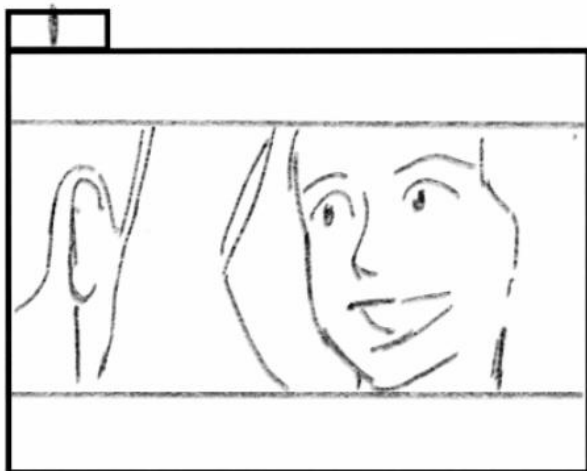


SHOT #



Camera Angle = Eye Level
Camera Frame = OTS

ACTION

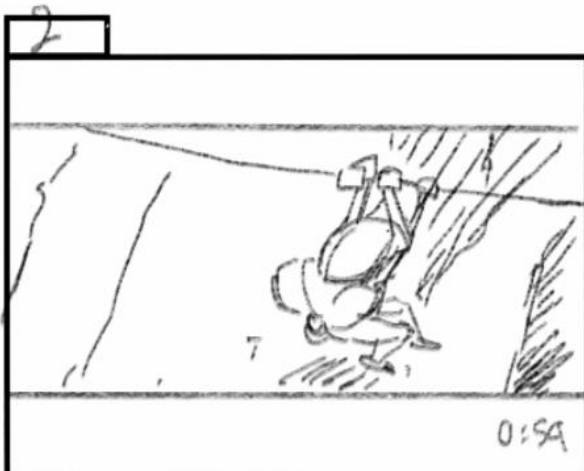
Sarah reassures herself by
talking to Gabe.

DIALOGUE

Sarah: "I can do this"

FX

SHOT #



Camera Angle = High Angle
Camera Frame = Full shot

ACTION

Sarah moves down the rope

DIALOGUE

Gabe: "Just keep looking at me..."

FX

SHOT #



Camera Angle = Eye Level
Camera Frame = MED CU

ACTION

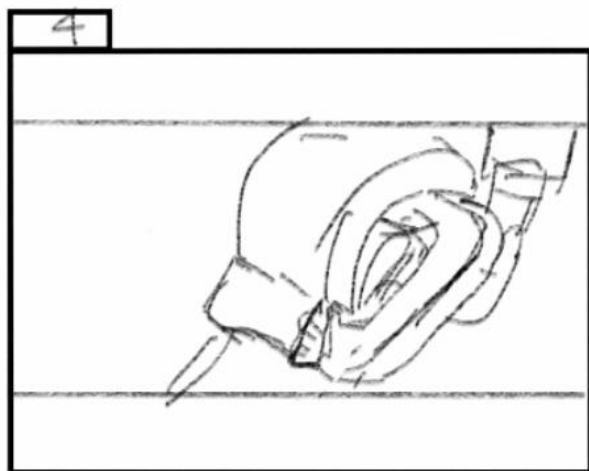
Gabe reassures Sarah

DIALOGUE

Gabe: "Sarah, that's great! You're
starting to look like a pro."

FX

SHOT #



Camera Angle = Eye Level
Camera Frame = ECU

ACTION

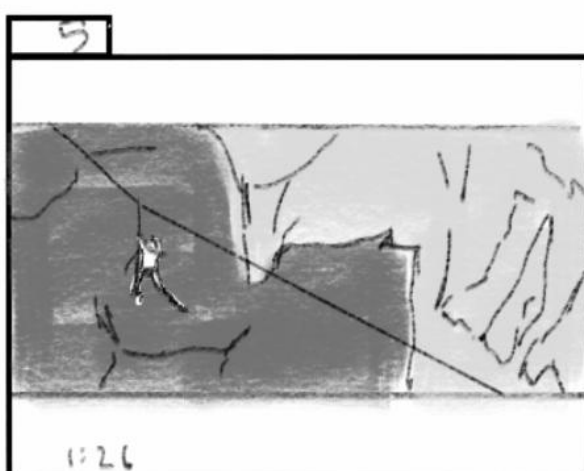
The red latch is starting to rip

DIALOGUE

FX

Metal slowly snapping off

SHOT #



Camera Angle = High Angle
Camera Frame = EWS

ACTION

Belt slipping from Sarah's hands

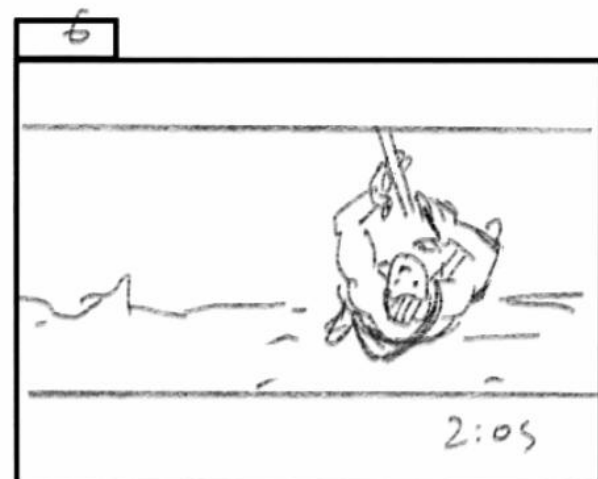
DIALOGUE

Sarah: "Help please! I'm going to fall!"

FX

Rope slipping from hand

SHOT #



Camera Angle =
Camera Frame =

ACTION

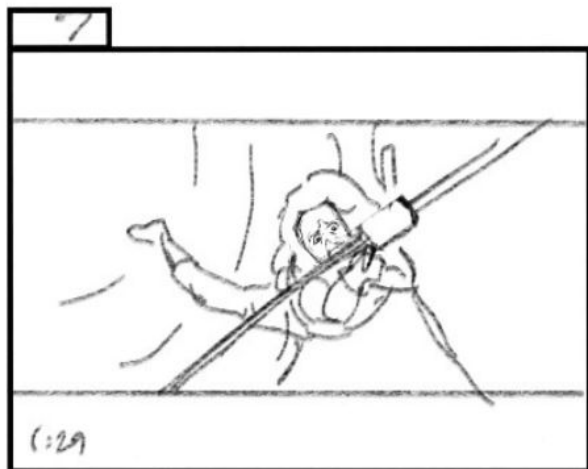
Crate furiously moves down the rope

DIALOGUE

Crate "Sarah don't look down!"

FX

SHOT #



Camera Angle = High Angle
Camera Frame = Full Shot

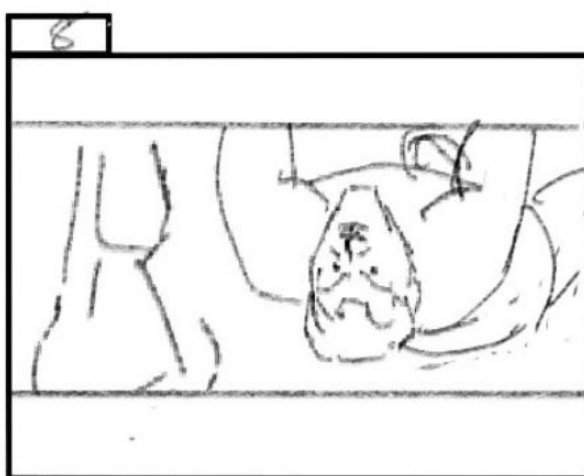
ACTION

Sarah yells for help as she dangles above the canyon.

DIALOGUE

FX

SHOT #



Camera Angle = Eye Level
Camera Frame = MED

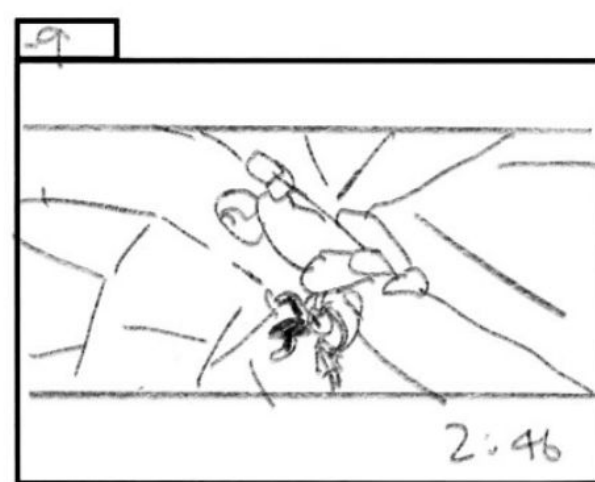
ACTION

Gabe furiously climbs towards the breaking latch.

DIALOGUE

FX

SHOT #



Camera Angle = High Angle
Camera Frame = Full Shot

ACTION

Gabe tries to assure Sarah and bring her up, while she calls out in desperation.

DIALOGUE

Gabe "I got you!"

FX

SHOT #

10



Camera Angle = Eye Level
Camera Frame = ECU

ACTION

Gabe assures Sarah repeatedly.

DIALOGUE

Gabe "You're not gonna die."

FX

SHOT #

11



Camera Angle = High Angle
Camera Frame = CU

ACTION

Sarah pleads for her life.

DIALOGUE

Sarah "Please don't let me fall!"

FX

SHOT #

12



Camera Angle = High Angle
Camera Frame = ECU

ACTION

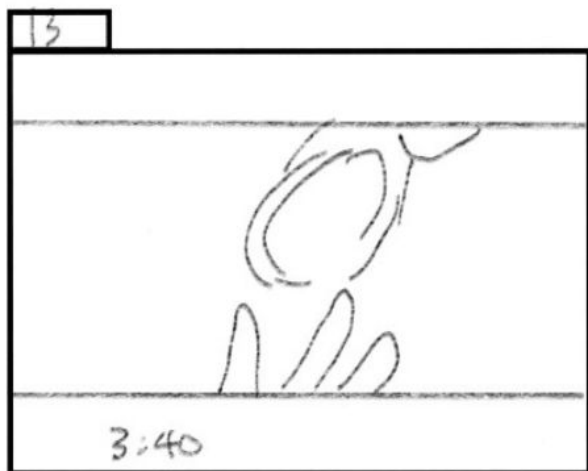
Sarah feels her hand slipping from Gabe's clutches.

DIALOGUE

Sarah "I'm slipping!"

FX

SHOT #



Camera Angle = Eye Level
Camera Frame = ECU

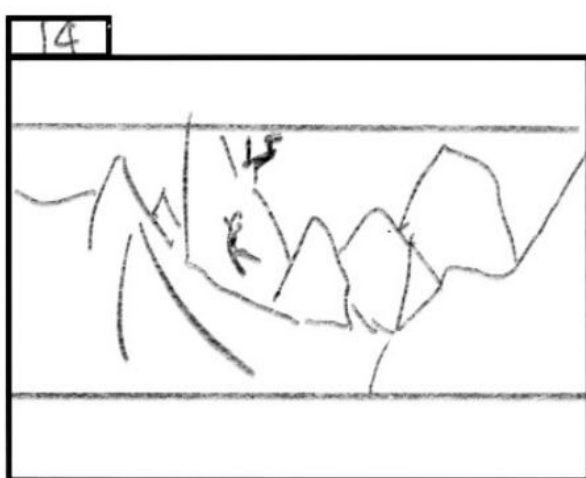
ACTION

Sarah's hand slips out of her glove.

DIALOGUE

FX

SHOT #



Camera Angle = High Angle
Camera Frame = EWS

ACTION

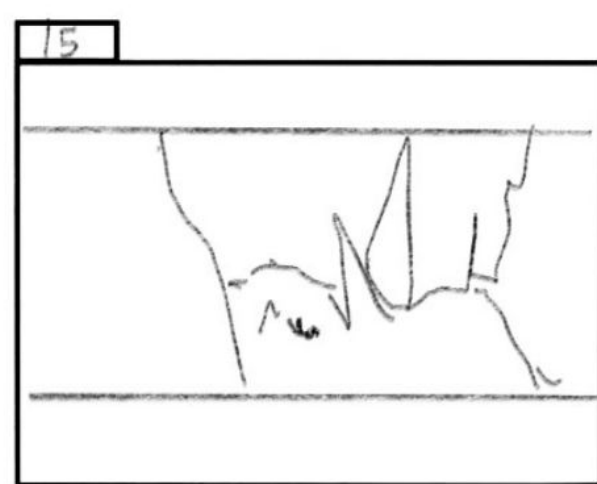
Sarah finds herself in free fall
after calling for Gabe one last
time.

DIALOGUE

Sarah "GABE!"

FX

SHOT #



Camera Angle = XDS
Camera Frame = EWS

ACTION

Sarah plummets to her death.

DIALOGUE

FX