



SHOT # \_\_\_\_\_ TYPE: \_\_\_\_\_

ACTION/DIALOGUE: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_



SHOT # \_\_\_\_\_ TYPE: \_\_\_\_\_

ACTION/DIALOGUE: \_\_\_\_\_

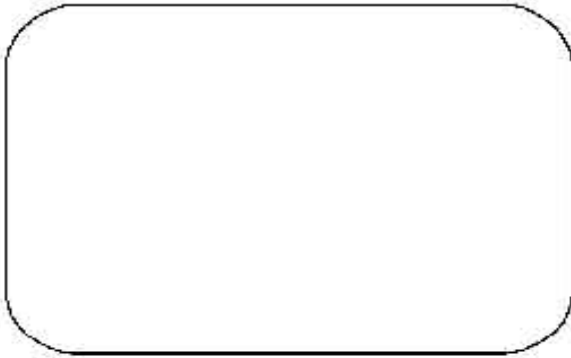
\_\_\_\_\_  
\_\_\_\_\_



SHOT # \_\_\_\_\_ TYPE: \_\_\_\_\_

ACTION/DIALOGUE: \_\_\_\_\_

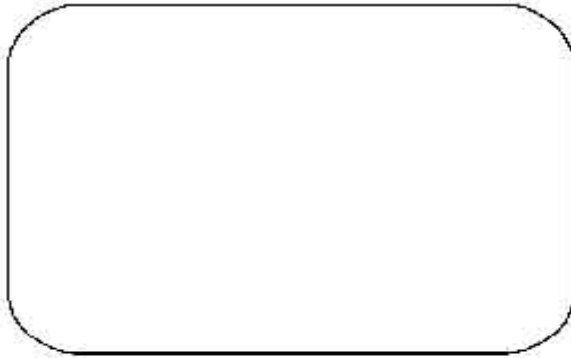
\_\_\_\_\_  
\_\_\_\_\_



SHOT # \_\_\_\_\_ TYPE: \_\_\_\_\_

ACTION/DIALOGUE: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_



SHOT # \_\_\_\_\_ TYPE: \_\_\_\_\_

ACTION/DIALOGUE: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_



SHOT # \_\_\_\_\_ TYPE: \_\_\_\_\_

ACTION/DIALOGUE: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_



SHOT # \_\_\_\_\_ TYPE: \_\_\_\_\_

ACTION/DIALOGUE: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



SHOT # \_\_\_\_\_ TYPE: \_\_\_\_\_

ACTION/DIALOGUE: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



SHOT # \_\_\_\_\_ TYPE: \_\_\_\_\_

ACTION/DIALOGUE: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



SHOT # \_\_\_\_\_ TYPE: \_\_\_\_\_

ACTION/DIALOGUE: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



SHOT # \_\_\_\_\_ TYPE: \_\_\_\_\_

ACTION/DIALOGUE: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



SHOT # \_\_\_\_\_ TYPE: \_\_\_\_\_

ACTION/DIALOGUE: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_