duration
0870	00:03	1	-	00:01







Dialog <COWS MOO> Dialog

<COWS MOO>

Dialog

64 LARK 64

Does anyone have any Honey Flakes?

### Notes

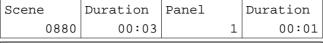
MOO added

Notes

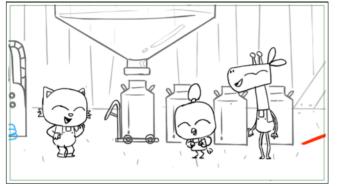
MOO added

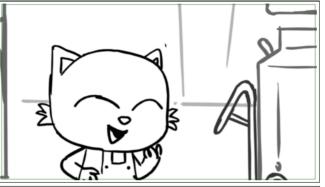


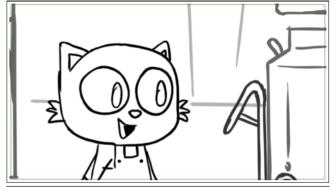
Scene	Duration	Panel		Duration
0870	00:03		2	00:02



Scene	Duration	Panel	Duration
0880	00:03	2	00:01







Milo, Lofty and Lark <GIGGLE>

## Dialog

Milo, Lofty and Lark <GIGGLE>

## Dialog

65 MILO 65

Not right now, Lark! We need to get the milk cleaned and bottled!

#### Notes

framing oh sh0900

#### Notes

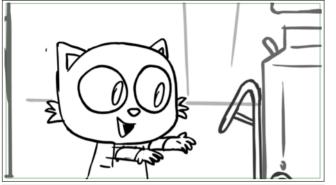
framing oh sh0900

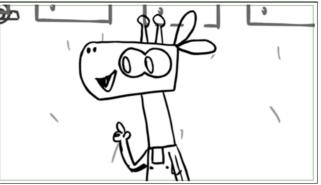


Scene	Duration	Panel	Duration
0880	00:03	3	00:01



Scene	Duration	Panel	Duration
0890	00:02	2	00:01







65 MILO 65

Not right now, Lark! We need to get the milk cleaned and bottled!

## Dialog

66 LOFTY 66

And the cows need to get back to their yummy grass.

## Dialog

00:01

66 LOFTY 66

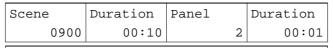
Walk this way, cows! Moooo!

#### Notes

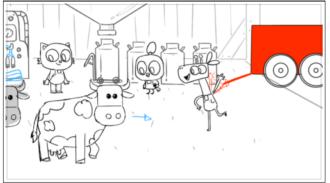
framing oh sh0900



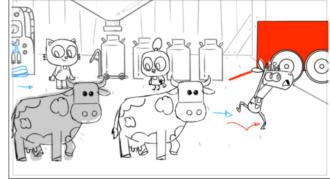
Scene	Duration	Panel		Duration
0900	00:10		1	00:01



Scene	Duration	Panel		Duration
0900	00:10	3	3	00:01







66 LOFTY 66 Walk this way, cows! Moooo!

## Dialog

66 LOFTY 66 Walk this way, cows! Moooo!

## Dialog

66 LOFTY 66 Walk this way, cows! Moooo!

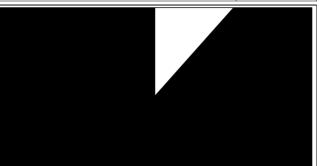


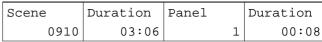
Scene

0900	00:10	4	00:07

Duration Panel

Clock Wipe	Duration
-	00:05







## Dialog

66 LOFTY 66 Walk this way, cows! Moooo!

# Dialog

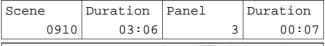
66A LOFTY 66A Moooo!

#### Notes

! moo added!



Scene	Duration	Panel	Duration
0910	03:06	2	00:07



5	Scene	Duration	Panel		Duration
	0910	03:06		4	00:07







Dialog 66A LOFTY 66A Moooo!

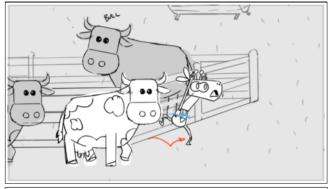
Dialog 66A LOFTY 66A Moooo!

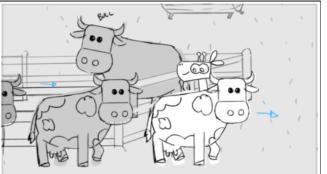
Dialog 66A LOFTY 66A Moooo!

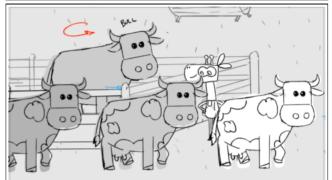


Scene	Duration	Panel		Duration
0910	03:06		6	00:05

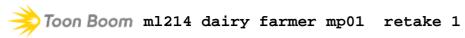
Scene	Duration	Panel	Duration
0910	03:06	7	00:05







Dialog
66A LOFTY 66A
Moooo!



Scene Duration Panel Duration	Scene Duration Panel Duration	Scene Duration Panel Duration
0910 03:06 8 00:05	0910 03:06 9 00:05	0910 03:06 10 00:05
		OUT OUT

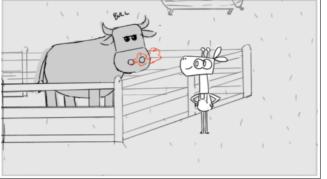


Scene	Duration	Panel		Duration
0910	03:06		11	00:05

Scene	Duration	Panel	Duration
0910	03:06	12	00:05

Scene	Duration	Panel		Duration
0910	03:06		13	00:05







68 LOFTY (CONT'D) 68

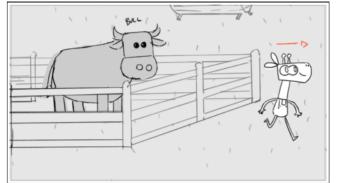
Hi Hercules. Are you feeling a bit left out?

## Dialog

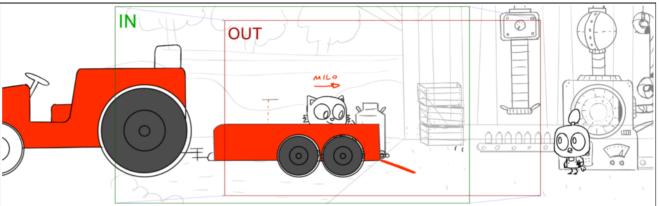
HERCULES <SNORTS>

# Toon Boom ml214 dairy farmer mp01 retake 1

Scene	Duration	Panel		Duration
0910	03:06		14	00:07



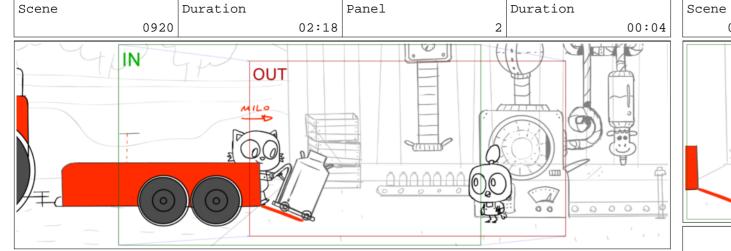


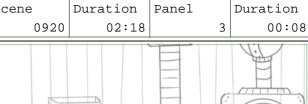


#### Notes

!! Note on the height of the trailer side panels, for Milo to walk on the bottom of it and ramp not to be too steep, trailer side has to be almost half the current height

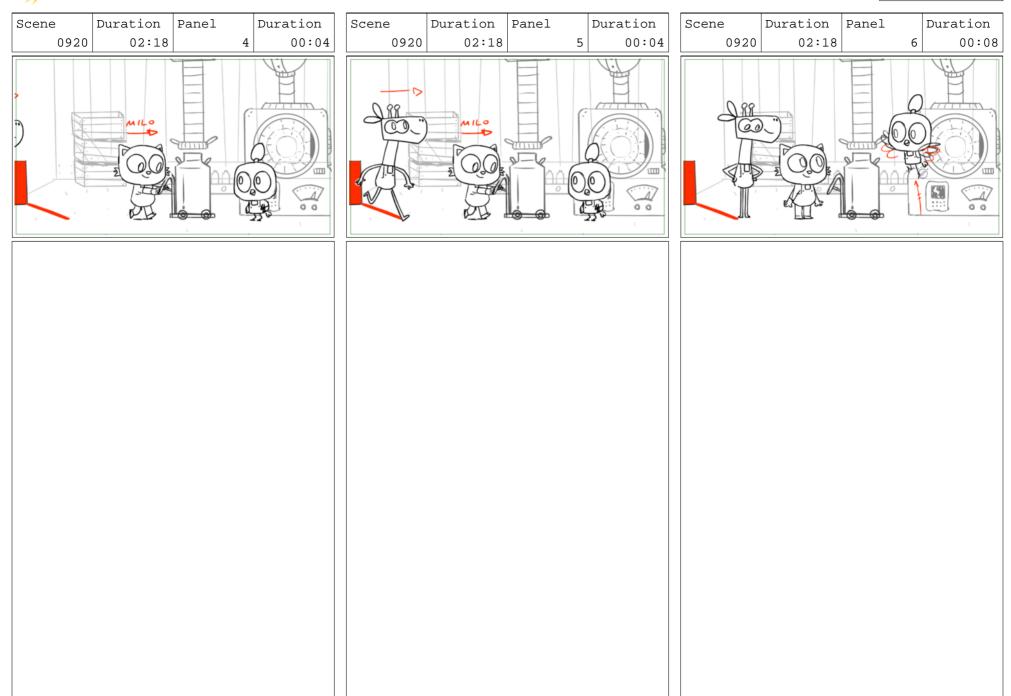
# Toon Boom ml214 dairy farmer mp01 retake 1

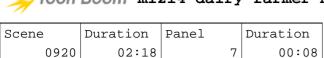




#### Notes

!! Note on the height of the trailer side panels, for Milo to walk on the bottom of it and ramp not to be too steep, trailer side has to be almost half the current height

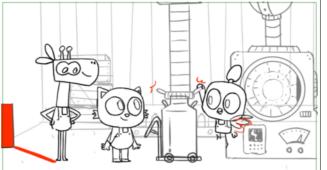




Scene	Duration	Panel	Duration
0920	02:18	8	00:14

Scene	Duration	Panel	Duration
0920	02:18	9	00:14







69 LARK 69

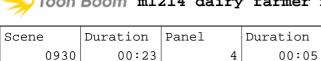
The milk's ready for cleaning and bottling!

#### Notes

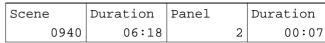
!! Line change from LOFTY to LARK !!

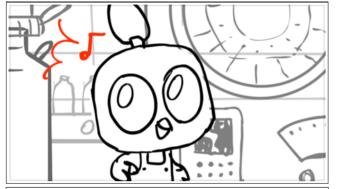


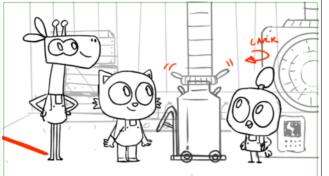
Scene Duration Panel Duration	Scene Duration Panel Duration	Scene Duration Panel Duration
0930 00:23 1 00:06	0930 00:23 2 00:07	0930 00:23 3 00:05
	(D) (D)	(D)
1 47. 13	1 G 1	
Dialog		
69 LARK 69		
The milk's ready for cleaning and bottling!		
botting.		
Notes		
pg 9		

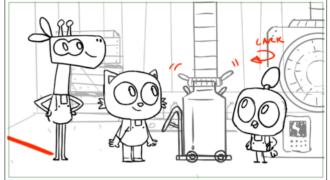


Scene	Duration	Panel	Duration
0940	06:18	1	00:07
088			







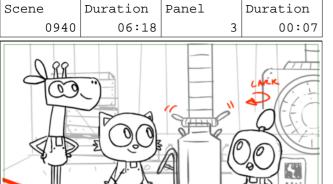


Dialog
machine <WHIRRS>

Dialog
machine <WHIRRS>

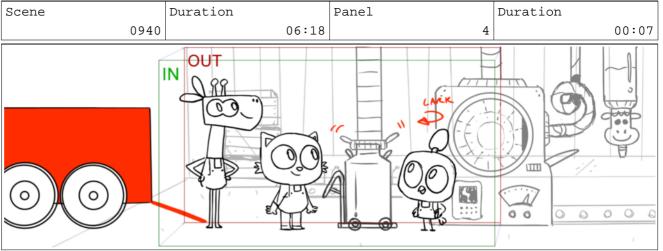
Dialog
machine <WHIRRS>





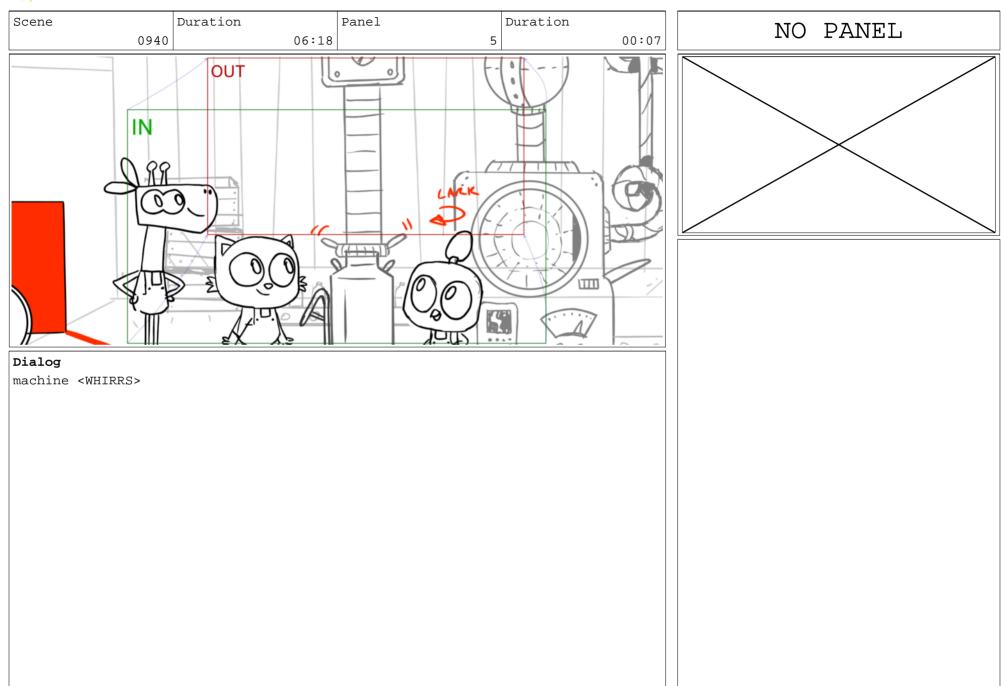


machine <WHIRRS>

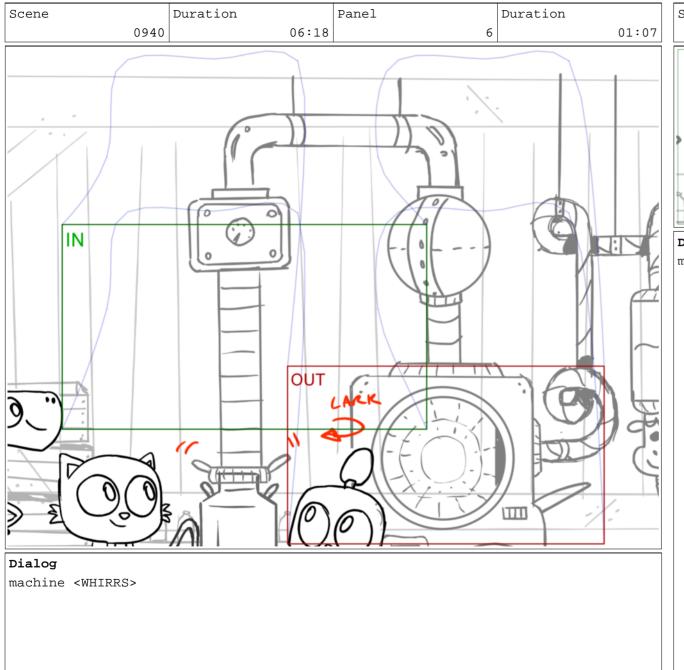


## Dialog

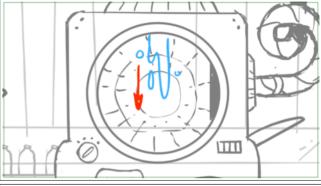
machine <WHIRRS>



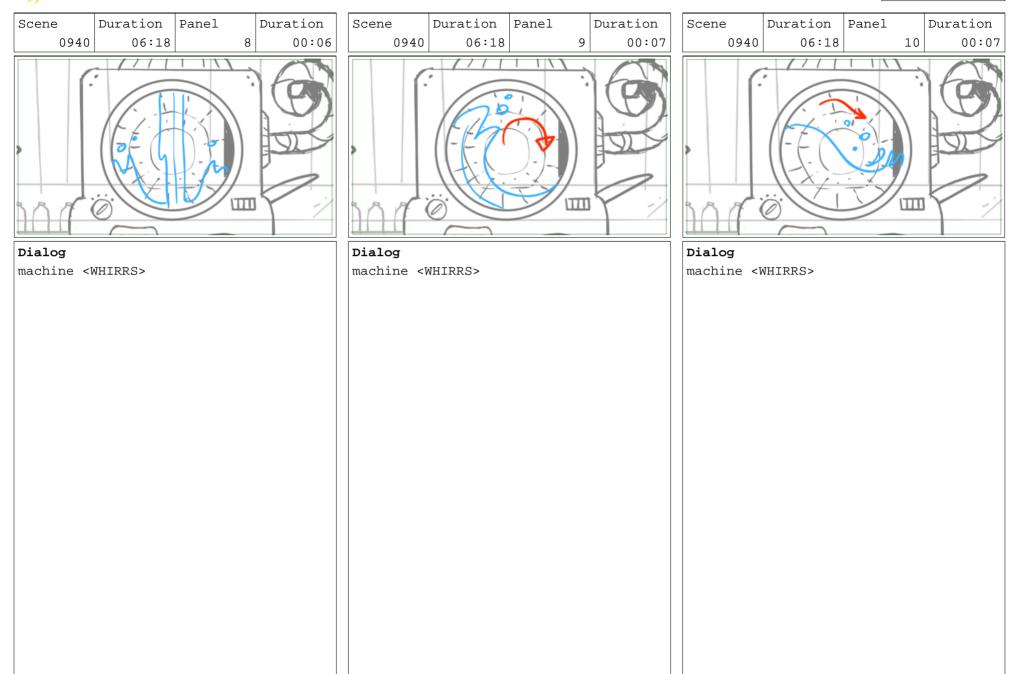


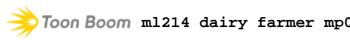


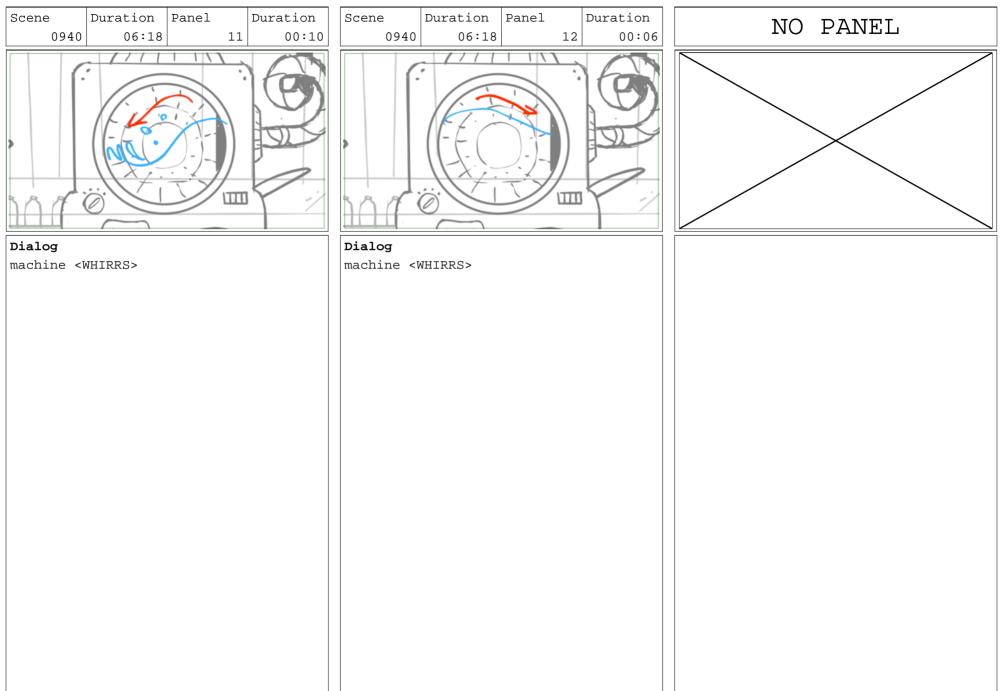


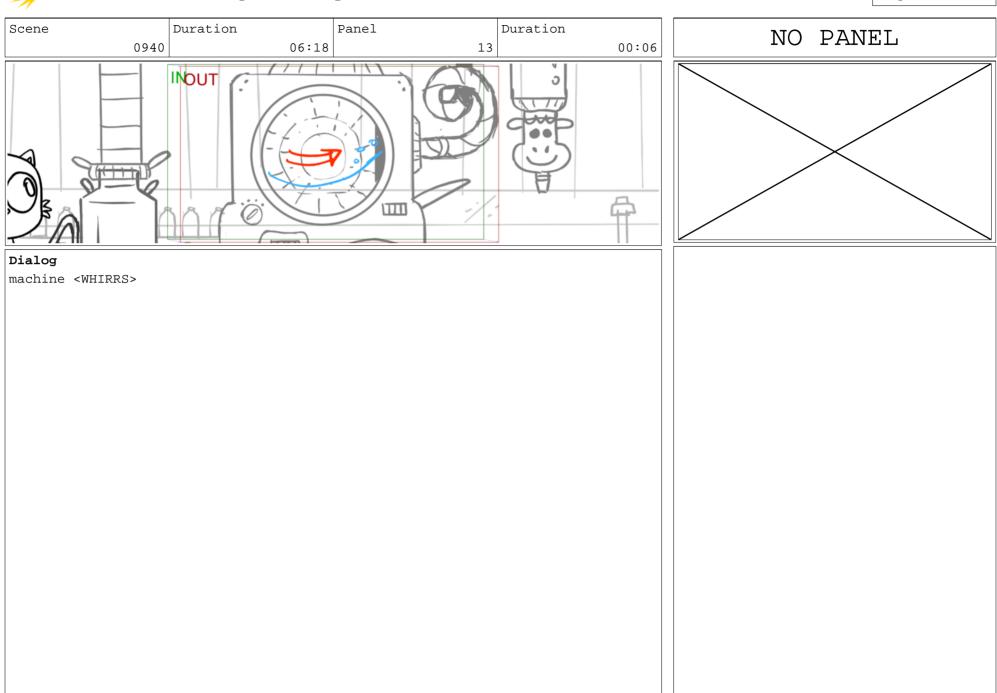


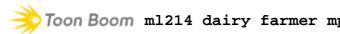
Dialog machine <WHIRRS>

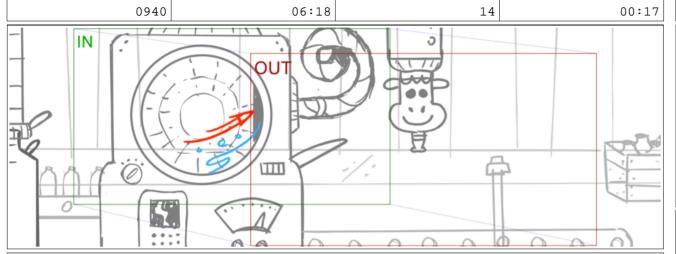












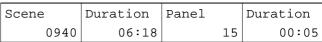
Panel

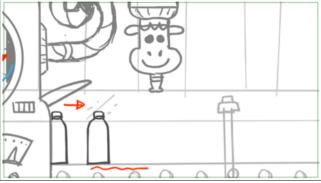
Duration



Scene

machine <WHIRRS>





Dialog

machine <WHIRRS>

18

Duration

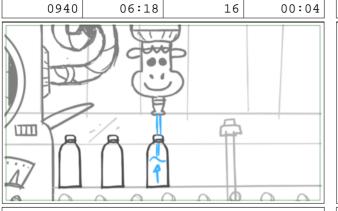
00:05

# Toon Boom ml214 dairy farmer mp01 retake 1

Duration

Scene

0940



Panel

Duration



Panel

17

Duration

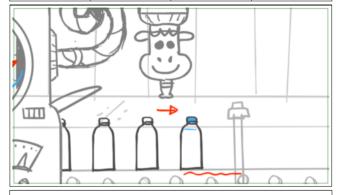
00:06

Scene

0940

Duration

06:18



Duration Panel

06:18

Dialog
machine <WHIRRS>

Scene

Dialog
machine <WHIRRS>

Dialog
machine <WHIRRS>

21

Duration

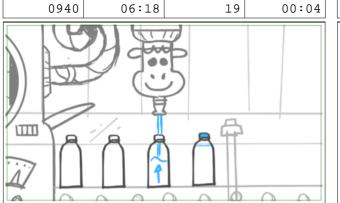
00:05

# Toon Boom ml214 dairy farmer mp01 retake 1

Duration

Scene

0940



Panel

Duration

Duration Panel

06:18

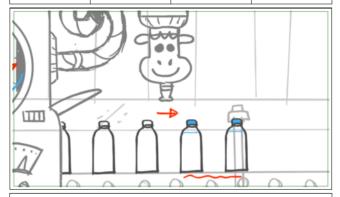
Duration

00:06

20

Scene

0940



Duration Panel

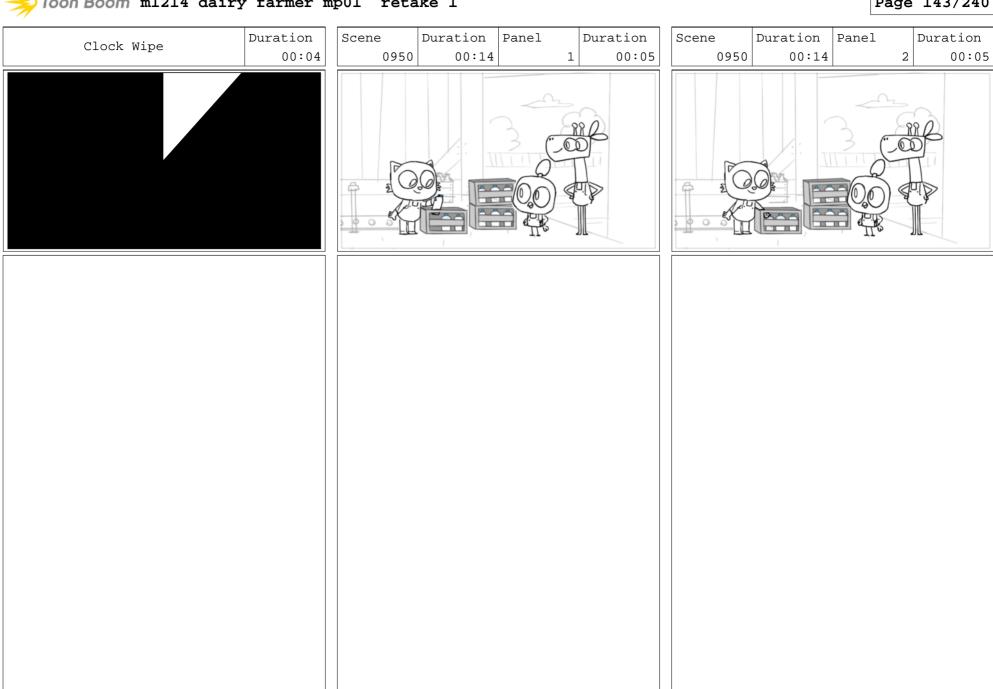
06:18

Dialog
machine <WHIRRS>

Scene

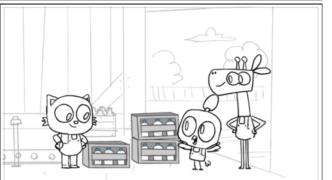
Dialog
machine <WHIRRS>

Dialog
machine <WHIRRS>



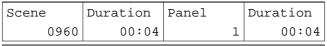


Scene	Duration	Panel	Duration
0950	00:14	3	00:04



70 LARK 70

That's our first load of milk ready for Farmer Tilly!

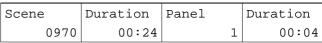




### Dialog

71 LOFTY 71

Do you think the cows are ready for their next milking?





### Dialog

72 MILO 72

Only one way to find out!

#### Notes

framing of sh0950

00:04

Duration

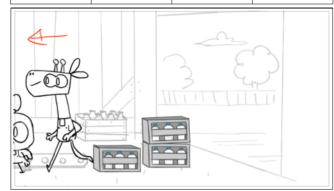
0970	00:24	2	00:04

Duration | Panel

	0970	00:24	3	00:04
	A	7	E 8	
B		Q		111
	7 B3			

Duration Panel

Duration



Duration Panel

00:24

Dialog

Scene

72 MILO 72
Only one way to find out!

#### Dialog

Scene

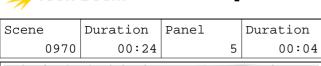
72 MILO 72
Only one way to find out!

#### Dialog

Scene

0970

72 MILO 72
Only one way to find out!



Scene	Duration	Panel	Duration
0970	00:24	6	00:04

Scene Duration Panel Duration 0980 00:13 1 00:03







Dialog

72 MILO 72
Only one way to find out!

Dialog

72 MILO 72
Only one way to find out!

Dialog

MILO/LARK/LOFTY
Moooo!

Notes

! moo added!

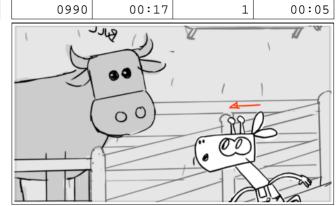
Duration

	0980	00:13	2	00:05	
		ارماد		,	
_		8.08	. " ' "		
4		(0)			
7			••		
ر	000	0			
-		- Jan 10	ON THE		

Duration Panel

Scene	Duration	Panel	Duration
0980	00:13	3	00:05





Panel

Duration

Dialog
MILO/LARK/LOFTY
Moooo!

Scene

Dialog MILO/LARK/LOFTY Moooo! Dialog
MILO/LARK/LOFTY
Moooo!

#### Notes

! moo added!

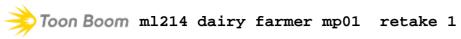
#### Notes

! moo added!

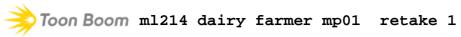
#### Notes

Scene

! moo added!



Scene Duration Panel Duration 0990 00:17 2 00:07	Scene Duration Panel Duration 0990 00:17 3 00:05	Scene Duration Panel Duration 1000 02:00 1 00:17
	WHIP	



Scene Duration Panel Duration	Scene Duration Panel Duration	Scene Duration Panel Duration
1000 02:00 2 00:16	1000 02:00 3 00:12	1000 02:00 4 00:05
		WHIP

→ Toon Boom	ml214	dairy	farmer	mp01	retake

Scene Duration Panel Duration 1010 01:16 1 00:06	SceneDurationPanelDuration101001:16200:06	Scene Duration Panel Duration 1010 01:16 3 00:05



Scene	Duration	Panel		Duration
1010	01:16		4	00:06

Scene	Duration	Panel	Duration
1010	01:16	5	00:05

Scene	Duration	Panel	Duration
1010	01:16	6	00:13



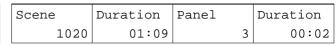


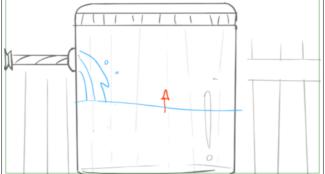


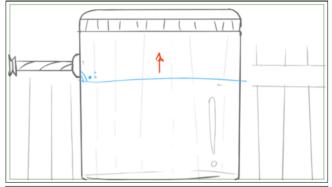


Panel

Scene	Duration	Panel	Duration
1020	01:09	2	00:02







Dialog
<WHIRRING SOUND> of machine

Duration

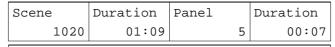
Scene

Dialog
<WHIRRING SOUND> of machine

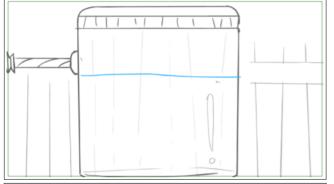
Dialog
<WHIRRING SOUND> of machine

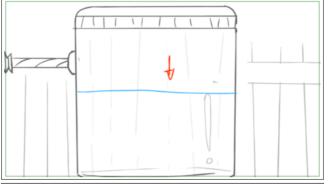


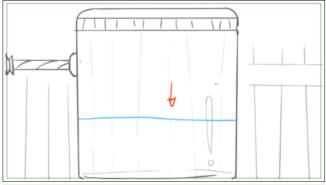
Scene	Duration	Panel		Duration
1020	01:09		4	00:07



Scene	Duration	Panel	Duration
1020	01:09	6	00:07





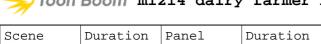


Dialog <WHIRRING SOUND> of machine

Dialog <WHIRRING SOUND> of machine

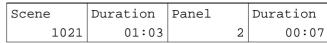
Dialog <WHIRRING SOUND> of machine

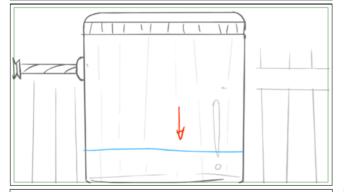
00:07

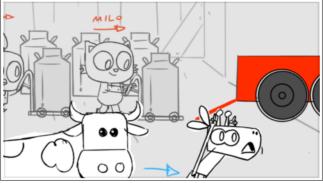


01:09

Scene	Duration	Panel	Duration
1021	01:03	1	00:07









Dialog
<WHIRRING SOUND> of machine

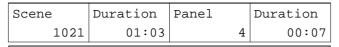
1020

Dialog
<WHIRRING SOUND> of machine

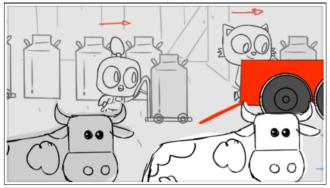
Dialog
<WHIRRING SOUND> of machine



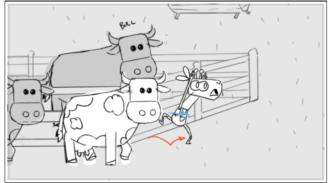
Scene	Duration	Panel		Duration
1021	01:03		3	00:07



Scene Duration Panel Duration 1030 01:15 00:05



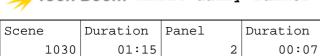




Dialog <WHIRRING SOUND> of machine

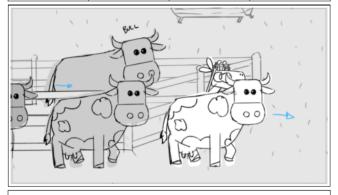
Dialog <WHIRRING SOUND> of machine

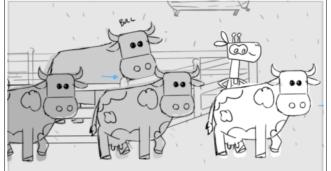
Dialog 66A LOFTY 66A Moooo!

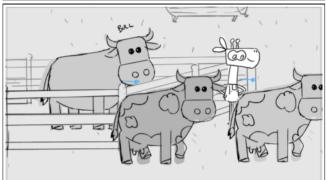


Scene	Duration	Panel	Duration
1030	01:15	3	00:07

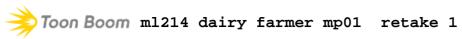
Scene	Duration	Panel	Duration
1030	01:15	4	00:07





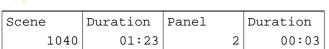


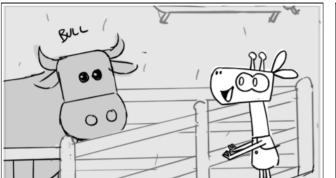
Dialog
66A LOFTY 66A
Moooo!

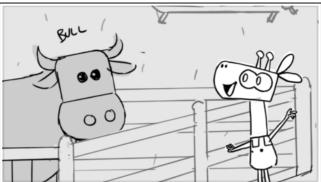


Scene Duration Panel Duration 1030 01:15 5 00:07	Scene Duration Panel Duration 1030 01:15 6 00:07	Scene Duration Panel Duration 1040 01:23 1 00:04
		RILL CO

00:03







Panel

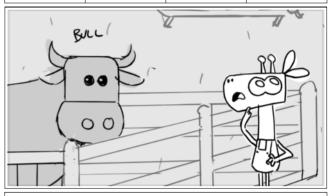
Duration

00:03

3

Duration

01:23



Duration Panel

01:23

# Dialog

73 LOFTY 73 Hi Hercules.

### Dialog

Scene

1040

73 LOFTY 73
Maybe you'd like a little walk around too!

### Dialog

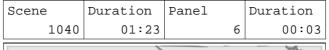
Scene

1040

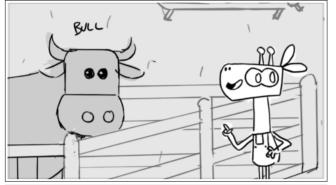
73 LOFTY 73
What did Farmer Tilly say?
Everything on her farm is FREE RANGE!

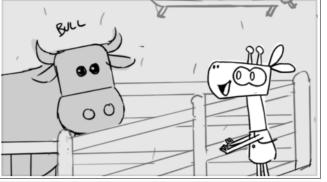


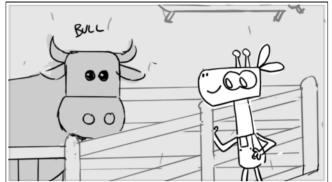
Scene	Duration	Panel		Duration
1040	01:23	!	5	00:04



Scene	Duration	Panel	Duration
1040	01:23	7	00:04



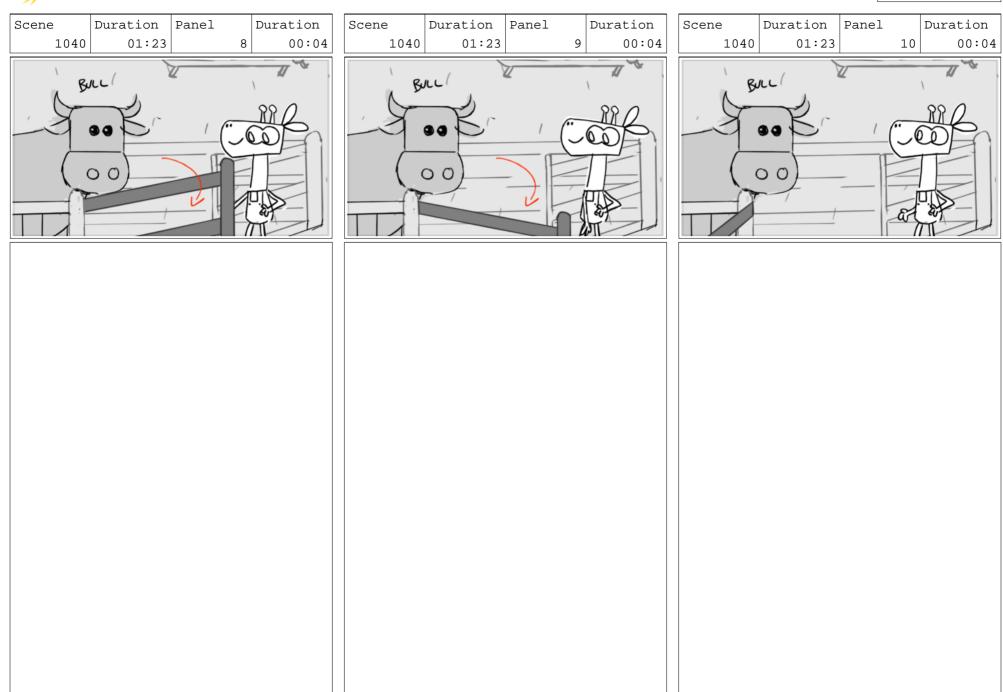




73 LOFTY 73 What did Farmer Tilly say? Everything on her farm is FREE RANGE!

### Dialog

73 LOFTY 73 That means you TOO!

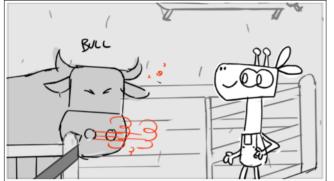


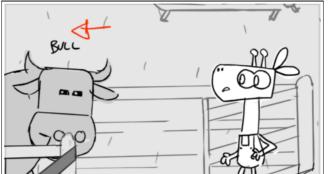


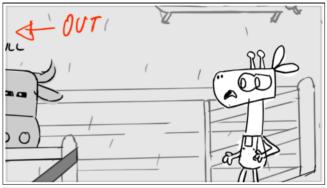
Scene	Duration	Panel		Duration
1040	01:23		11	00:04

Scene	Duration	Panel		Duration	
1040	01:23		12	00:04	

Scene	Duration	Panel		Duration	
1040	01:23		13	00:04	







# Dialog 74 LOFTY (CONT'D) 74

Are you coming out, Hercules?

#### Notes

pg 10

>> Toon Boom ml214 dairy farmer m	np01 retake 1	Page 162/240
Scene Duration Panel Duration 1050 00:24 1 00:03	Scene Duration 00:24 Panel Duration 2 00:03	Scene Duration 00:24 Panel 3 Duration 00:03



Scene Duration Panel Duration 1050 00:24 4 00:03	SceneDurationPanelDuration105000:24500:03	Scene Duration Panel Duration 1050 00:24 6 00:03
		The state of the s

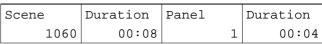
00:03



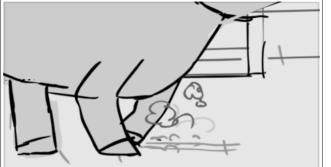
00:24

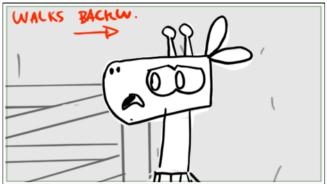
1050

Scene	Duration	Panel		Duration
1050	00:24		8	00:03









### Dialog

74 LOFTY (CONT'D) 74 (growing concern)

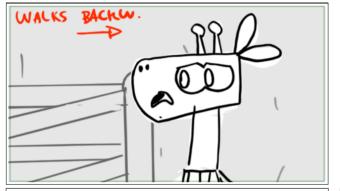
Ummm... Hercules, what are you doing?

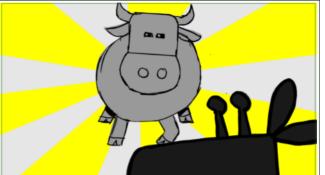


Scene	Duration	Panel		Duration	
1060	00:08		2	00:04	

Scene	Duration	Panel	Duration	
1070	00:12	1	00:04	

Scene Duration		Panel	Duration	
1070	00:12	2	00:04	







74 LOFTY (CONT'D) 74 (growing concern)

Ummm... Hercules, what are you doing?



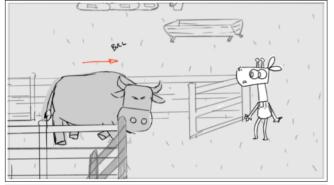
70011	Doom Millia Go	irry rarmer n	ipor rece	ARC I				1 49	JC 100/210
Scene	Duration Panel	Duration	Scene	Duration Panel		Scene	Duration	Panel	Duration
1070	00:12	3 00:04			1 00:03				2 00:03
Scene 1070			1080	00:21		1080			



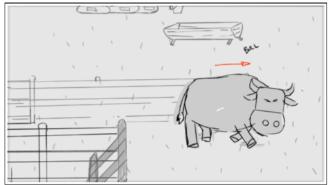
Scene	Duration	Panel		Duration	
1080	00:21		3	00:03	

Scene	Duration	Panel	Duration	
1080	00:21	4	1 00:03	

Scene	Duration	tion Panel		Duration	
1080	00:21		5	00:03	

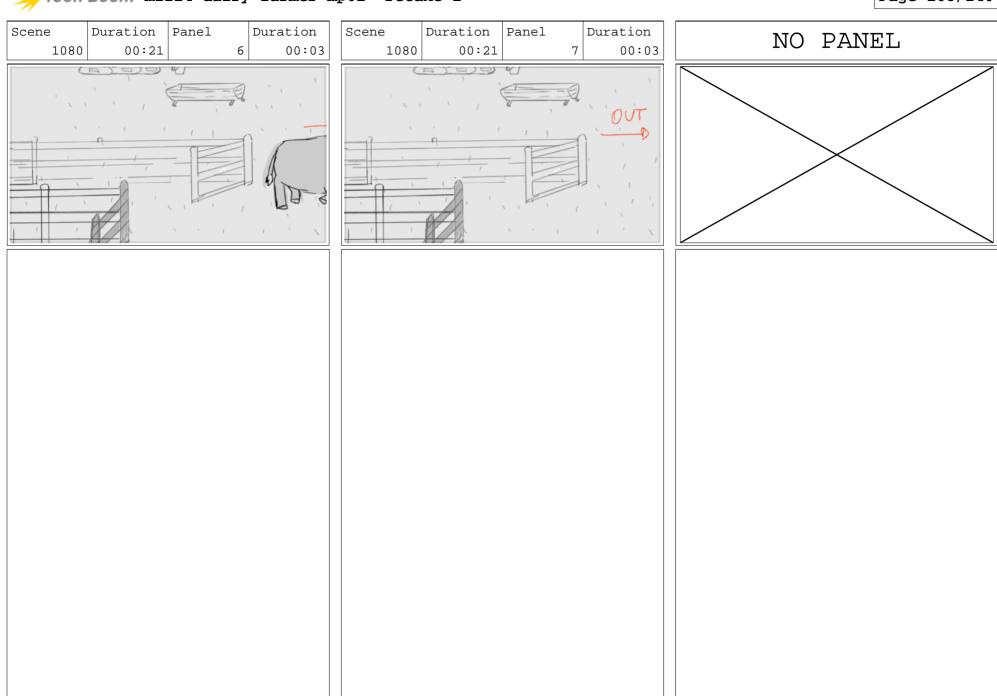


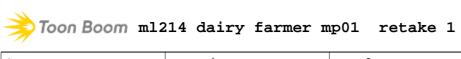


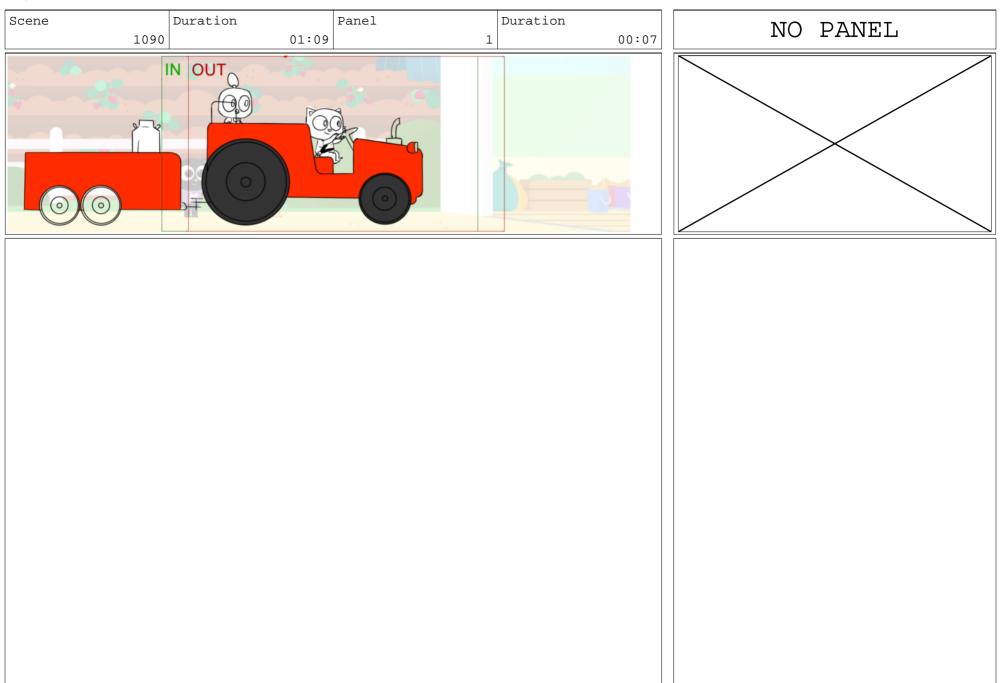


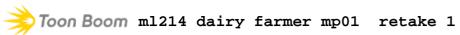
Dialog LOFTY

<SCREAMS>

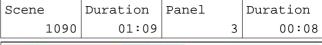


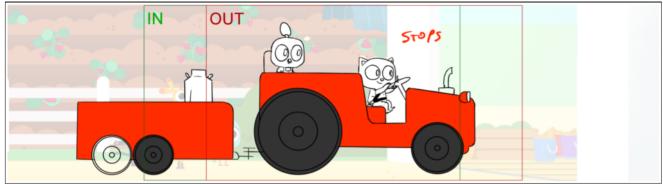


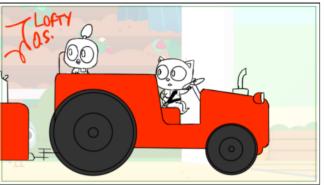




Scene	Duration	Panel	Duration
1090	01:09	2	00:11
IN	OUT		







75 LOFTY 75 HELLLLLP!!!



Scene	Duration	Panel	Duration
1090	01:09	4	00:08





Duration Panel

00:11





### Dialog

76 MILO 76 Lofty!?

### Dialog

Scene

1100

76A LOFTY 76A There's a BULL ON THE LOOSE!!!

# Notes

line 75 split and order changed

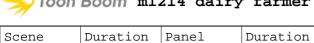
### Dialog

Duration

LOFTY

00:11

77 LARK 77 Hercules!! 00:08



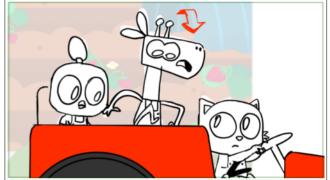
01:15

Scene	Duration	Panel	Duration
1110	01:15	3	00:08

Scene Duration Panel Duration 1110 01:15 4 00:08







Dialog LOFTY AAAAHHHH

1110

Dialog LOFTY

ААААНННН

Dialog
LOFTY
AAAAHHHH

Notes

reaction added

Notes

reaction added

Notes

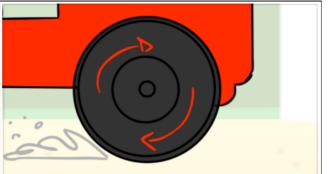
reaction added

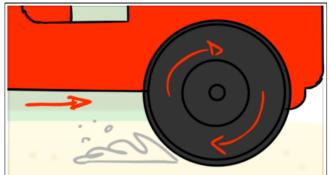
Scene	Duration	Panel		Duration
1110	01:15		5	00:08

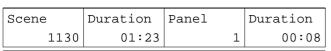
Scene	Duration	Panel	Duration
1120	01:05	1	00:15

Scene	Duration	Panel	Duration
1120	01:05	2	00:15









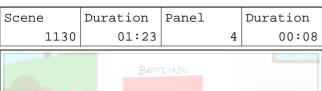
Scene	Duration	Panel	Duration
1130	01:23	2	00:08

Scene	Duration	Panel	Duration
1130	01:23	3	00:08



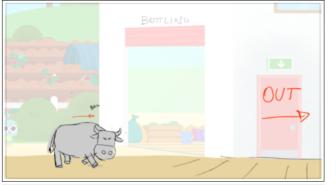


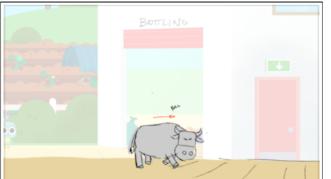




Scene	Duration	Panel	Duration
1130	01:23	5	00:08

Scene	Duration	Panel		Duration
1130	01:23		6	00:08



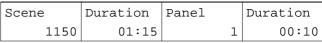


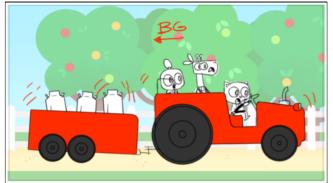


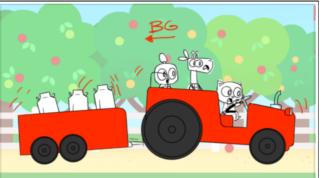


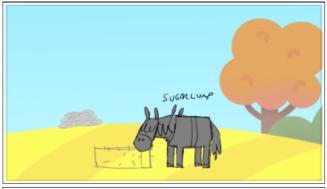
Scene	Duration	Panel	Duration
1140	01:07	1	00:16











81 MILO/LOFTY/LARK 81 Who-o-aaah!!!

### Dialog

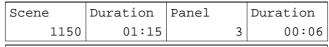
81 MILO/LOFTY/LARK 81 Who-o-aaah!!!

### Dialog

81 MILO/LOFTY/LARK 81 Who-o-aaah!!!



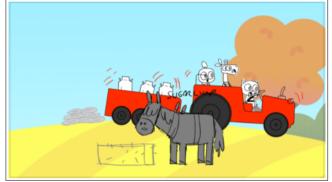
Scene	Duration	Panel	Duration
1150	01:15	2	00:06



Scene Duration Panel Duration 1150 01:15 00:06







Dialog

81 MILO/LOFTY/LARK 81 Who-o-aaah!!!

### Dialog

81 MILO/LOFTY/LARK 81 Who-o-aaah!!!

### Dialog

81 MILO/LOFTY/LARK 81 Who-o-aaah!!!



Scene	Duration	Panel	Duration
1150	01:15	5	00:06



Scene Duration Panel Duration 1160 01:07 00:08







Dialog

81 MILO/LOFTY/LARK 81 Who-o-aaah!!!

### Dialog

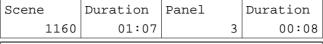
81 MILO/LOFTY/LARK 81 Who-o-aaah!!!

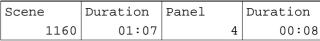
### Dialog

78 MILO 78 (juddering) I-is he-e sti-i-ill cha-a-asing us?



Scene	Duration	Panel	Duration
1160	01:07	2	00:08







78 MILO 78 (juddering) I-is he-e sti-i-ill cha-a-asing us?



#### Dialog

78 MILO 78 (juddering) I-is he-e sti-i-ill cha-a-asing us?

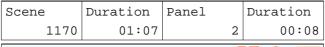


#### Dialog

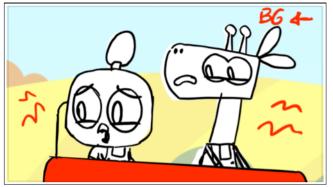
78 MILO 78 (juddering) I-is he-e sti-i-ill cha-a-asing us?

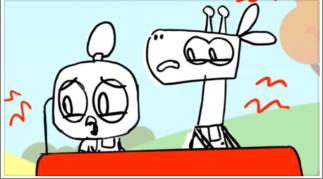


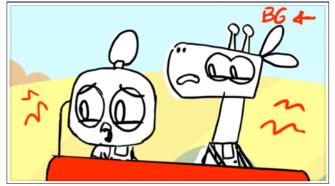
Scene	Duration	Panel		Duration
1170	01:07		1	00:08











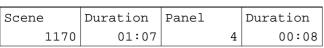
79 LARK 79 Yee-e-e-esss!

## Dialog

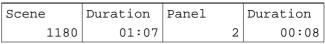
79 LARK 79 Yee-e-e-esss!

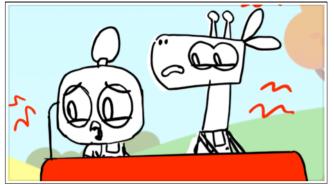
## Dialog

79 LARK 79 Yee-e-e-esss:

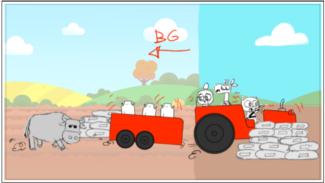


Scene	Duration	Panel	Duration
1180	01:07	1	00:08







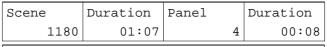


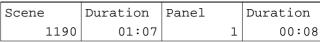
Dialog 79 LARK 79 Yee-e-e-essss! Dialog 80 LOFTY 80 22Ni-i-ice Hercule-e-es! Dialog 80 LOFTY 80

22Ni-i-ice Hercule-e-es!

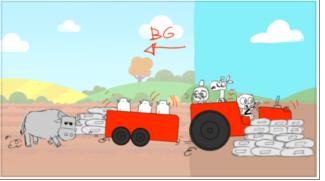


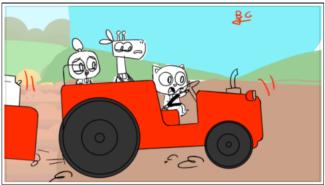
Scene	Duration	Panel	Duration
1180	01:07	3	00:08











80 LOFTY 80 22Ni-i-ice Hercule-e-es!

## Dialog

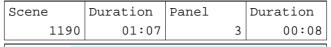
80 LOFTY 80 22Ni-i-ice Hercule-e-es!

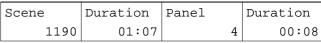
## Dialog

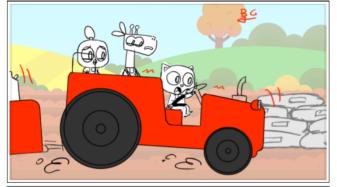
82 MILO 82 It's so-o-ooo bu-u-umpy!!

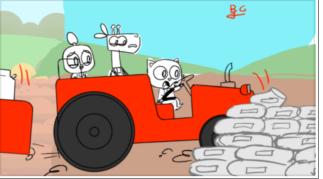


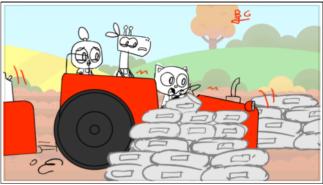
Scene	Duration	Panel	Duration
1190	01:07	2	00:08











82 MILO 82 It's so-o-ooo bu-u-umpy!!

## Dialog

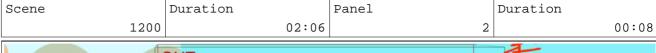
82 MILO 82 It's so-o-ooo bu-u-umpy!!

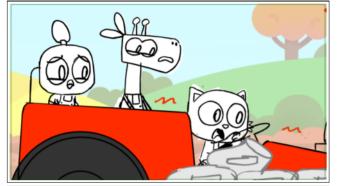
## Dialog

82 MILO 82

It's so-o-ooo bu-u-umpy!!

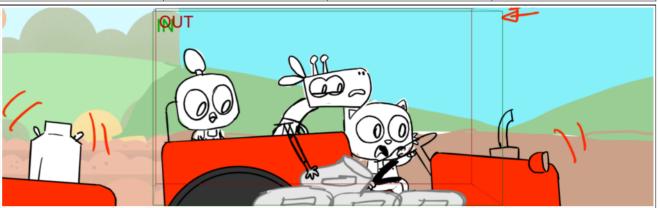
Scene	Duration	Panel	Duration
1200	02:06	1	00:08





82 MILO 82

It's so-o-ooo bu-u-umpy!!



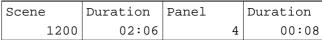
## Dialog

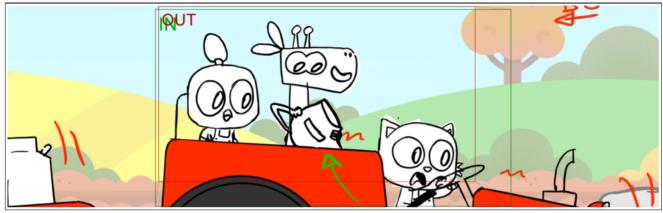
82 MILO 82

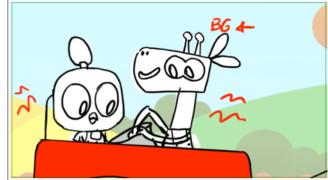
It's so-o-ooo bu-u-umpy!!



Scene	Duration	Panel	Duration
1200	02:06	3	00:08
_			







82 MILO 82

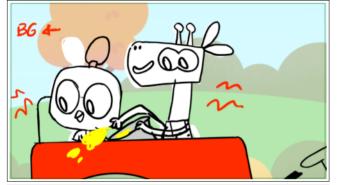
It's so-o-ooo bu-u-umpy!!

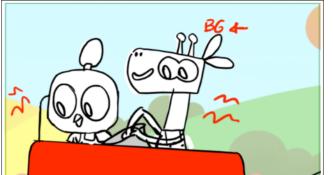


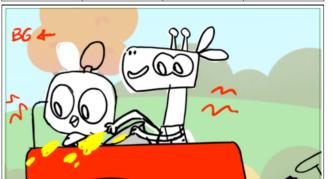
Scene	Duration	Panel	Duration
1200	02:06	Ę	00:08

Scene	Duration	Panel	Duration
1200	02:06	6	00:08

Scene	Duration	Panel		Duration
1200	02:06		7	00:08



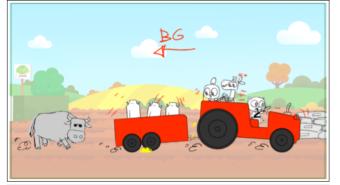




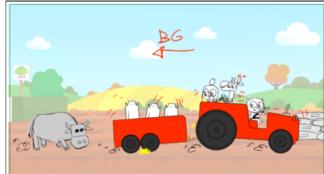
Scene	Duration	Panel	Duration
1210	01:07	1	00:08

Scene	Duration	Panel	Duration
1210	01:07	2	00:08

Scene	Duration	Panel	Duration
1210	01:07	3	00:08







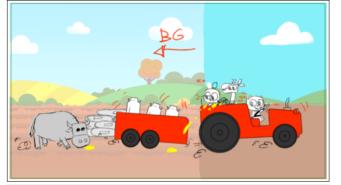
Notes pg 11



Scene	Duration	Panel		Duration
1210	01:07		4	00:08

Scene	Duration	Panel	Duration
1220	00:16	1	00:08

Scene	Duration	Panel	Duration
1220	00:16	2	00:08

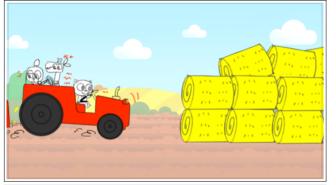


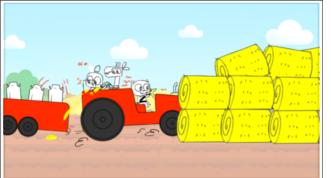


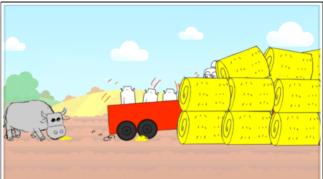




Scene	Duration	Panel	Duration	Scene	Duration	Panel	Duration	Scene	Duration	Panel	Duration
1230	02:22	1	. 00:08	1230	02:22		2 00:08	1230	02:22	3	00:08
						-0-					







77											
Scene	Duration		Duration	Scene	Duration		Duration	Scene	Duration	Panel	Duratio
1230	02:22	4	00:08	1230	02:22	5	00:08	1230	02:22		6 00:
1230	02:22	4	00:08	1230	02:22				02:22		6 00:



→ Toon	Boom ml214 da	airy farme	r mp01 r	etake 1					Page	191/240
Scene	Duration Panel	Duratio	n Scene	Duration	Panel	Duration	Scene	Duration	Panel	Duration
1230	02:22	7 00:	08 1	230 02:22	2 8	00:08	1230	02:22	9	00:08

Scene	Duration	Panel	Duration	Scene	Duration		Panel	Duration	
1240					1240	02:05		2	00:12
					OUT				

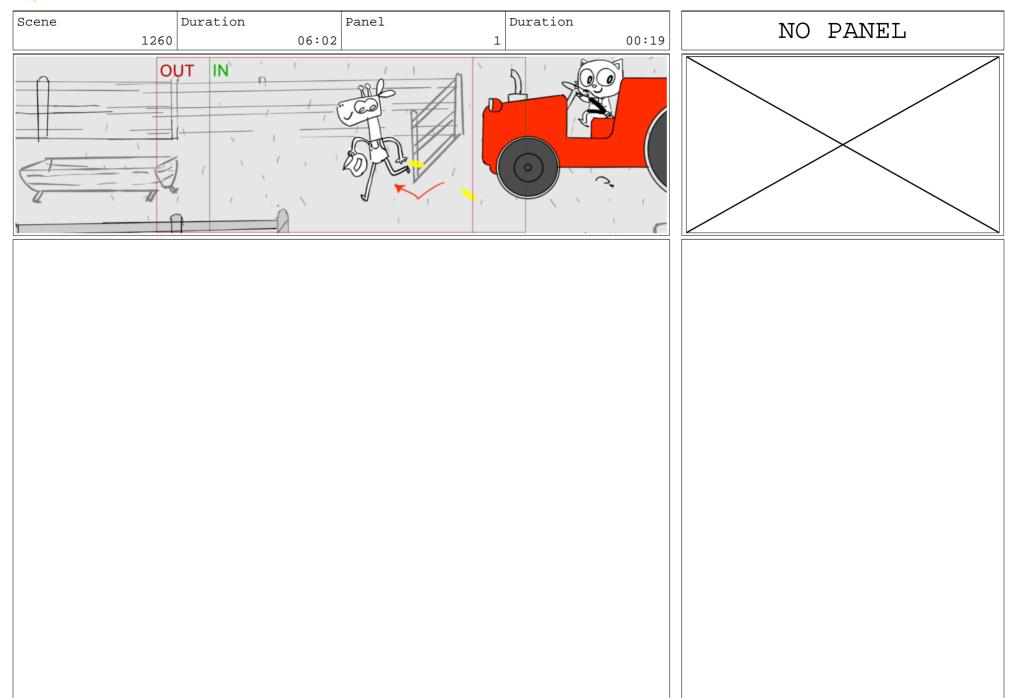
→ Toon Boom	ml214	dairy	farmer	mp01	retake	1

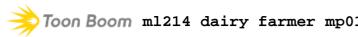
Scene	Duration	Panel	Duration	Scene	Duration	Duration
1240	02:05	3	00:12	1240	02:05	4 00:19
	OUTN					

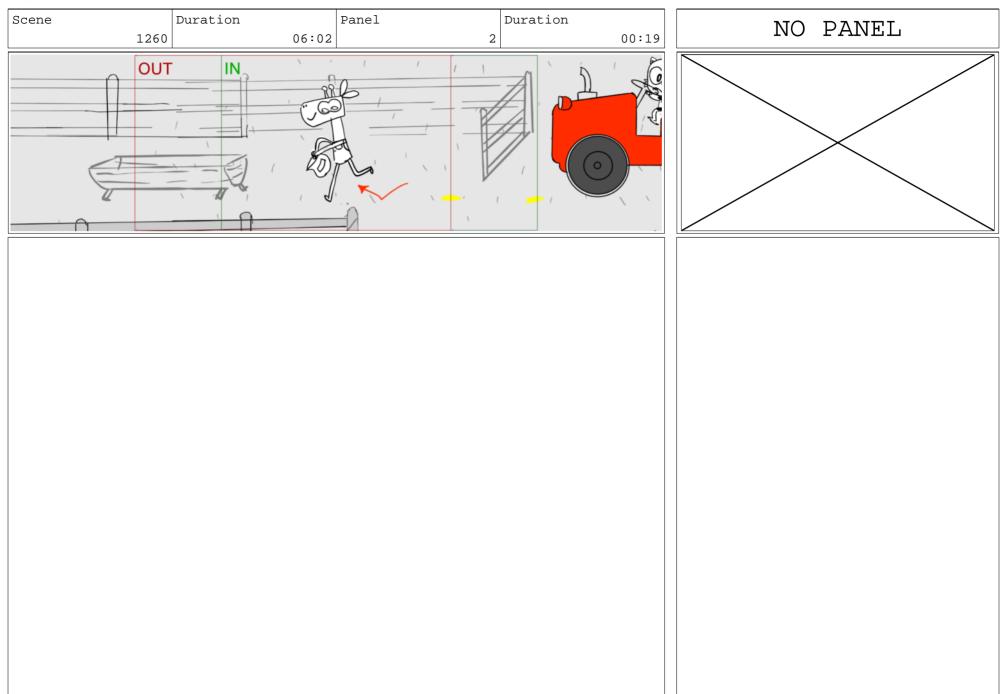


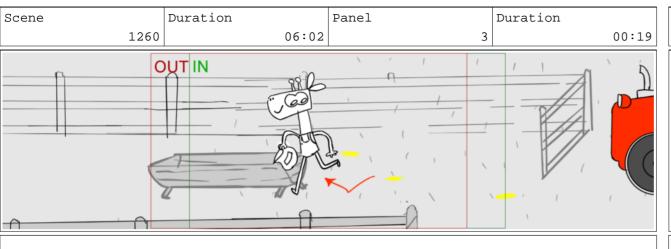
> loon Boom ml214 dairy farmer m	up01 retake 1	Page 194/240
Scene Duration Panel Duration 1250 01:13 1 00:19	SceneDurationPanelDuration125001:13200:19	NO PANEL





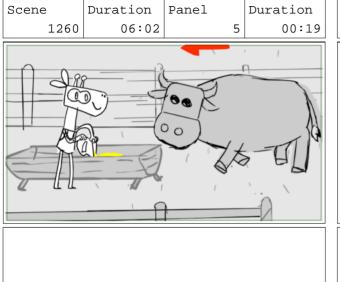




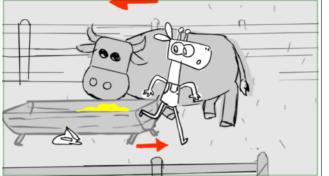


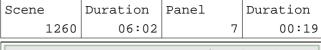
Scene	Duration	Panel	Duration
1260	06:02	4	00:19

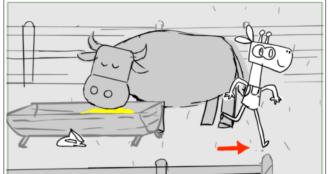


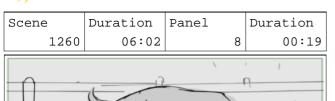


Scene	Duration	Panel	Duration
1260	06:02	6	00:19









Scene	Duration	Panel	Duration
1270	00:12	1	00:04
	, ,		

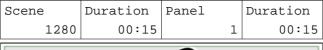
,	/	- NF
, ,	(	, , <del>4</del>
7		
/		-00
	/	
(		







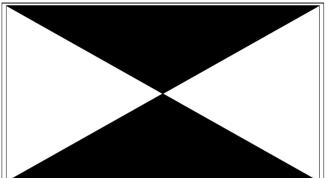
Scene	Duration	Panel		Duration
1270	00:12		3	00:04



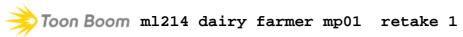
Dissolve	Duration
DISSOIVE	00:06

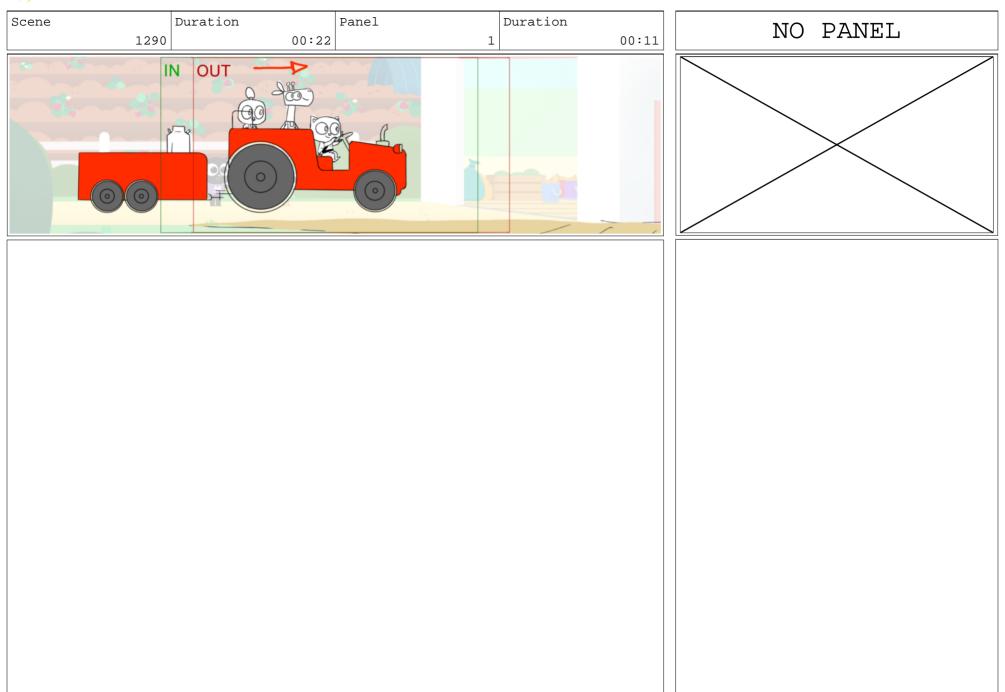






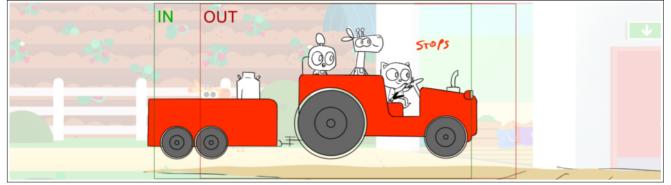
83 LARK 83 (finger waggy) Naughty Hercules!

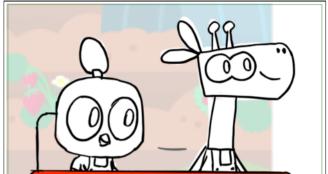




Scene	Duration	Panel	Duration
1290	00:22	2	00:11

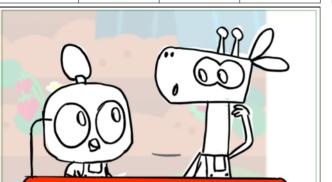
Scene	Duration	Panel		Duration
1300	01:00		1	00:04





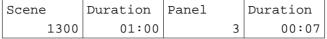


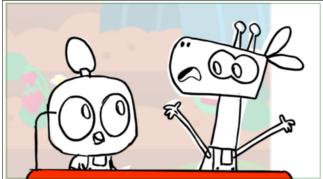
Scene	Duration	Panel	Duration
1300	01:00	2	00:07



84 LOFTY 84

Phew! I thought it was okay for animals to go wherever they wanted \* on a free range farm

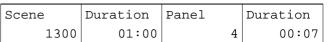


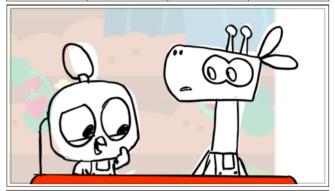


## Dialog

84 LOFTY 84

Phew! I thought it was okay for animals to go wherever they wanted \* on a free range farm





## Dialog

85 LARK 85

Farmer Tilly said that ALMOST all her animals were free range.

Duration

00:07



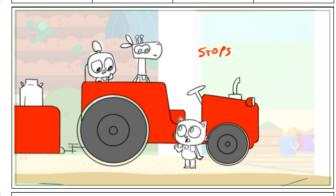
Scene	Duration	Panel	Duration
1310	01:17	1	00:07



Scene

Duration Panel

01:17



Duration Panel

01:17

#### Dialog

86 MILO 86

Maybe she meant all the animals... apart from Hercules.

## Dialog

86 MILO 86

Maybe she meant all the animals... apart from Hercules.

## Dialog

Scene

1310

Duration

00:07

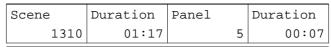
2

86 MILO 86

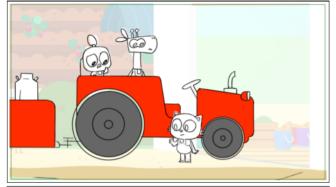
Maybe she meant all the animals... apart from Hercules.

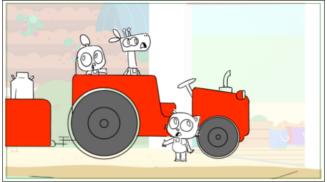


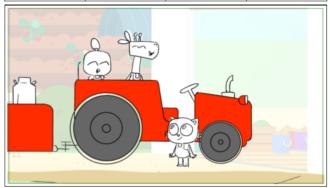
Scene	Duration	Panel	Duration
1310	01:17	4	00:07



Scene	Duration	Panel	Duration
1310	01:17	6	00:07







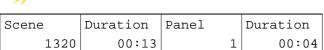
87 MILO/LOFTY/LARK 87 (penny dropping) Ohhhhhhh!

## Dialog

LARK/LOFTY <GIGGLE>

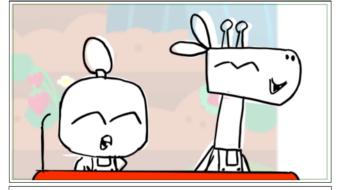
#### Notes

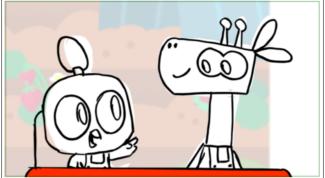
giggle added

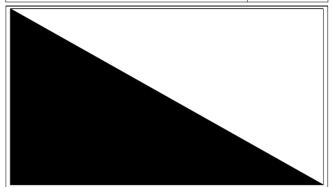


Scene	Duration	Panel	Duration
1320	00:13	2	00:09

Wipe Duration 00:08







Dialog
LARK/LOFTY
<GIGGLE>

Dialog

88 LARK 88

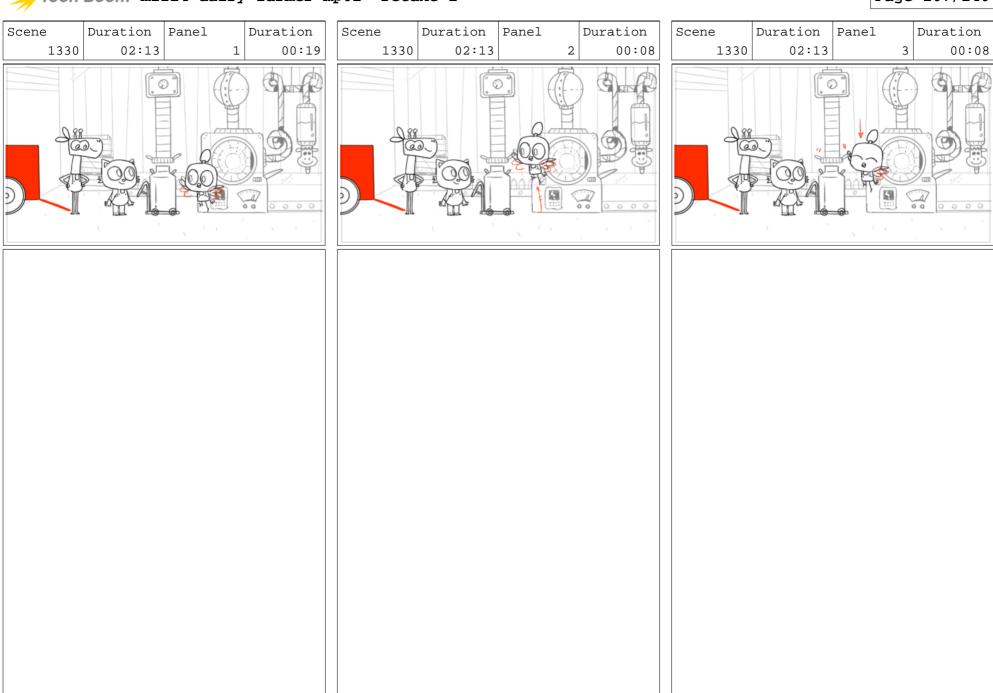
Let's get the new milk into the bottles before Farmer Tilly gets back.

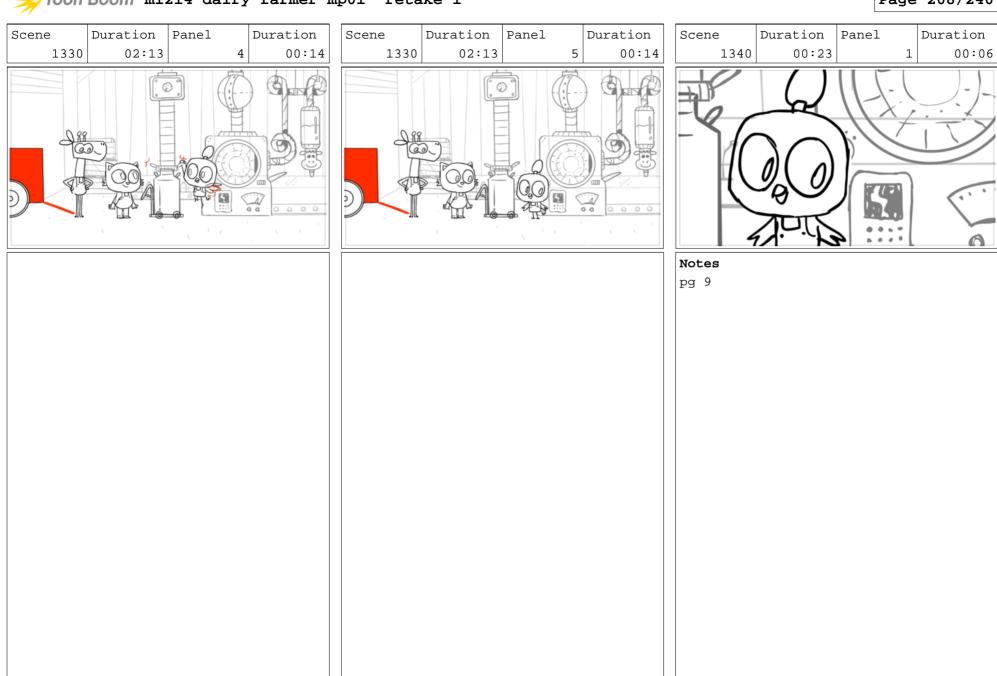
Notes

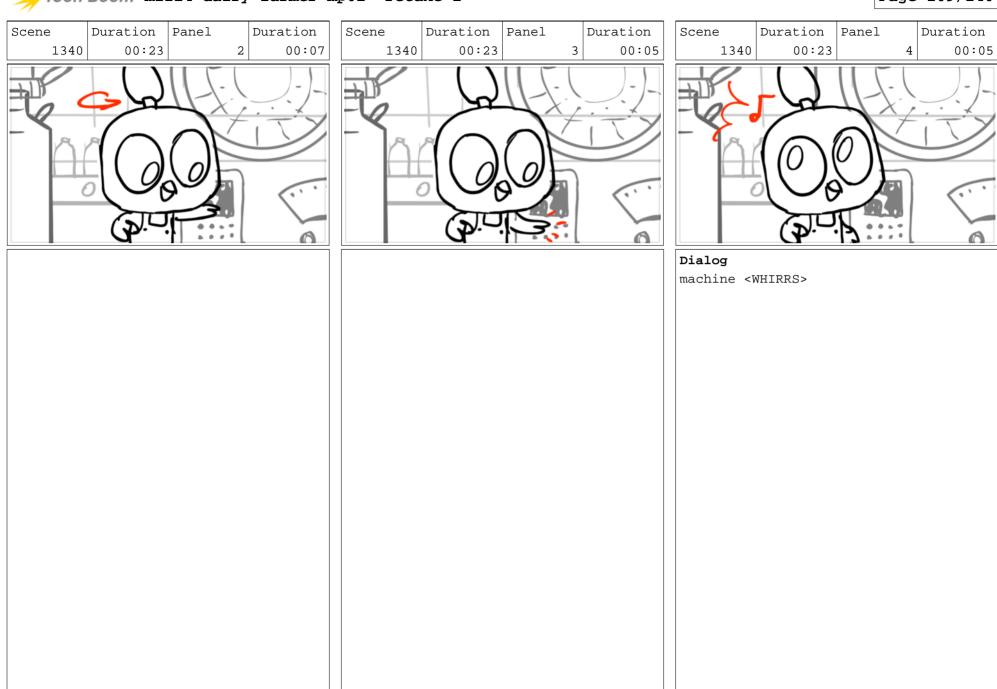
giggle added

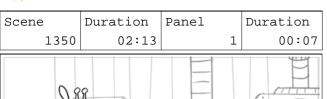
Notes

giggle added



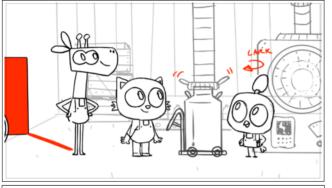


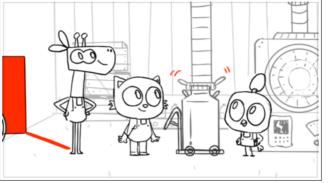


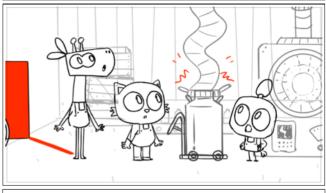


Scene	Duration	Panel	Duration
1350	02:13	2	00:07
			4114

Scene	Duration	Panel	Duration
1350	02:13	3	00:07







Dialog
machine <WHIRRS>

Dialog
machine <WHIRRS>

Dialog
machine malfunctions <CLONK>

6

Duration

00:07

Duration



Scene

1350	02:13	4	00:07

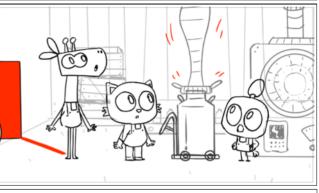
Duration Panel

Panel

Duration

00:07

5



Panel

Dialog

machine malfunctions <CLONK>

Dialog

Scene

1350

machine malfunctions <CLONK>

Duration

02:13

#### Dialog

Scene

1350

machine malfunctions <CLONK>

Duration

02:13

Toon Boom ml214 dairy farmer m	p01 retake 1	Page 212/240
SceneDurationPanelDuration135002:13700:07	SceneDurationPanelDuration135002:13800:07	SceneDurationPanelDuration135002:13900:07

Duration

Duration

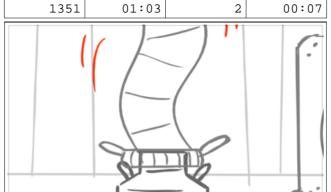
Scene



Scene

1351	01:03	1	00:07
	1,1	7	

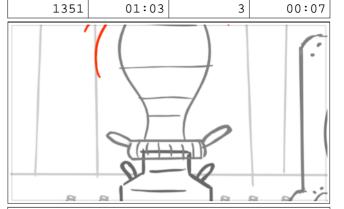
Panel



Panel

Duration

Scene



Duration Panel

Dialog
machine malfunctions <CLONK>

Duration

Dialog
machine malfunctions <CLONK>

Duration

Dialog
machine malfunctions <CLONK>

Duration

00:07

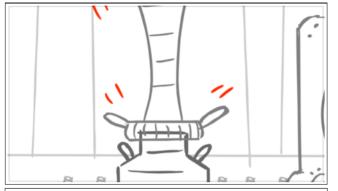
→ Toon Boom	m1214	dairy	farmer	
7		•		

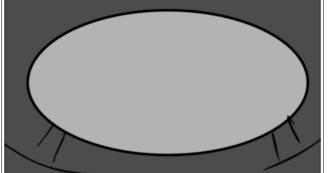
Duration Panel

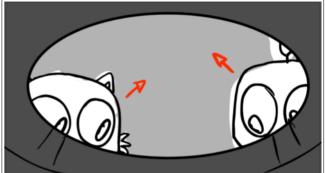
01:03

Scene	Duration	Panel	Duration
1360	01:10	1	00:07

Scene	Duration	Panel	Duration
1360	01:10	2	00:07



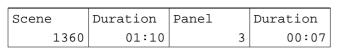




Dialog machine malfunctions <CLONK>

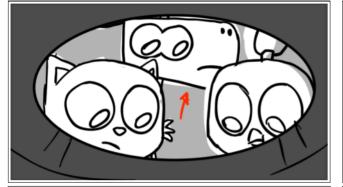
Scene

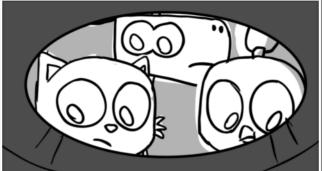
1351

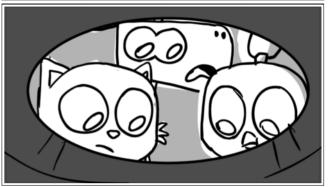


Scene	Duration	Panel	Duration
1360	01:10	4	00:07

Scene	Duration	Panel	Duration
1360	01:10	5	00:07







89 LOFTY 89

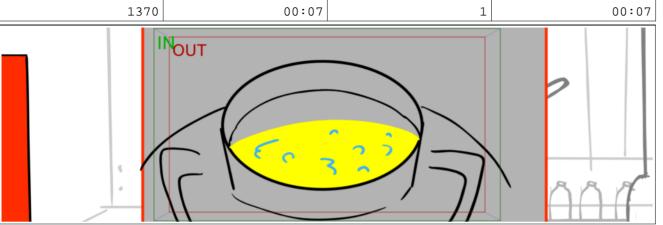
Ummm. Something's happened to the milk.

Duration

00:07

# Toon Boom ml214 dairy farmer mp01 retake 1

Duration



Panel

Duration



Duration Panel

02:05

Scene

1380

## Dialog

Scene

90 LARK 90

It's gone all yellow and slimy. It's ruined!

# Toon Boom ml214 dairy farmer mp01 retake 1

Scene	Duration	Panel		Duration
1380	02:05		2	00:07



1380	02:05	3	00:07

Duration Panel





## Dialog

92 LOFTY 92

What sort of dairy farmers turn their milk all yellow and slimy.

## Dialog

Scene

93 MILO 93

The worst Dairy Farmers' ever!

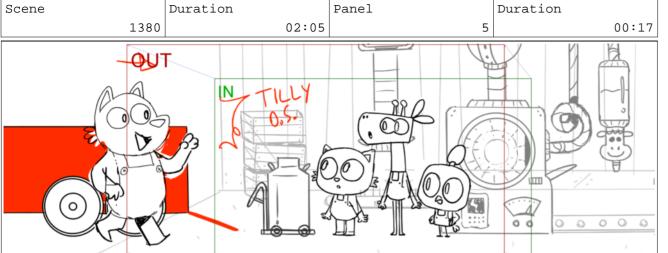
## Dialog

Duration

MILO/LOFTY/LARK

<SIGH>

# Toon Boom ml214 dairy farmer mp01 retake 1

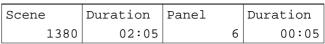


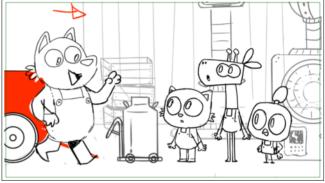
## Dialog

94 FARMER TILLY

(O.S.)

94 Whatever do you mean?





## Dialog

94 FARMER TILLY

(O.S.)

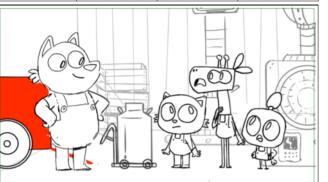
94 Whatever do you mean?

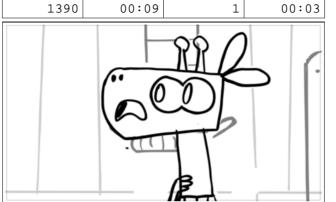
Duration

00:03



Scene	Duration	Panel	Duration
1380	02:05	7	00:05





Panel

Duration

Duration



Duration Panel

00:09

#### Dialog

95 LOFTY 95

It's my fault, Farmer Tilly! ...

#### Dialog

Scene

95 LOFTY 95

... I let Hercules out for a walk around and he chased us all over the farm. Now the milk's gone all yucky and slimy.

#### Dialog

Scene

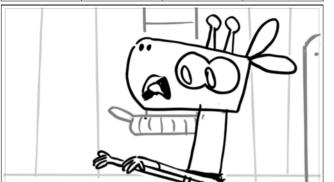
1390

95 LOFTY 95

... I let Hercules out for a walk around and he chased us all over the farm. Now the milk's gone all yucky and slimy.

# >> Toon Boom ml214 dairy farmer mp01 retake 1

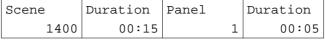
Scene	Duration	Panel		Duration
1390	00:09		3	00:03

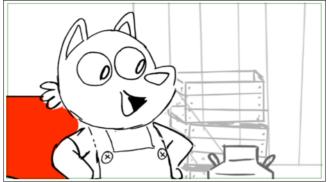


## Dialog

95 LOFTY 95

... I let Hercules out for a walk around and he chased us all over the farm. Now the milk's gone all yucky and slimy.

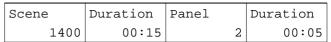




#### Dialog

96 FARMER TILLY 96

I told you Hercules was a bit of a handful. Let's have a look.





#### Dialog

96 FARMER TILLY 96

I told you Hercules was a bit of a handful.



Scene	Duration	Panel		Duration
1400	00:15		3	00:05

Scene	Duration	Panel	Duration
1410	00:21	1	00:07

Scene	Duration	Panel	Duration
1410	00:21	2	00:07





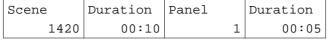


96 FARMER TILLY 96 Let's have a look.





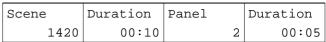
96 FARMER TILLY 96 (peers into the urn)
That's not yucky and slimy!

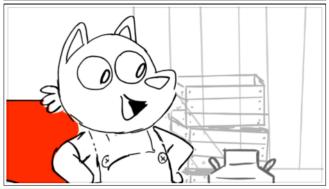




#### Dialog

96 FARMER TILLY 96
That's... BUTTER! It's what you get
when you give creamy milk a REALLY GOOD
SHAKE!!



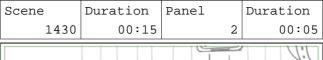


#### Dialog

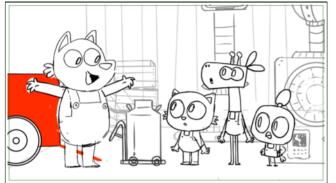
96 FARMER TILLY 96
That's... BUTTER! It's what you get
when you give creamy milk a REALLY GOOD
SHAKE!!

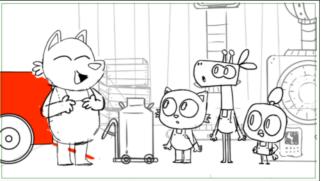


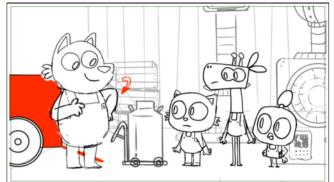
Scene	Duration	Panel		Duration
1430	00:15		1	00:05



Scene	Duration	Panel	Duration
1430	00:15	3	00:05



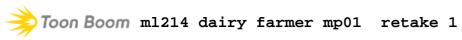




96 FARMER TILLY 96
Hercules must have given you quite a runaround! <LAUGH>

## Dialog

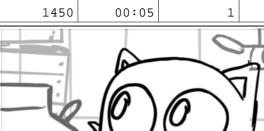
96 FARMER TILLY 96
Hercules must have given you quite a runaround! <LAUGH>



1440 00:20 1 00:05 1440 00:20 2 00:05 1440 00:20 3 00:0

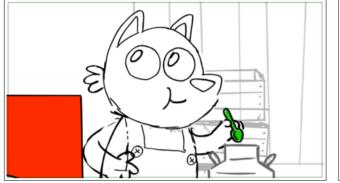


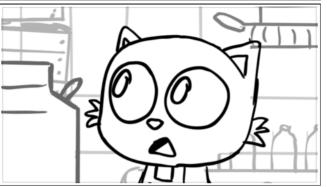
Scene	Duration	Panel	Duration
1440	00:20	4	00:05



Duration Panel

Scene	Duration	Panel	Duration
1460	00:10	1	00:05







## Dialog

Scene

97 MILO 97 So it's not ruined?

## Dialog

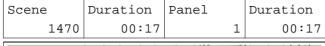
Duration

00:05

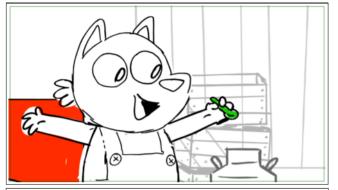
98 FARMER TILLY 98 Goodness me no! This is the creamiest, butteriest butter I've ever tasted.

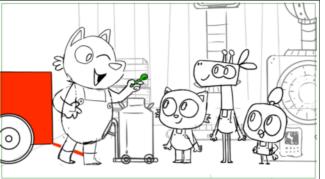


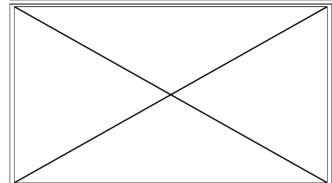
Scene	Duration	Panel	Duration
1460	00:10	2	00:05



NO PANEL







## Dialog

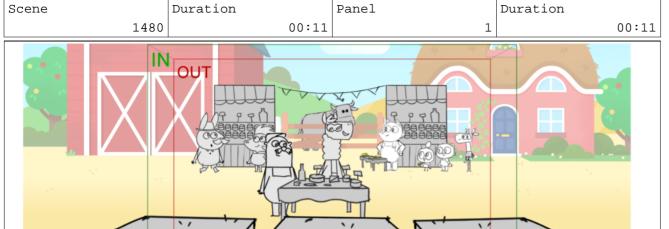
98 FARMER TILLY 98

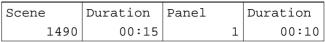
Goodness me no! This is the creamiest, butteriest butter I've ever tasted.

## Dialog

98 FARMER TILLY 98 And I know JUST what to do with it!









Dialog
99 MILO 99
Lovely fresh butter! Come and get it!

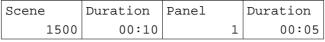


Scene	Duration	Panel	Duration
1490	00:15	2	00:05



99 MILO 99

Lovely fresh butter! Come and get it!

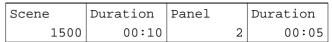


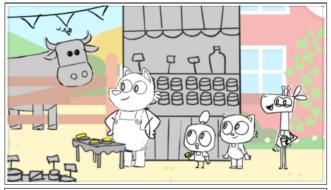


## Dialog

100 LOFTY 100

It's freshly churned today! Right Hercules?





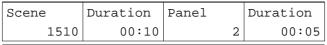
## Dialog

100 LOFTY 100

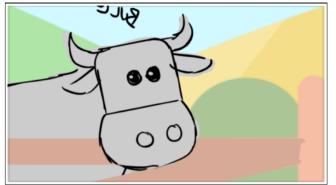
It's freshly churned today! Right Hercules?

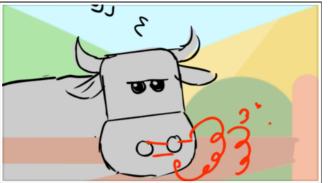


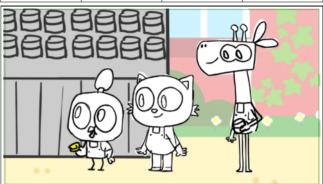
Scene	Duration	Panel		Duration
1510	00:10		1	00:05



Scene	Duration	Panel	Duration
1520	00:11	1	00:07







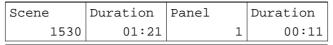
HERCULES <SNORTS>

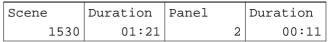
## Dialog

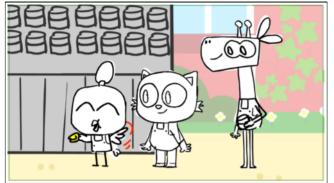
101 LARK 101 (mouth full) And delicious on toast!



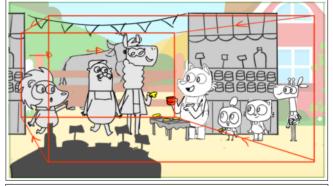
Scene	Duration	Panel		Duration
1520	00:11		2	00:04











101 LARK 101 (mouth full) And delicious on toast!

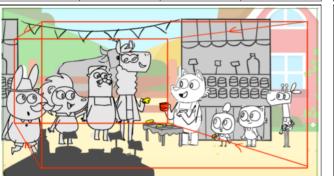
#### Dialog

102 MRS SWEEP/COTTONTAIL/DOC DIAMOND/OTTO 102 Oooh!/Lovely/I'll have some/Yummy!

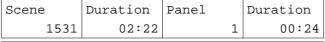
#### Dialog



Scene	Duration	Panel		Duration
1530	01:21		3	00:24



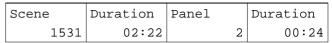
102 MRS SWEEP/COTTONTAIL/DOC DIAMOND/OTTO 102 Oooh!/Lovely/I'll have some/Yummy!





#### Dialog

102 MRS SWEEP/COTTONTAIL/DOC DIAMOND/OTTO 102 Oooh!/Lovely/I'll have some/Yummy!





#### Dialog

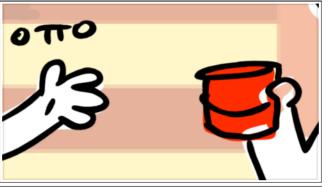


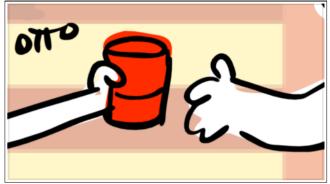
Scene	Duration	Panel	Duration
1531	02:22	3	00:24

Scene	Duration	Panel	Duration
1532	02:22	1	00:24

Scene	Duration	Panel	Duration
1532	02:22	2	00:24







102 MRS SWEEP/COTTONTAIL/DOC DIAMOND/OTTO 102 Oooh!/Lovely/I'll have some/Yummy!

## Dialog

102 MRS SWEEP/COTTONTAIL/DOC DIAMOND/OTTO 102 Oooh!/Lovely/I'll have some/Yummy!

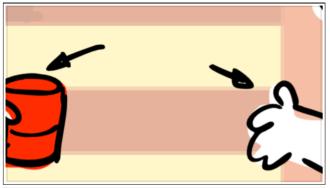
#### Dialog

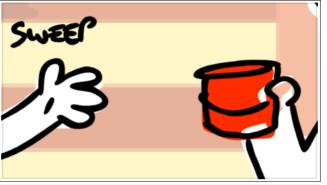


Scene	Duration	Panel	Duration
1532	02:22	3	00:24

Scene	Duration	Panel	Duration
1533	03:21	1	00:24

Scene	Duration	Panel	Duration
1533	03:21	2	00:24







102 MRS SWEEP/COTTONTAIL/DOC DIAMOND/OTTO 102 Oooh!/Lovely/I'll have some/Yummy!

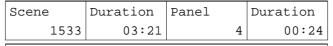
## Dialog

102 MRS SWEEP/COTTONTAIL/DOC DIAMOND/OTTO 102 Oooh!/Lovely/I'll have some/Yummy!

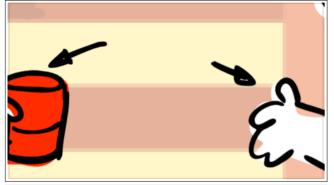
### Dialog



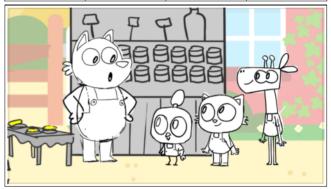
Scene	Duration	Panel	Duration
1533	03:21	3	00:24



Duration Panel Duration Scene 1540 02:01 00:17







#### Dialog

102 MRS SWEEP/COTTONTAIL/DOC DIAMOND/OTTO 102 Oooh!/Lovely/I'll have some/Yummy!

#### Dialog

102 MRS SWEEP/COTTONTAIL/DOC DIAMOND/OTTO 102 Oooh!/Lovely/I'll have some/Yummy!

#### Dialog

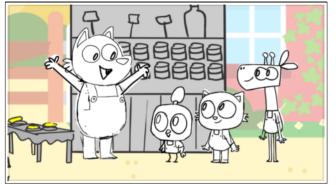
103 FARMER TILLY 103 What do you know. Your butter is my NEW top seller! Top dairy farming, farmers.



Scene	Duration	Panel	Duration
1540	02:01	2	00:17

Scene Duration Panel Duration 1540 02:01 3 00:17

Scene	Duration	Panel		Duration
1550	00:13		1	00:13





## Dialog

103 FARMER TILLY 103

What do you know. Your butter is my NEW top seller! Top dairy farming, farmers.

#### Dialog

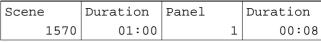
103 FARMER TILLY 103

What do you know. Your butter is my NEW top seller! Top dairy farming, farmers.

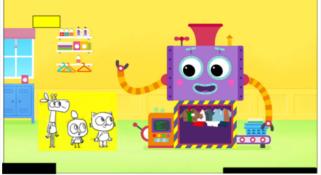


Scene	Duration	Panel	Duration
1560	01:00	1	00:13

Scene	Duration	Panel	Duration
1560	01:00	2	00:12









<GIGGLE>

## Dialog

105 SUDS 105

And how did my little Dairy Farmers get on?

## Dialog

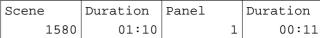
106 MILO 106

Oh Suds, it was brilliant. We had to milk Farmer Tilly's cows and bottle it.



Scene	Duration	Panel	Duration
1570	01:00	2	00:09

Scene	Duration	Panel	Duration
1570	01:00	3	00:08





106 MILO 106

Oh Suds, it was brilliant. We had to milk Farmer Tilly's cows and bottle it.



#### Dialog

106 MILO 106

Oh Suds, it was brilliant. We had to milk Farmer Tilly's cows and bottle it.



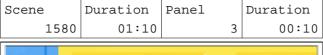
## Dialog

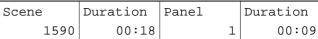
107 LOFTY 107

But I let a bull loose and it chased us all over the farm. The milk got all shook up and turned yellow and slimy.



Scene	Duration	Panel	Duration
1580	01:10	2	00:14







107 LOFTY 107

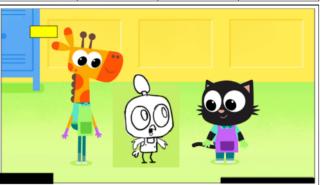
But I let a bull loose and it chased us all over the farm. The milk got all shook up and turned yellow and slimy.



#### Dialog

107 LOFTY 107

But I let a bull loose and it chased us all over the farm. The milk got all shook up and turned yellow and slimy.



#### Dialog

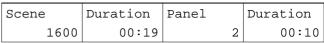
108 LARK 108

We thought it was ruined... but actually, it had turned into butter!



Scene	Duration	Panel	Duration
1590	00:18	2	00:09

Scene	Duration	Panel	Duration
1600	00:19	1	00:09









108 LARK 108
We thought it was ruined... but
actually, it had turned into butter!

#### Dialog

109 MILO 109
When I grow up, I think it would be AMAZING to be a...

#### Dialog

109 MILO 109
When I grow up, I think it would be AMAZING to be a...

