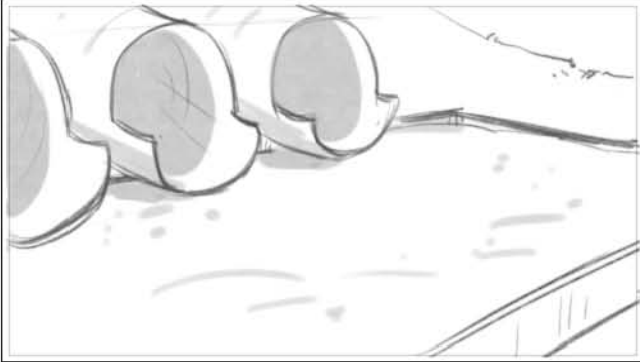




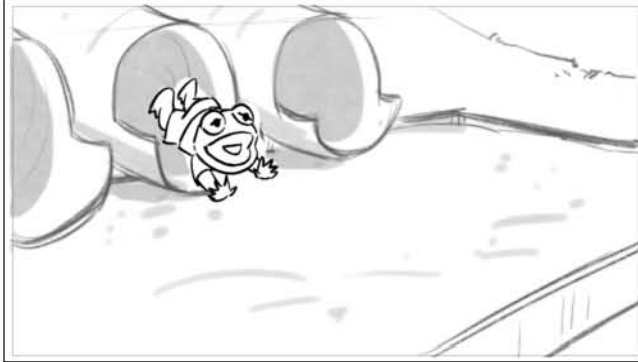
Scene	Duration	Panel	Duration
004	08:00	1	01:00



**Action Notes**

EXT. BACKYARD - SAME

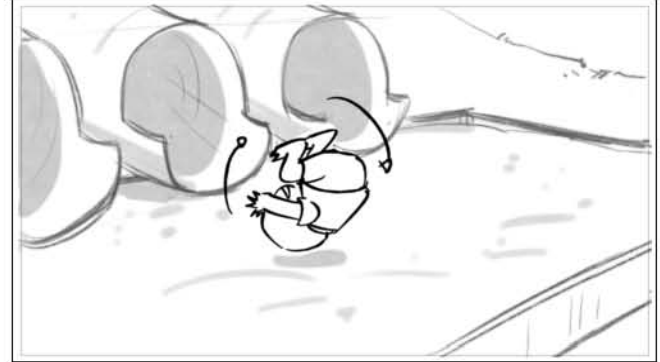
Scene	Duration	Panel	Duration
004	08:00	2	01:00



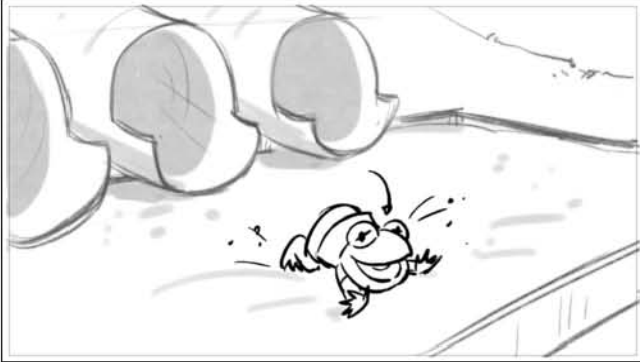
**Action Notes**

EXT. BACKYARD - SAME  
Kermit POPS out, but makes a rough landing,

Scene	Duration	Panel	Duration
004	08:00	3	01:00



Scene	Duration	Panel	Duration
004	08:00	4	01:00



**Dialog**  
 12 KERMIT  
 (dizzy)  
 Whew!

Scene	Duration	Panel	Duration
004	08:00	5	01:00



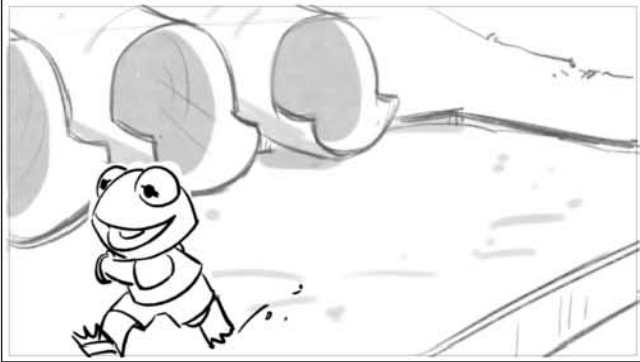
**Dialog**  
 12 KERMIT  
 I just know

Scene	Duration	Panel	Duration
004	08:00	6	01:00



**Dialog**  
 12 KERMIT  
 there'll be something  
 perfect

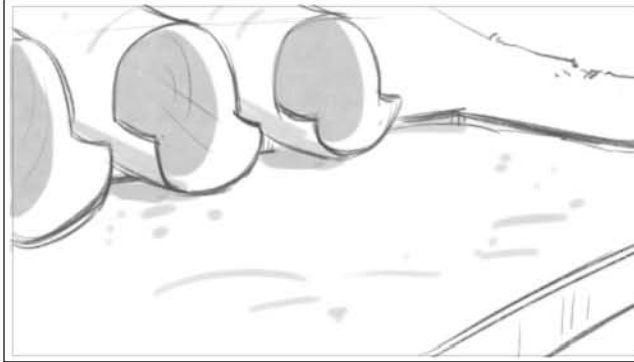
Scene	Duration	Panel	Duration
004	08:00	7	01:00



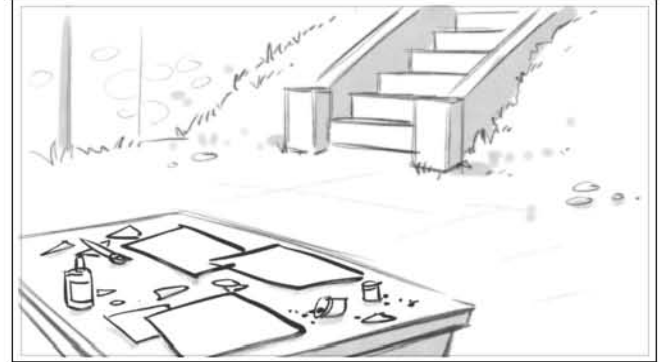
**Dialog**

12 KERMIT  
out here for show and tell.

Scene	Duration	Panel	Duration
004	08:00	8	01:00



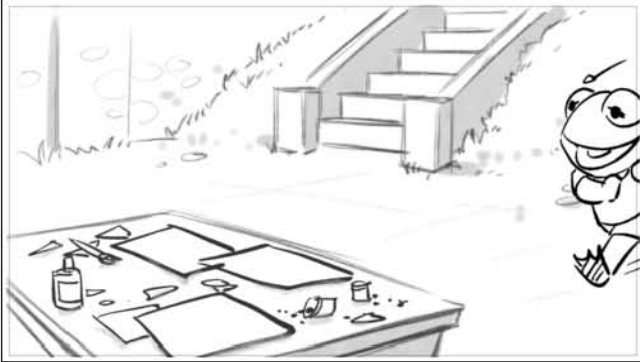
Scene	Duration	Panel	Duration
005	07:00	1	01:00



**Action Notes**

PICNIC TABLE, covered in art supplies

Scene	Duration	Panel	Duration
005	07:00	2	01:00



**Dialog**

13 KERMIT (CONT'D)  
Maybe

Scene	Duration	Panel	Duration
005	07:00	3	01:00



**Dialog**

13 KERMIT (CONT'D)  
our art projects?

Scene	Duration	Panel	Duration
005	07:00	4	01:00



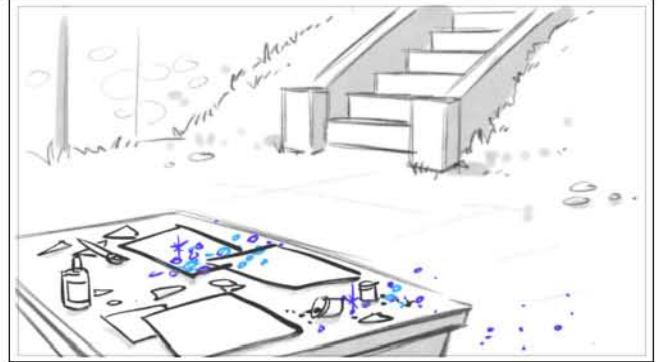
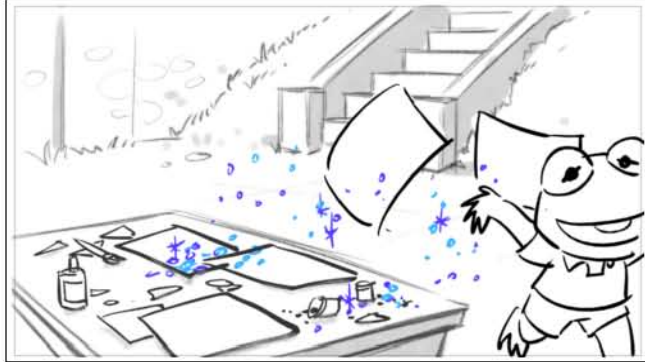
**Dialog**

13 KERMIT (CONT'D)  
So  
glittery...

Scene	Duration	Panel	Duration
005	07:00	5	01:00

Scene	Duration	Panel	Duration
005	07:00	6	01:00

Scene	Duration	Panel	Duration
005	07:00	7	01:00



**Dialog**

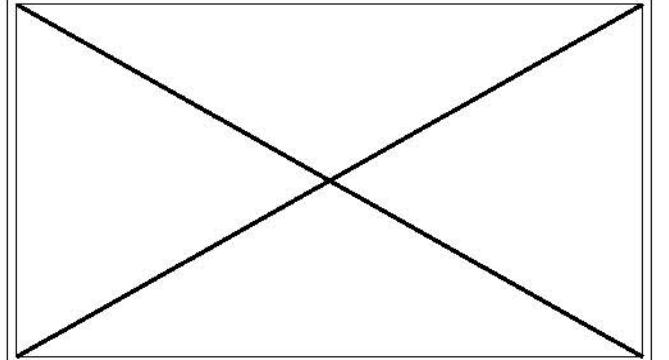
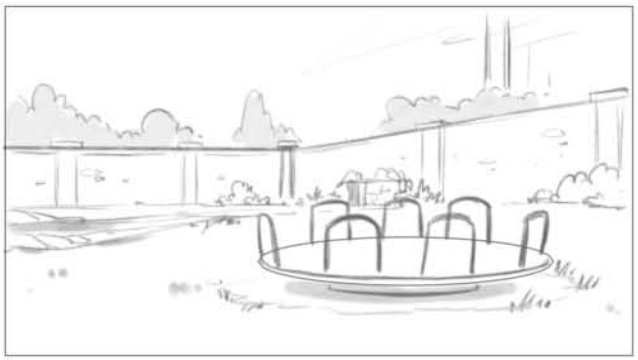
13 KERMIT (CONT'D)  
too glittery?



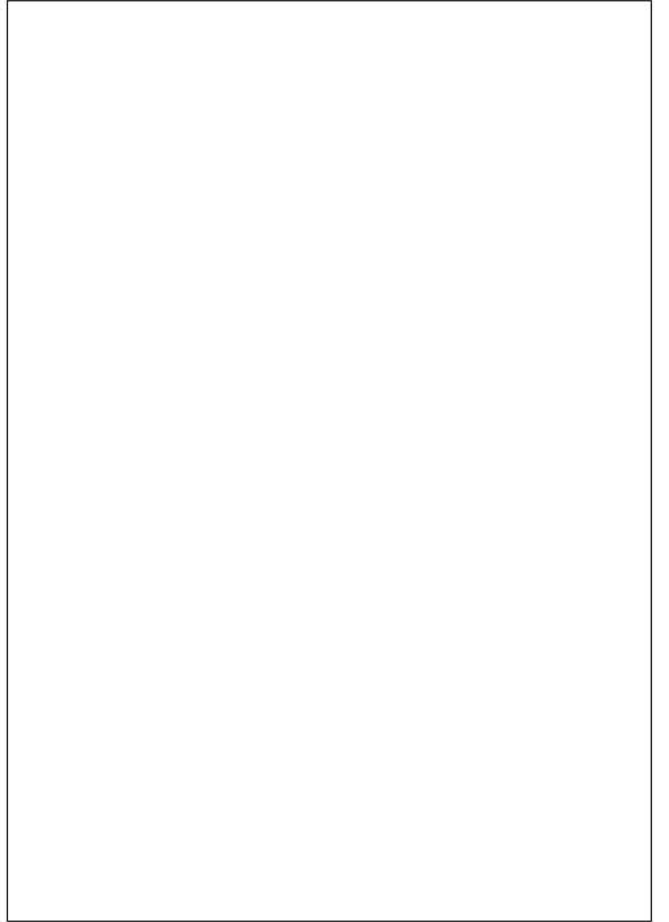
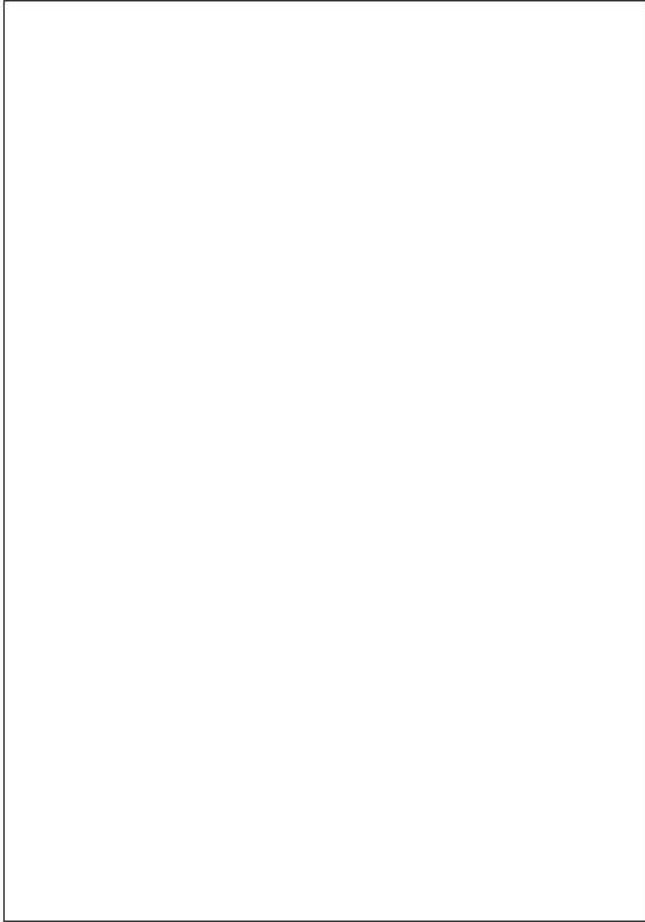
Scene	Duration	Panel	Duration
006	14:00	1	01:00

Scene	Duration	Panel	Duration
006	14:00	2	01:00

NO PANEL

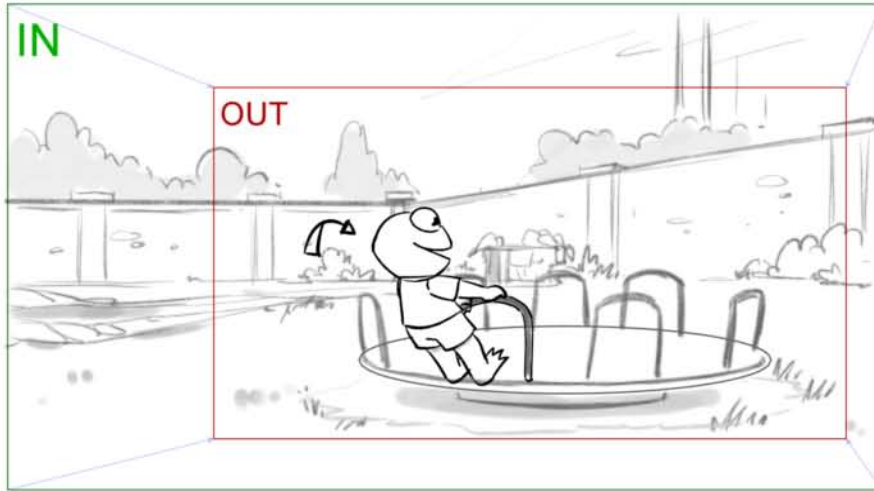


**Action Notes**  
Merry-Go-Round.



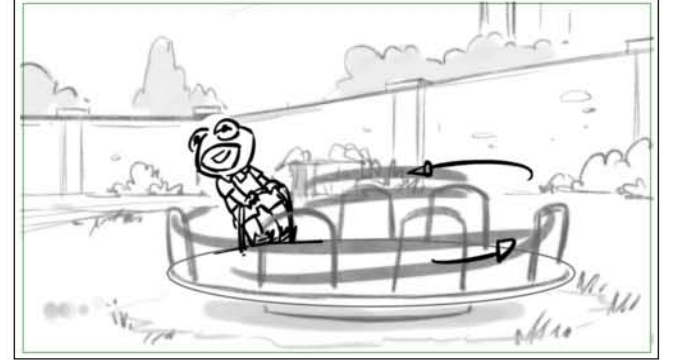


Scene	Duration	Panel	Duration
006	14:00	3	01:00



**Dialog**  
14 KERMIT (CONT'D)  
The Merry-Go-Round!

Scene	Duration	Panel	Duration
006	14:00	4	01:00



**Dialog**  
14 KERMIT (CONT'D)  
Whee!

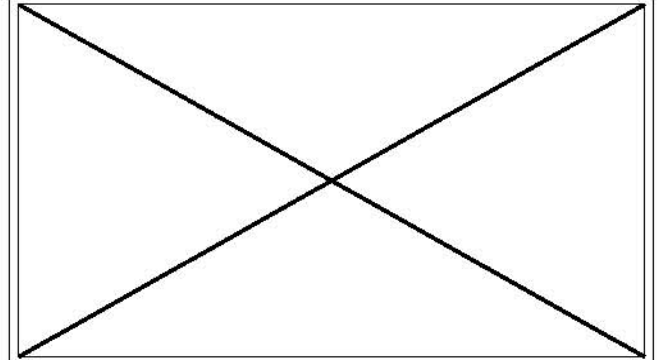
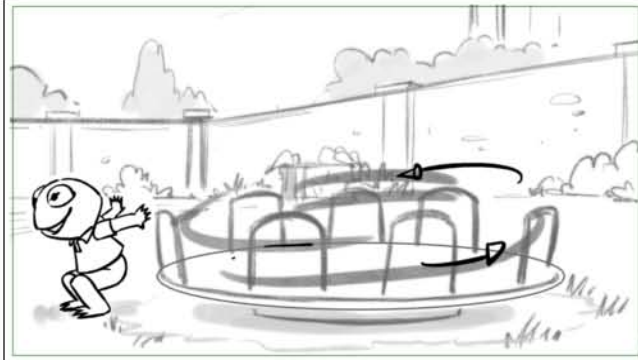




Scene	Duration	Panel	Duration
006	14:00	5	01:00

Scene	Duration	Panel	Duration
006	14:00	6	01:00

NO PANEL



**Dialog**  
 14 KERMIT (CONT'D)  
 No,

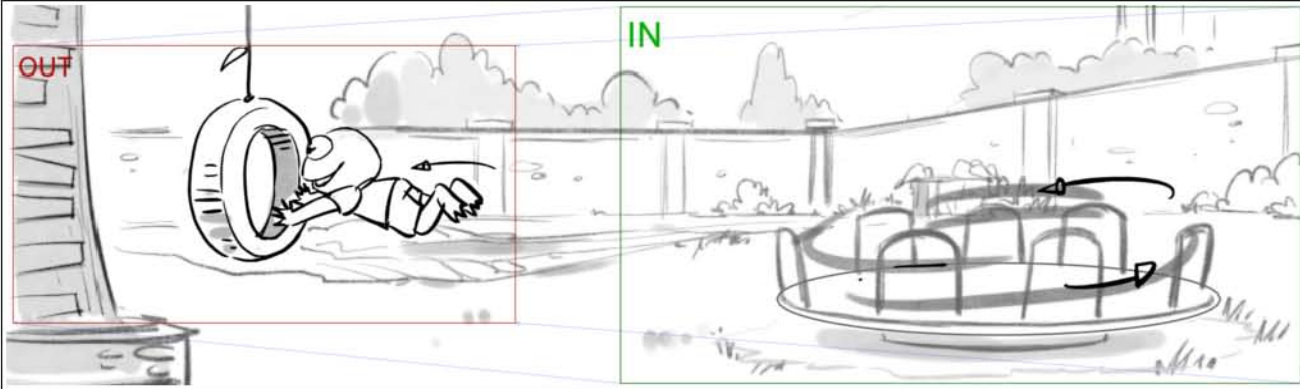
**Dialog**  
 14 KERMIT (CONT'D)  
 wait -





Scene	Duration	Panel	Duration
006	14:00	7	01:00

Scene	Duration	Panel	Duration
006	14:00	8	01:00



**Dialog**

15 KERMIT (CONT'D)  
 <EFFORTS> Tire swing!

Scene	Duration	Panel	Duration
006	14:00	9	01:00



**Dialog**

15 KERMIT (CONT'D)

Nope,

Scene	Duration	Panel	Duration
006	14:00	10	01:00



**Dialog**

15 KERMIT (CONT'D)  
this isn't what

Scene	Duration	Panel	Duration
006	14:00	11	01:00



**Dialog**

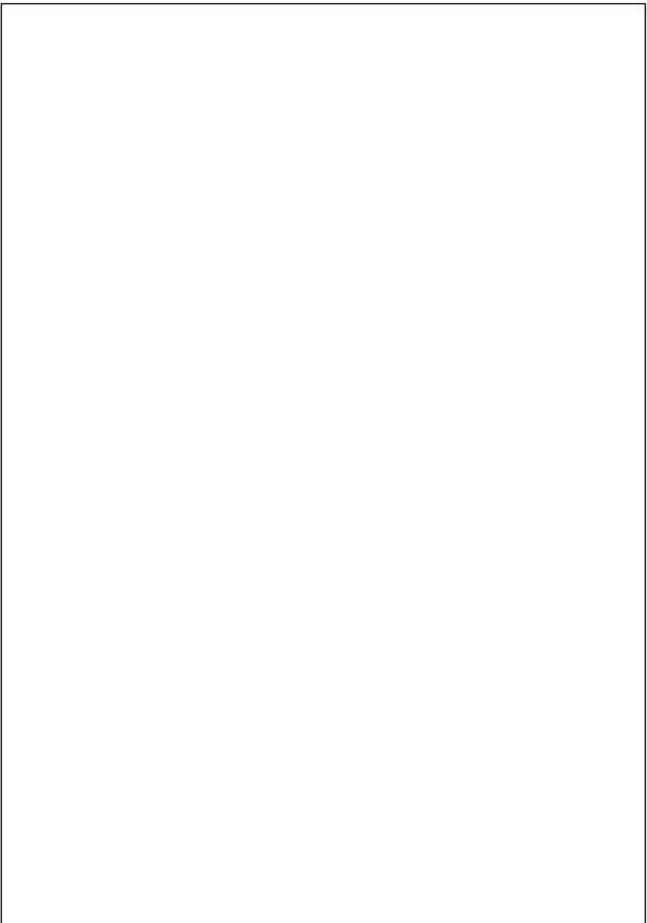
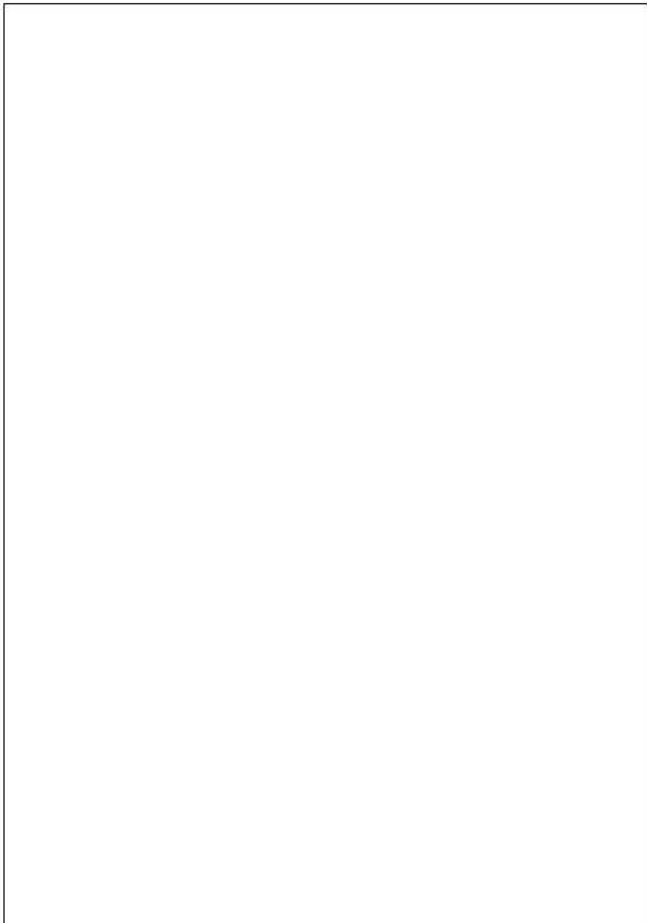
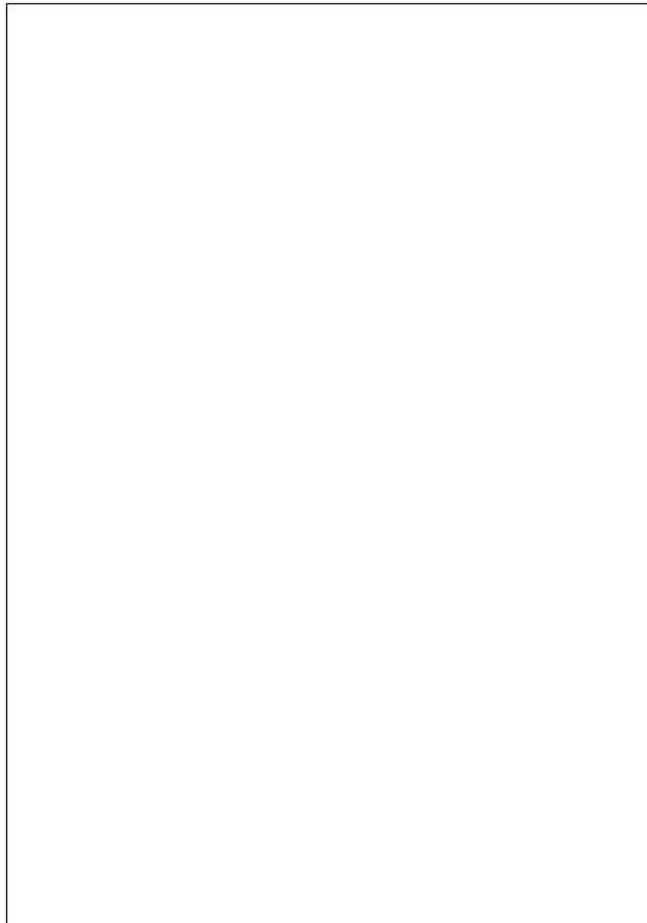
15 KERMIT (CONT'D)  
I had in  
mind.



Scene	Duration	Panel	Duration
006	14:00	12	01:00

Scene	Duration	Panel	Duration
006	14:00	13	01:00

Scene	Duration	Panel	Duration
006	14:00	14	01:00

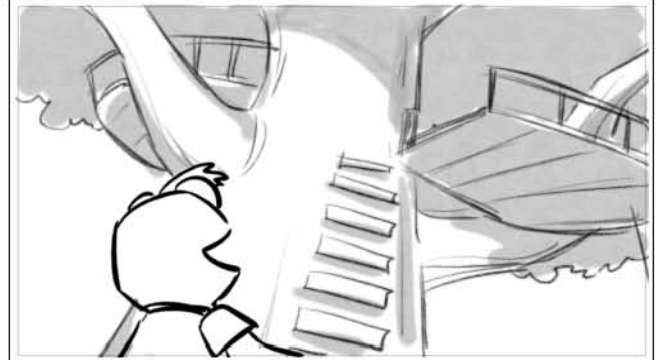
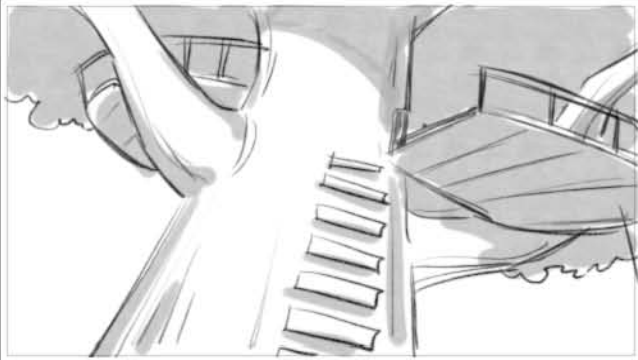




Scene	Duration	Panel	Duration
007	03:00	1	01:00

Scene	Duration	Panel	Duration
007	03:00	2	01:00

Scene	Duration	Panel	Duration
007	03:00	3	01:00



**Dialog**  
16 KERMIT (CONT'D)  
The tree house?

Scene	Duration	Panel	Duration
008	06:00	1	01:00



**Action Notes**

hook up

Scene	Duration	Panel	Duration
008	06:00	2	01:00



**Dialog**

16 KERMIT (CONT'D)  
The chicks?

Scene	Duration	Panel	Duration
008	06:00	3	01:00



**Dialog**

16 KERMIT (CONT'D)  
The garden??



Scene	Duration	Panel	Duration
008	06:00	4	01:00



**Dialog**

16 KERMIT (CONT'D)  
Gee, everything is great -

Scene	Duration	Panel	Duration
008	06:00	5	01:00



**Dialog**

16 KERMIT (CONT'D)  
but none of these are perfect!

**Action Notes**

CAMILLA and the CHICKS start to follow him out of curiosity

Scene	Duration	Panel	Duration
008	06:00	6	01:00





Scene	Duration	Panel	Duration
009	05:00	1	01:00



Scene	Duration	Panel	Duration
009	05:00	2	01:00



**Action Notes**

Finally, Kermit stops beside the POND

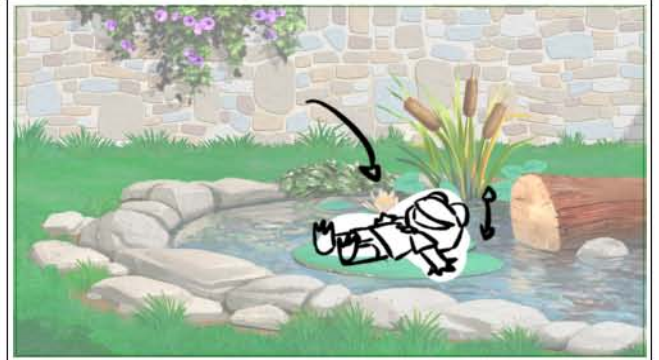
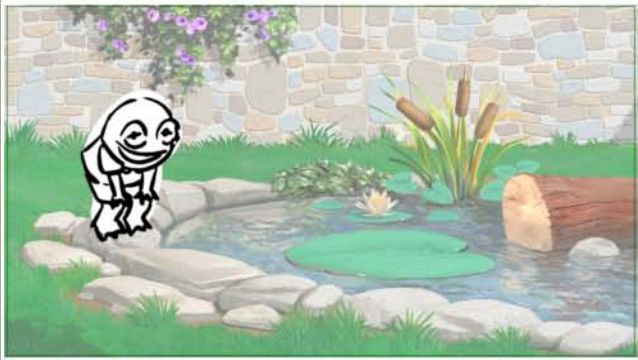




Scene	Duration	Panel	Duration
009	05:00	3	01:00

Scene	Duration	Panel	Duration
009	05:00	4	01:00

Scene	Duration	Panel	Duration
009	05:00	5	01:00



**Dialog**

17 KERMIT (CONT'D)  
Show and tell is exhausting.

**Action Notes**

drift in as he comes to stop

Scene	Duration	Panel	Duration
010	04:00	1	01:00

Scene	Duration	Panel	Duration
010	04:00	2	01:00

Scene	Duration	Panel	Duration
010	04:00	3	01:00



**Dialog**

Kermit: Aaaaah!

**Dialog**

18 KERMIT (CONT'D)  
Don't worry, it's not a real pond.

**Dialog**

18 KERMIT (CONT'D)  
gasp!



Scene	Duration	Panel	Duration
010	04:00	4	01:00



**Dialog**

18 KERMIT (CONT'D)  
But look what I can do with it!

Scene	Duration	Panel	Duration
011	10:00	1	01:00



**Action Notes**

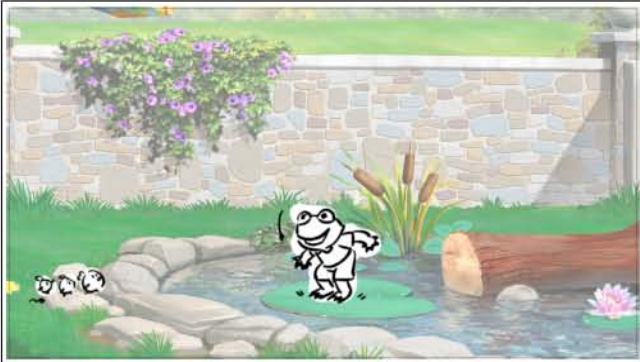
hook up

Scene	Duration	Panel	Duration
011	10:00	2	01:00





Scene	Duration	Panel	Duration
011	10:00	3	01:00



Scene	Duration	Panel	Duration
011	10:00	4	01:00



Scene	Duration	Panel	Duration
011	10:00	5	01:00



**Dialog**  
19 KERMIT (CONT'D)  
Pretty great, right?





Scene	Duration	Panel	Duration
011	10:00	6	01:00



**Dialog**

19 KERMIT (CONT'D)  
The pond is

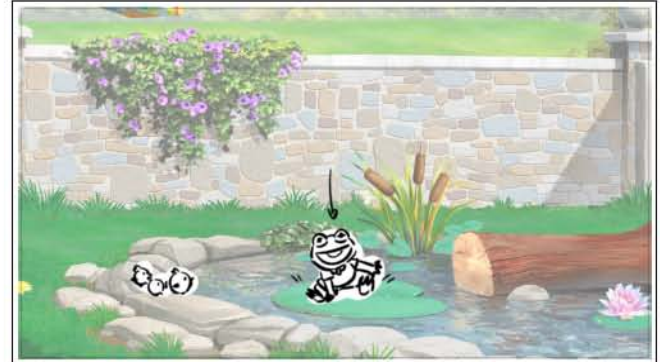
Scene	Duration	Panel	Duration
011	10:00	7	01:00



**Dialog**

19 KERMIT (CONT'D)  
my  
favorite place

Scene	Duration	Panel	Duration
011	10:00	8	01:00



**Dialog**

19 KERMIT (CONT'D)  
in the



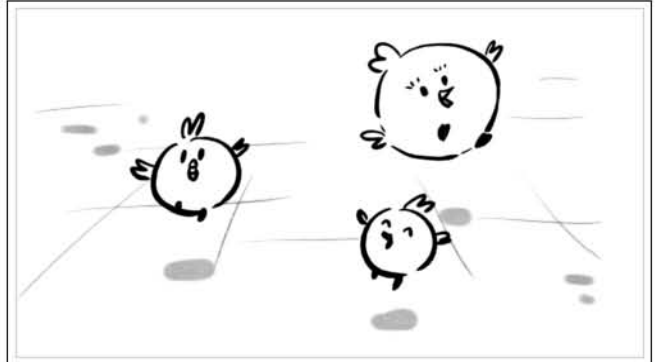
Scene	Duration	Panel	Duration
011	10:00	9	01:00



Scene	Duration	Panel	Duration
011	10:00	10	01:00



Scene	Duration	Panel	Duration
012	03:00	1	01:00



**Dialog**

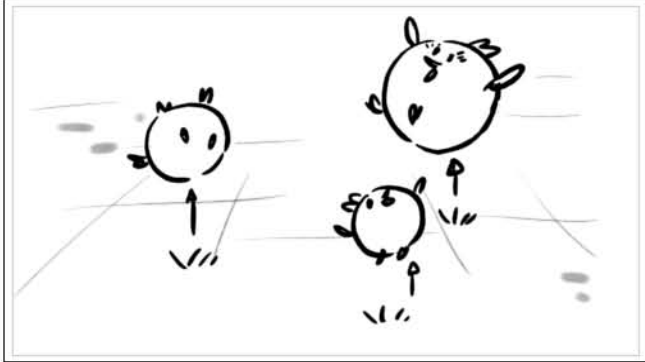
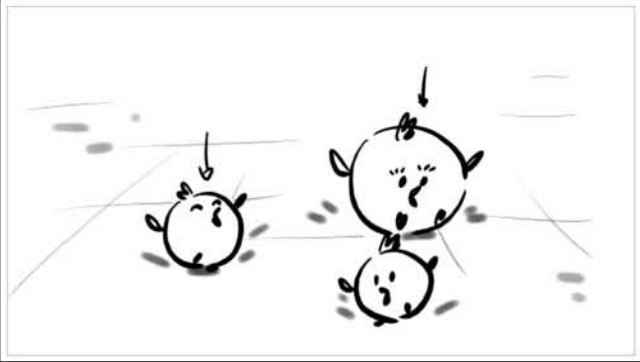
19 KERMIT (CONT'D)  
whole world.



Scene	Duration	Panel	Duration
012	03:00	2	01:00

Scene	Duration	Panel	Duration
012	03:00	3	01:00

Scene	Duration	Panel	Duration
013	03:00	1	01:00



**Dialog**  
 19 KERMIT (CONT'D)  
 Hey, yeah!





Scene	Duration	Panel	Duration
013	03:00	2	01:00

Scene	Duration	Panel	Duration
013	03:00	3	01:00

Scene	Duration	Panel	Duration
014	10:00	1	01:00



**Dialog**

19 KERMIT (CONT'D)

Hey, yeah! This is what I want to show for show and tell:

**Dialog**

19 KERMIT (CONT'D)

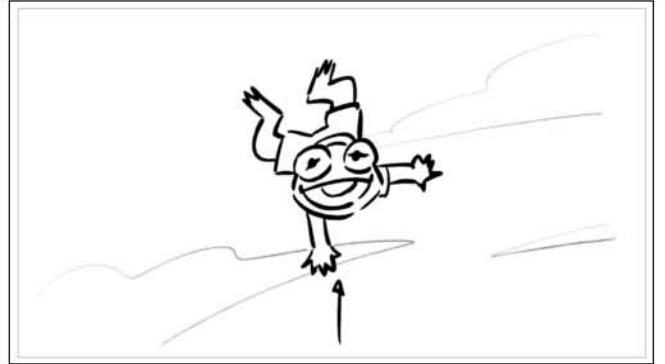
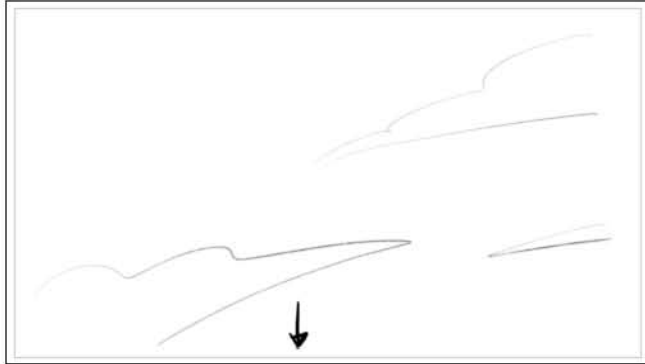
: my pond!



Scene	Duration	Panel	Duration
014	10:00	2	01:00

Scene	Duration	Panel	Duration
014	10:00	3	01:00

Scene	Duration	Panel	Duration
014	10:00	4	01:00



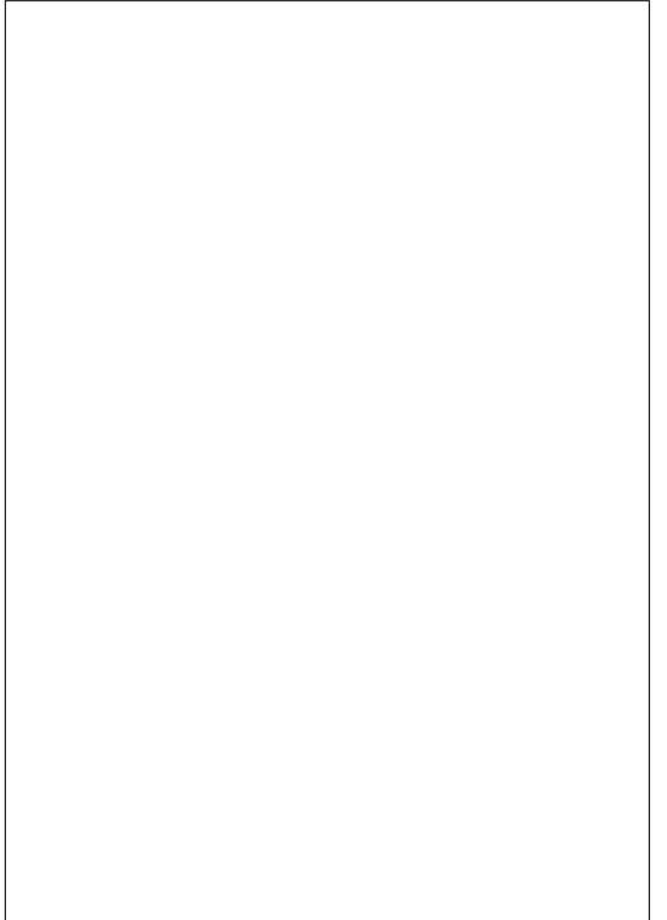
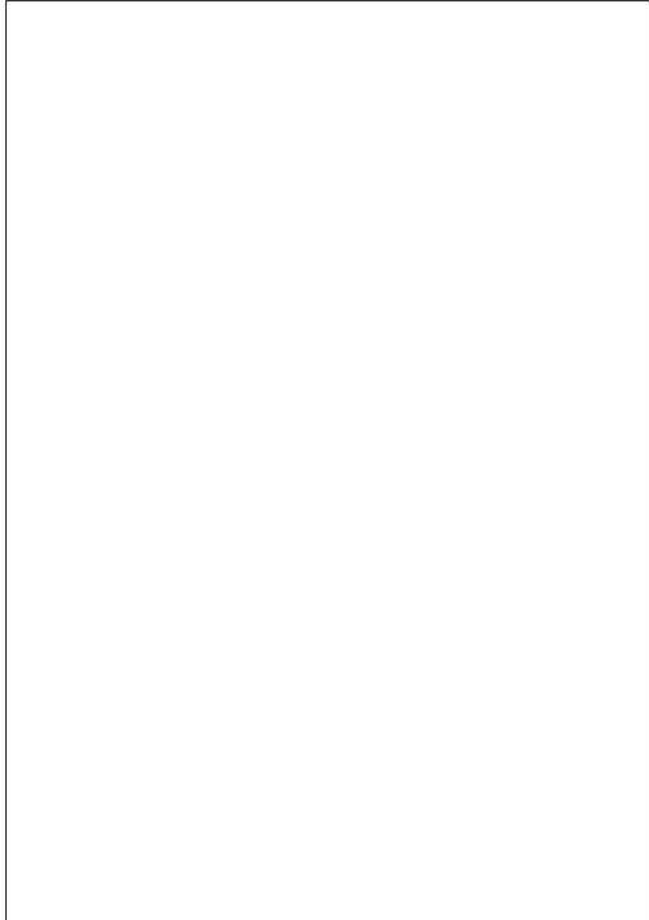
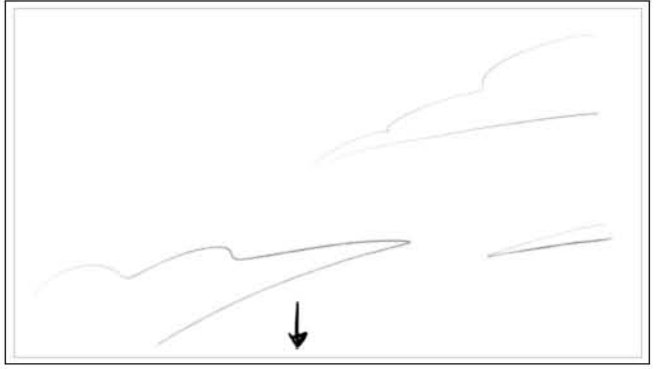
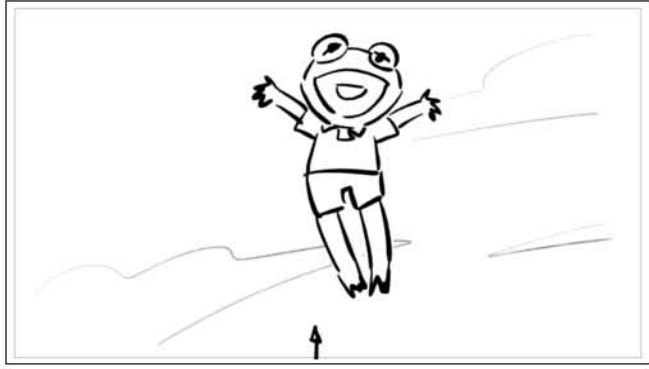
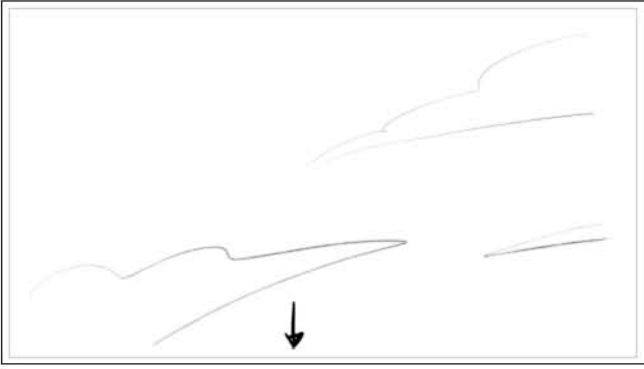
**Dialog**  
20 KERMIT (CONT'D)  
(laugh)



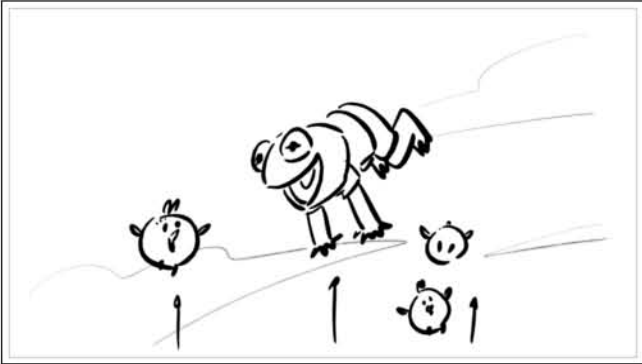
Scene	Duration	Panel	Duration
014	10:00	5	01:00

Scene	Duration	Panel	Duration
014	10:00	6	01:00

Scene	Duration	Panel	Duration
014	10:00	7	01:00



Scene	Duration	Panel	Duration
014	10:00	8	01:00

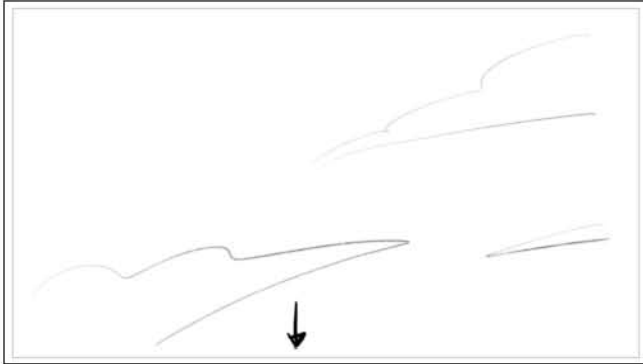


**Dialog**

20 KERMIT (CONT'D)

I guess I'm not the

Scene	Duration	Panel	Duration
014	10:00	9	01:00



Scene	Duration	Panel	Duration
014	10:00	10	01:00



**Dialog**

20 KERMIT (CONT'D)

only one who  
loves the pond.