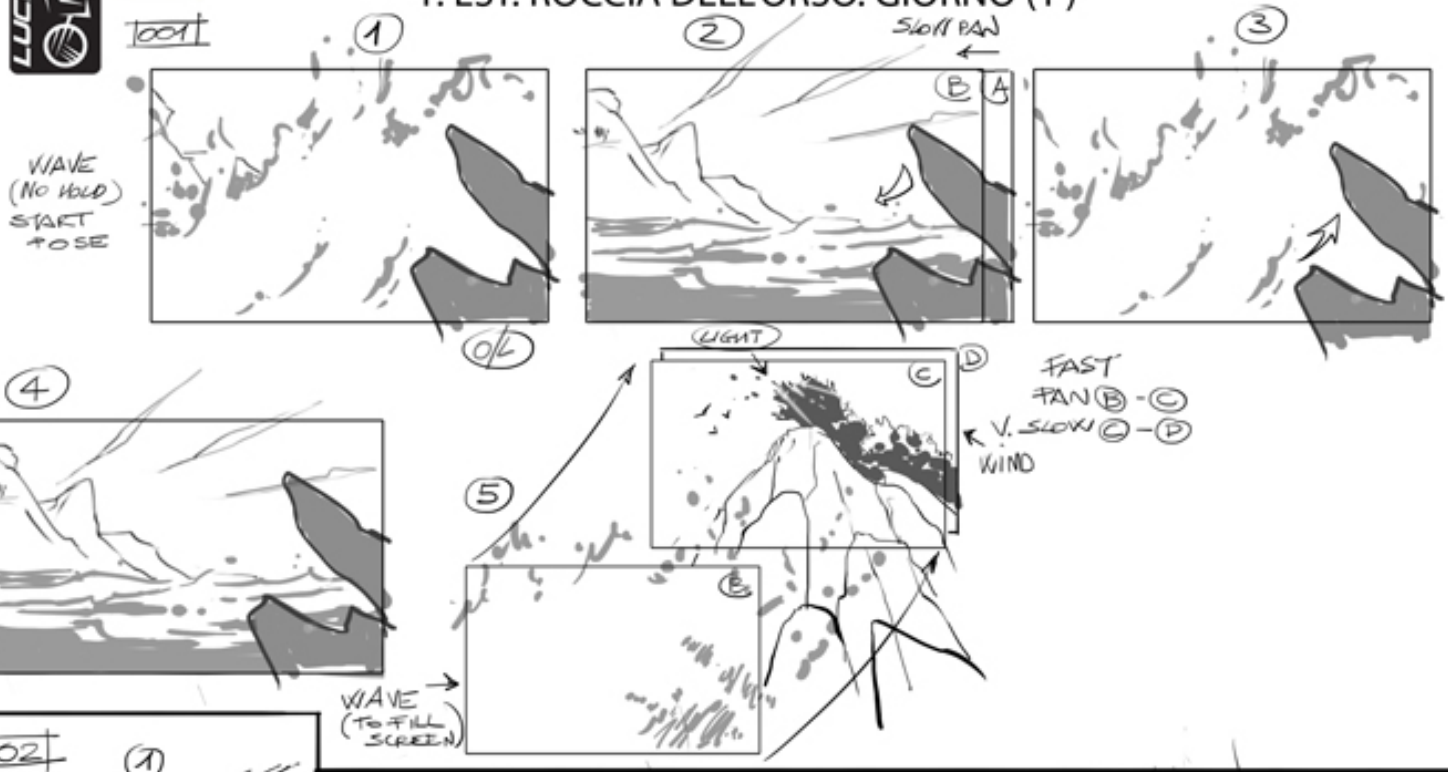
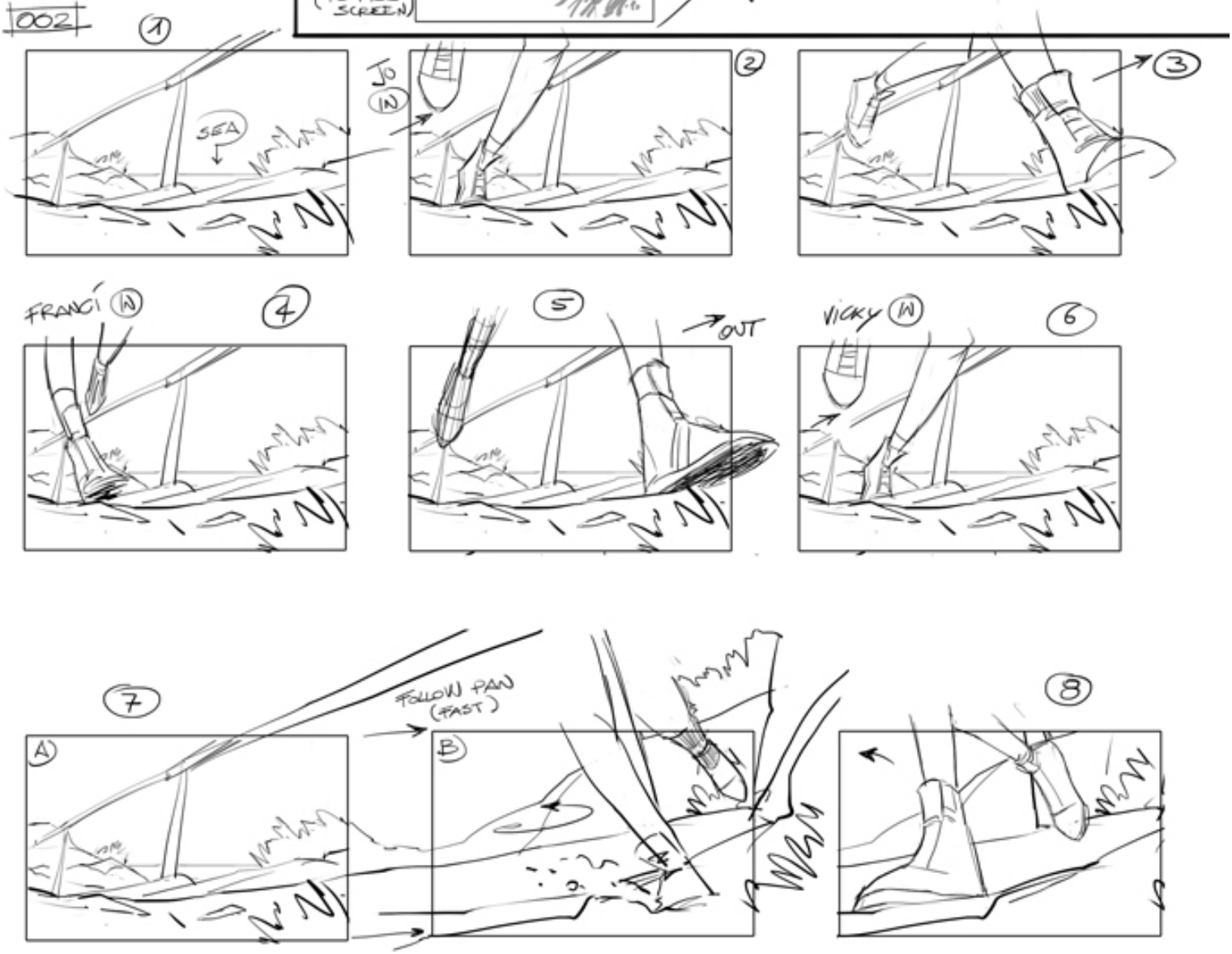
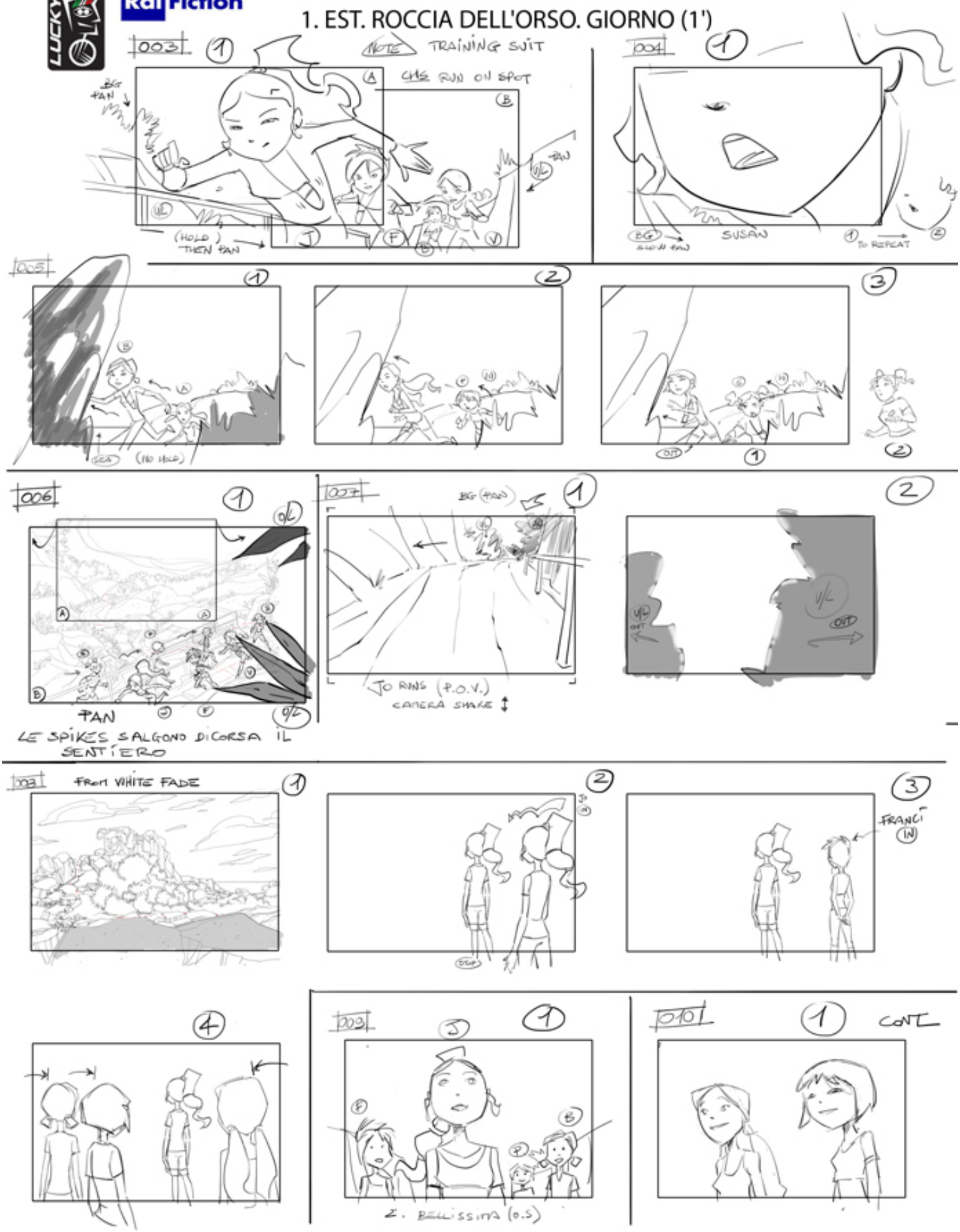
1. EST. ROCCIA DELL'ORSO. GIORNO (1')



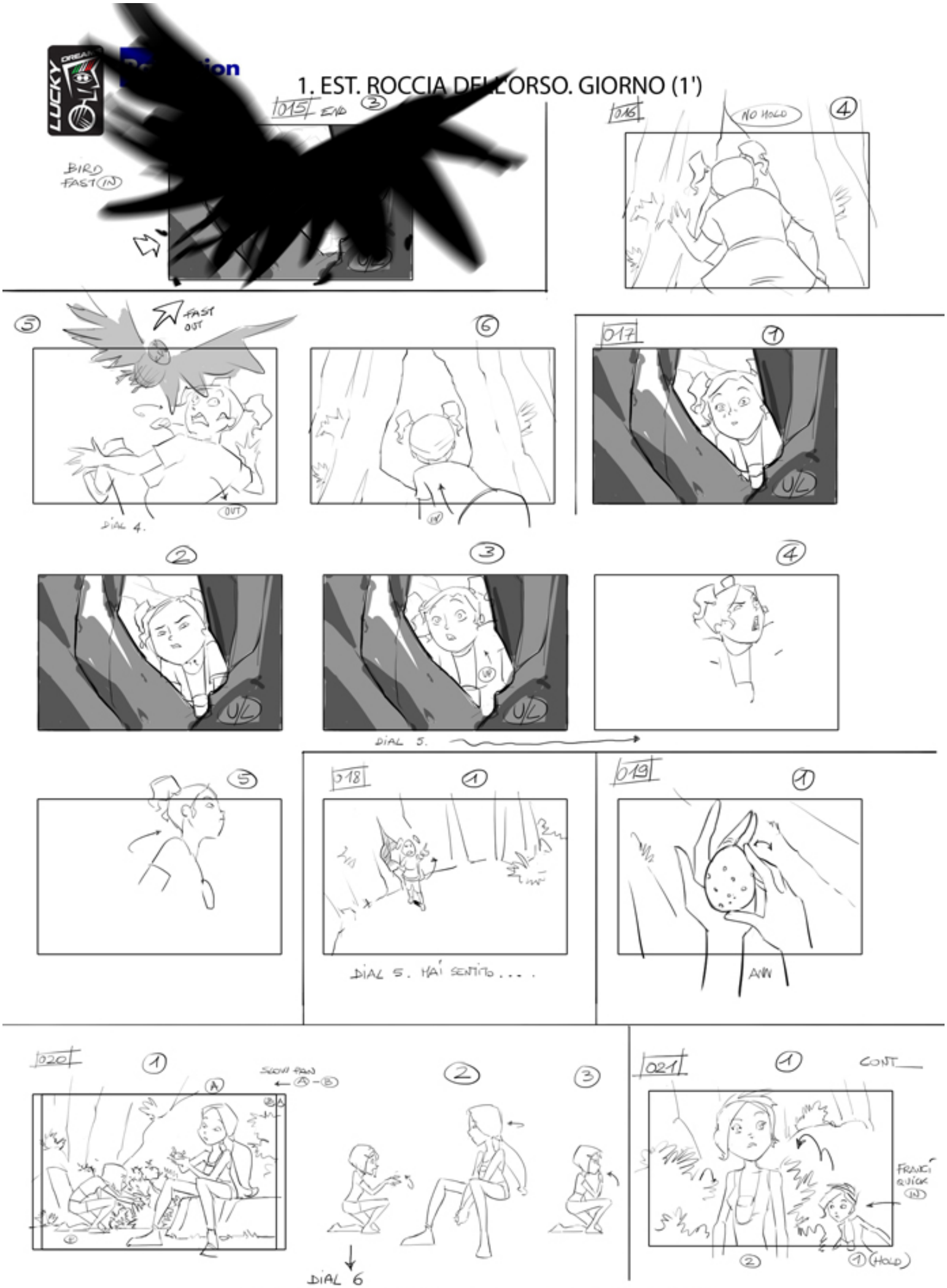


1. EST. ROCCIA DELL'ORSO. GIORNO (1')

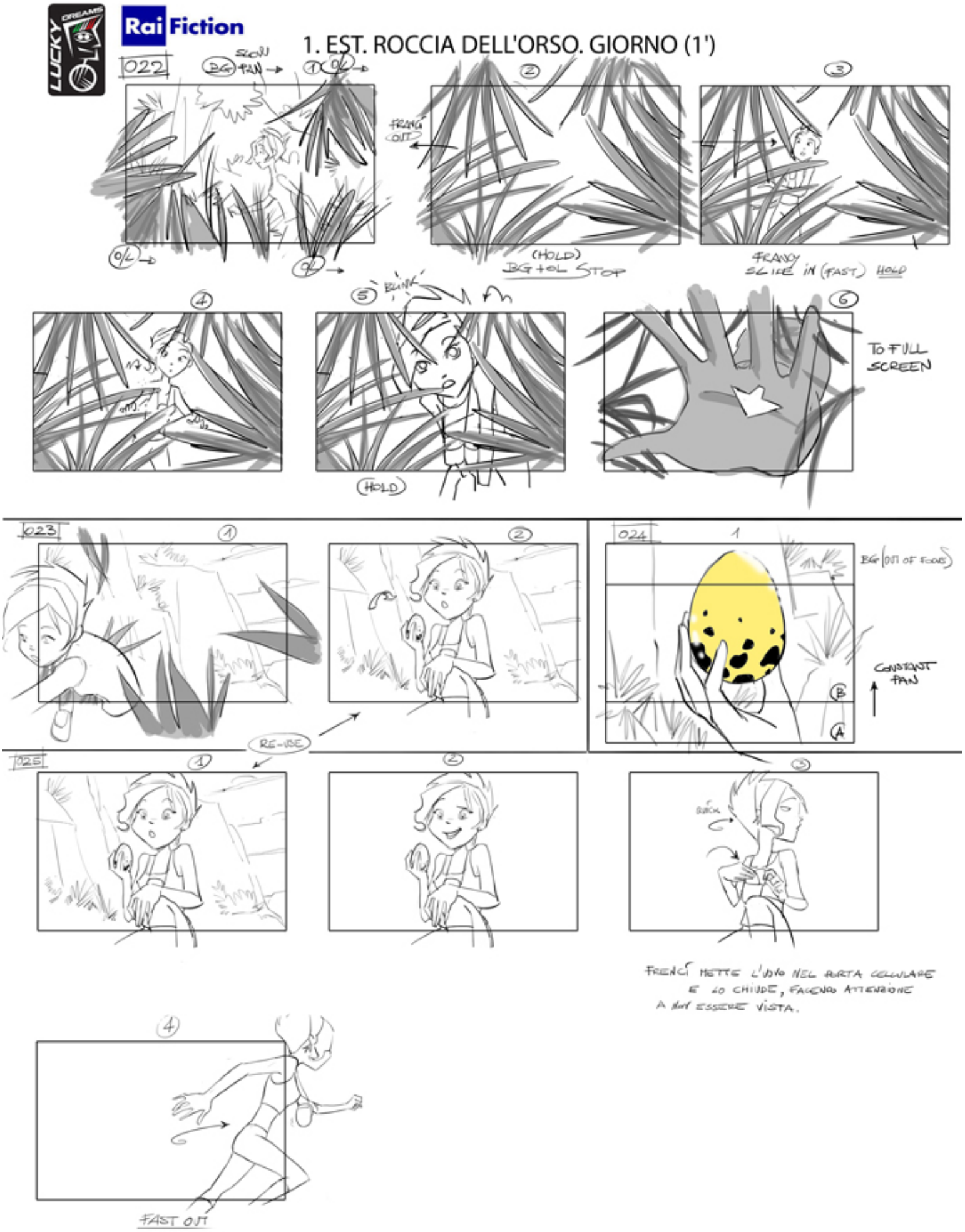


1. EST. ROCCIA DELL'ORSO. GIORNO (1')

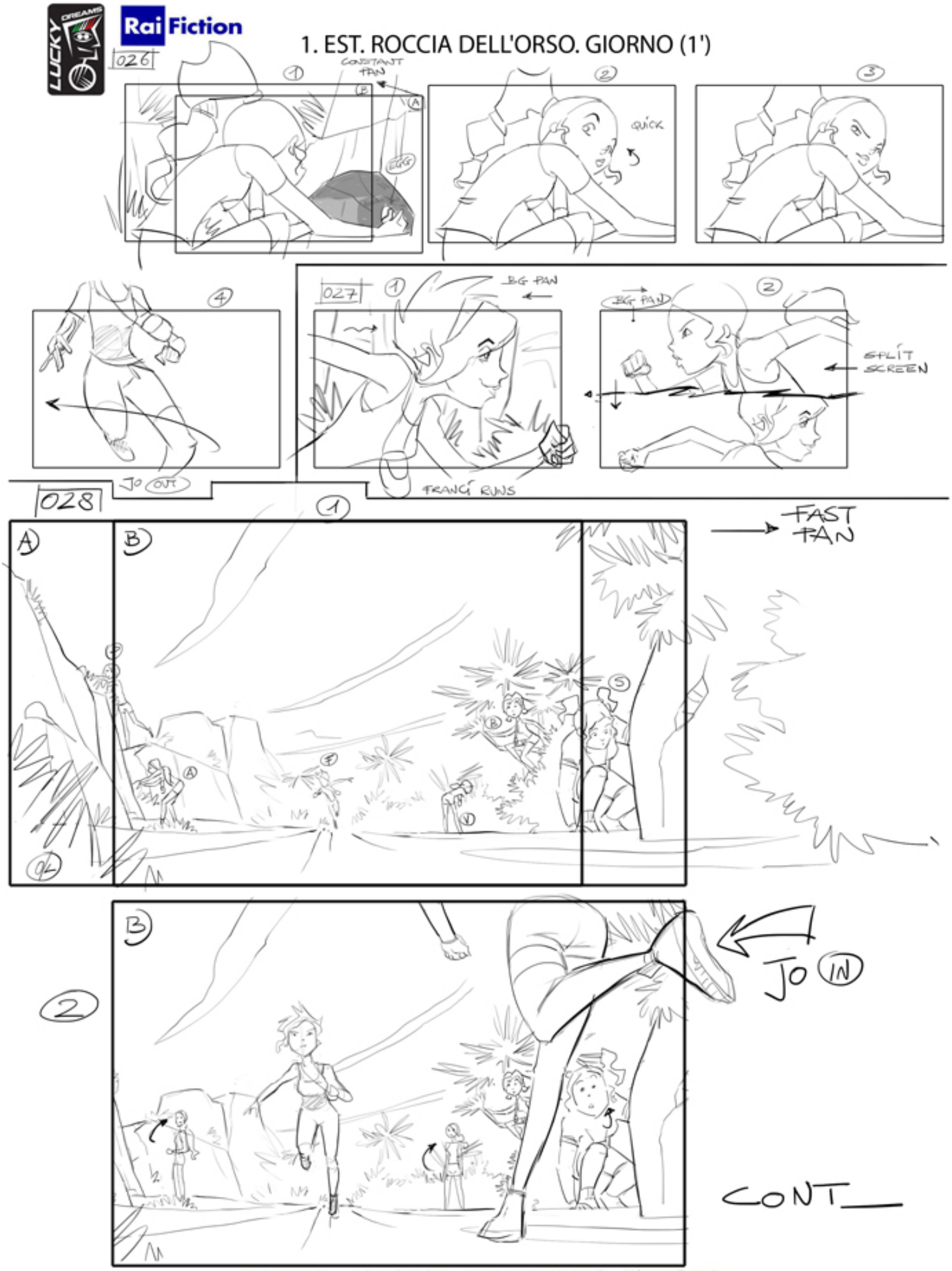
1. EST. ROCCIA DELL'ORSO. GIORNO (1')



1. EST. ROCCIA DELL'ORSO. GIORNO (1')

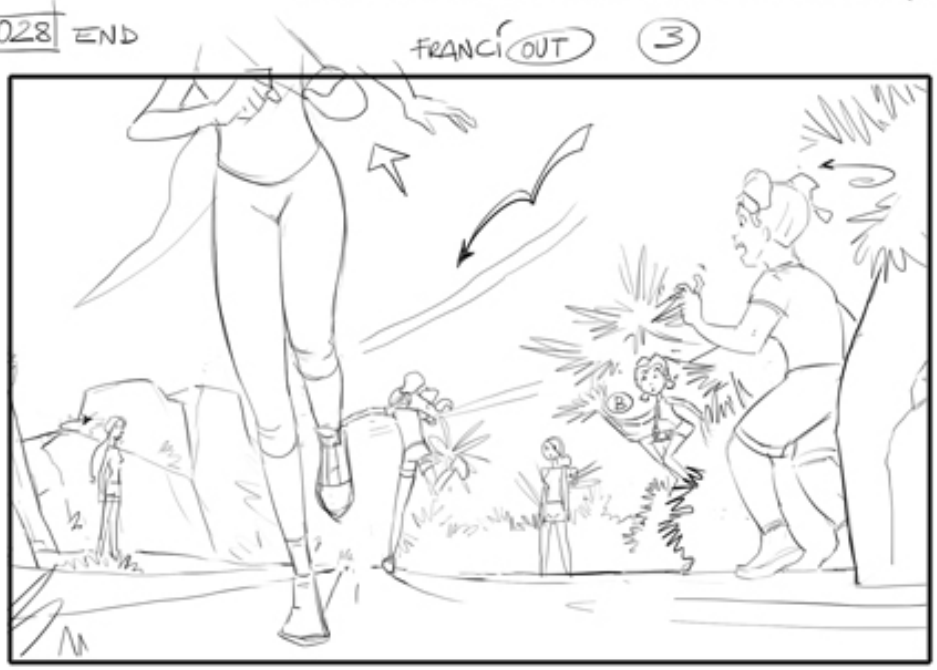


1. EST. ROCCIA DELL'ORSO. GIORNO (1')



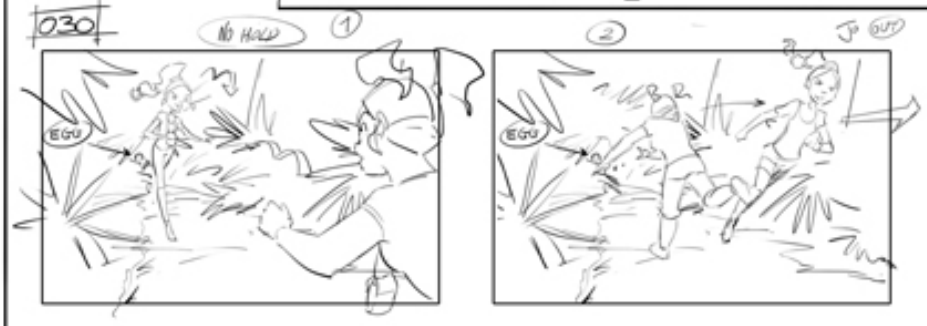
1. EST. ROCCIA DELL'ORSO. GIORNO (1')

028 END

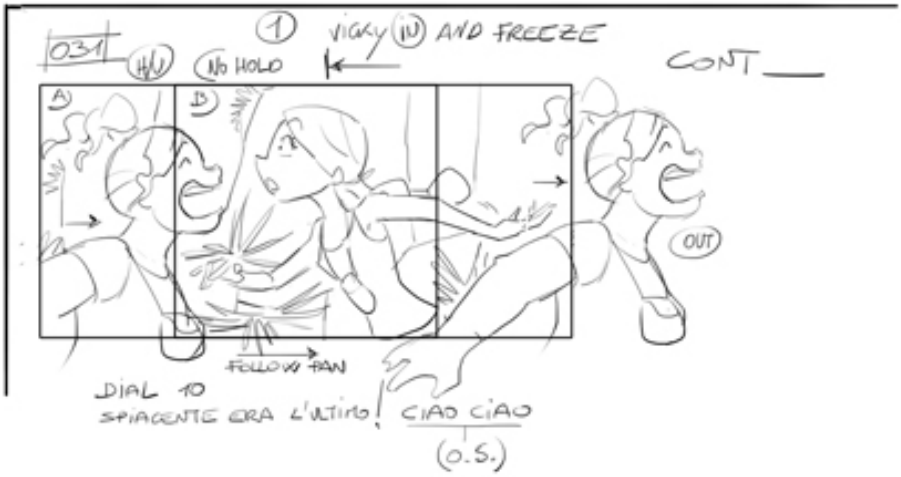


023

030



031

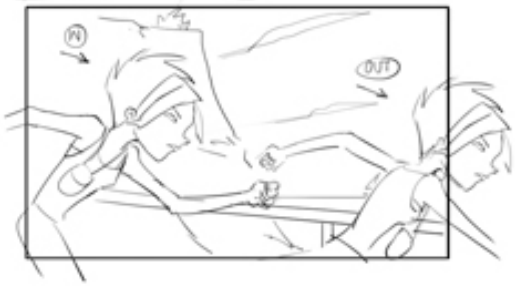


1. EST. ROCCIA DELL'ORSO. GIORNO (1')

END 031 ②

DIAL 11

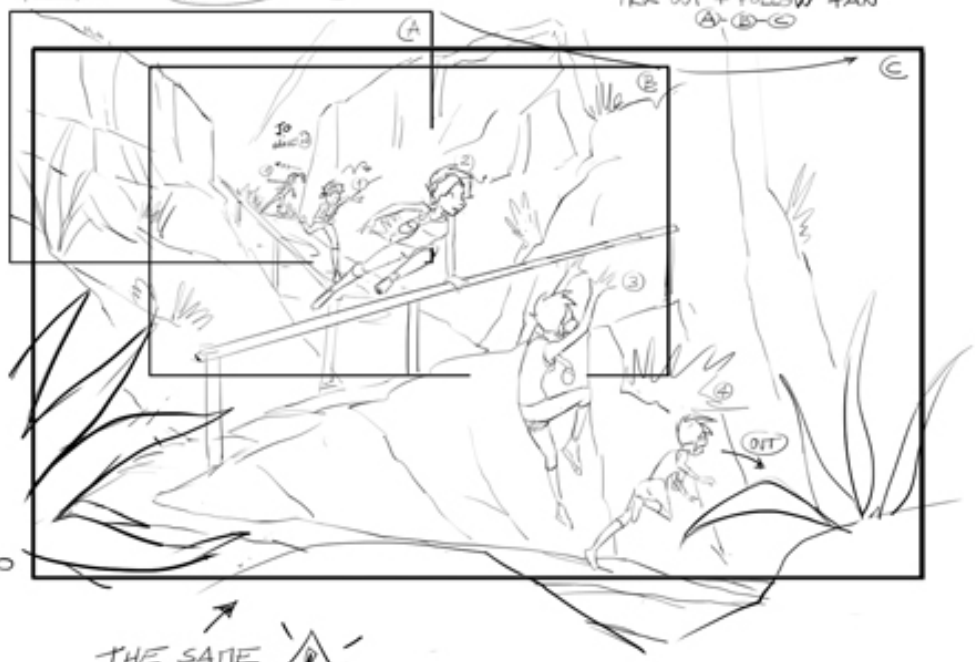
032 ①



② AFTER 2" JO ARRIVES

033 NO HOLD ①

TRK OUT + FOLLOW PAN Ⓐ-Ⓑ-Ⓒ



LE RAGAZZE SI RINCORRONO GIÙ PER IL SENTIERO

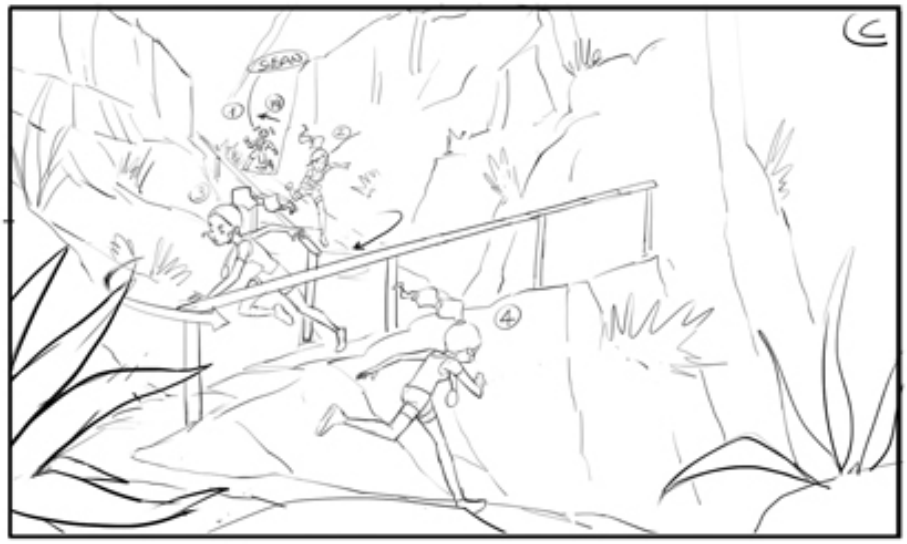
FRANCÍ ①-②-③-④ → OUT

JO ①—②—③—④

SUSAN → IN 1

THE SAME SHOT

②



DIAL 12 →

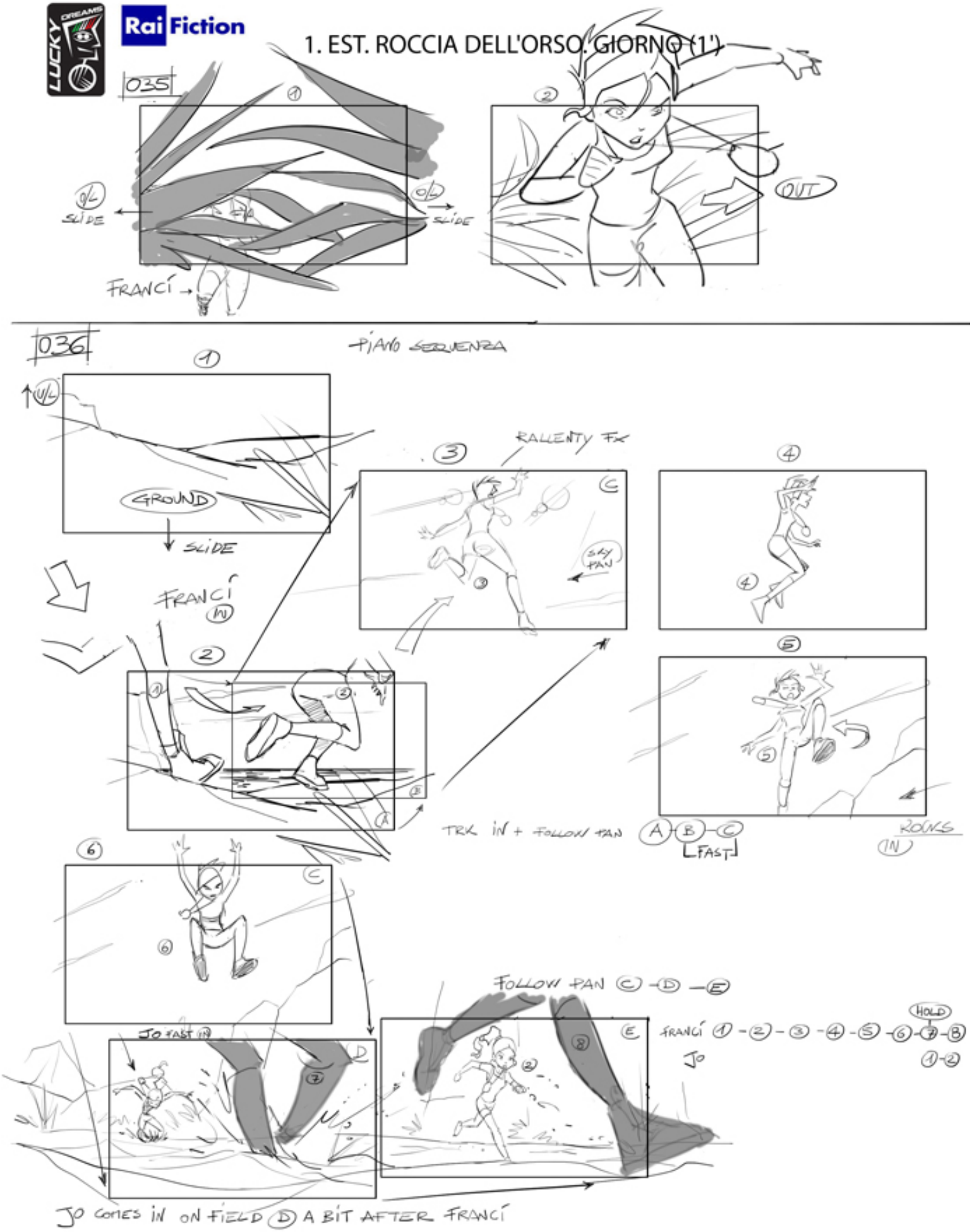
034 NO HOLD ①

②

DIAL 12. DI UNA VITTORIA.....

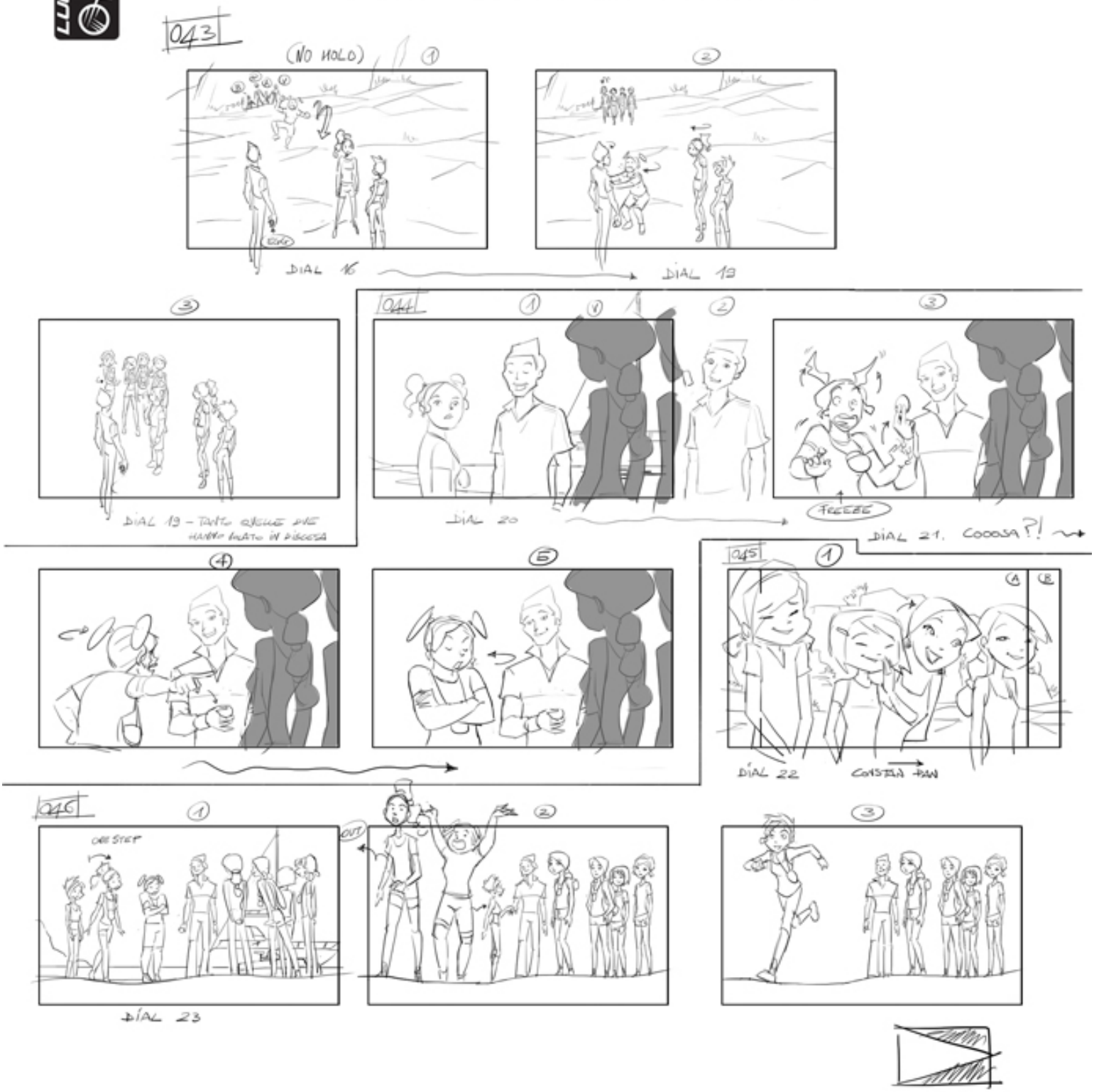
1. EST. ROCCIA DELL'ORSO. GIORNO (1')

1. EST. ROCCIA DELL'ORSO. GIORNO (1')

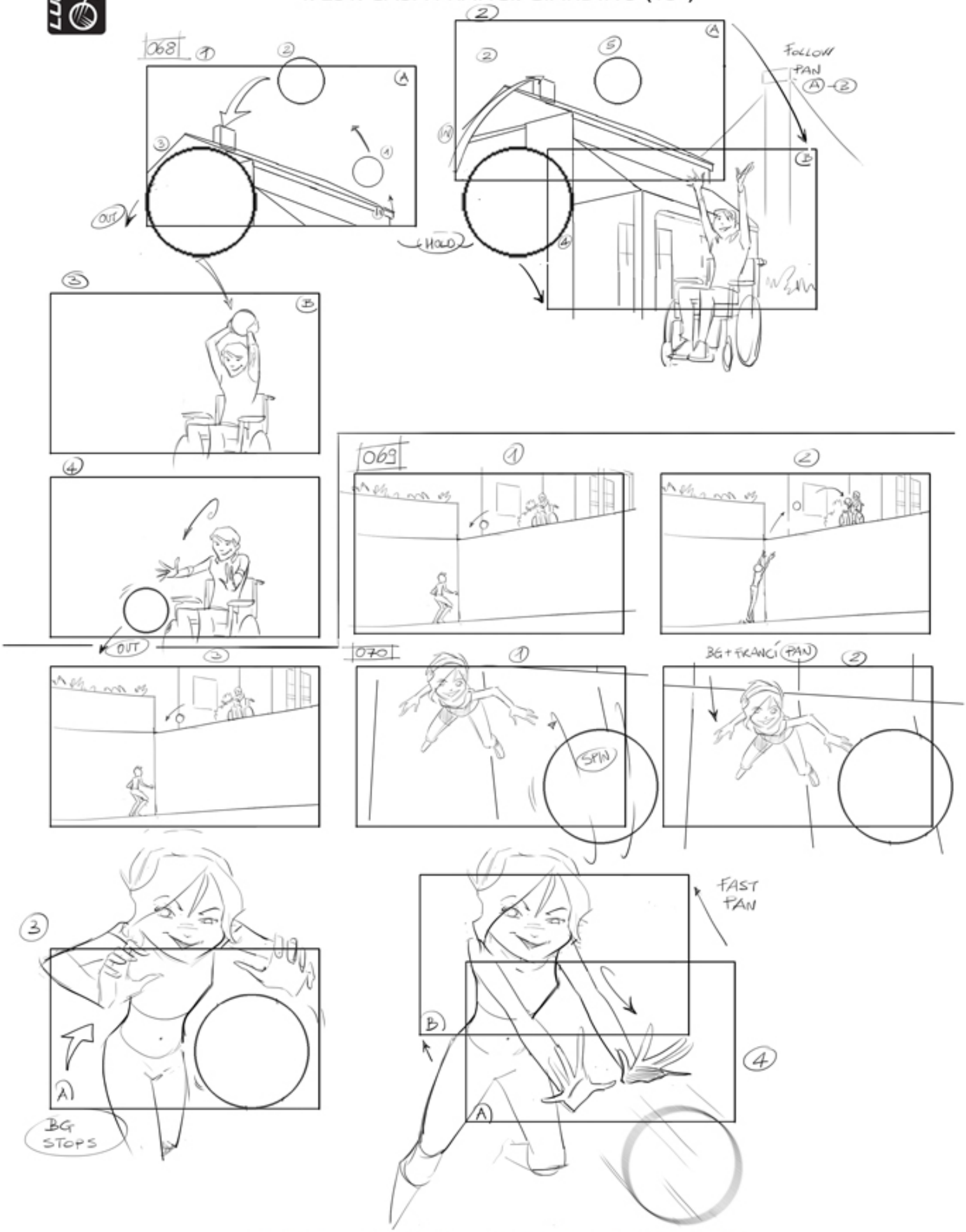


1. EST. ROCCIA DELL'ORSO. GIORNO (1')

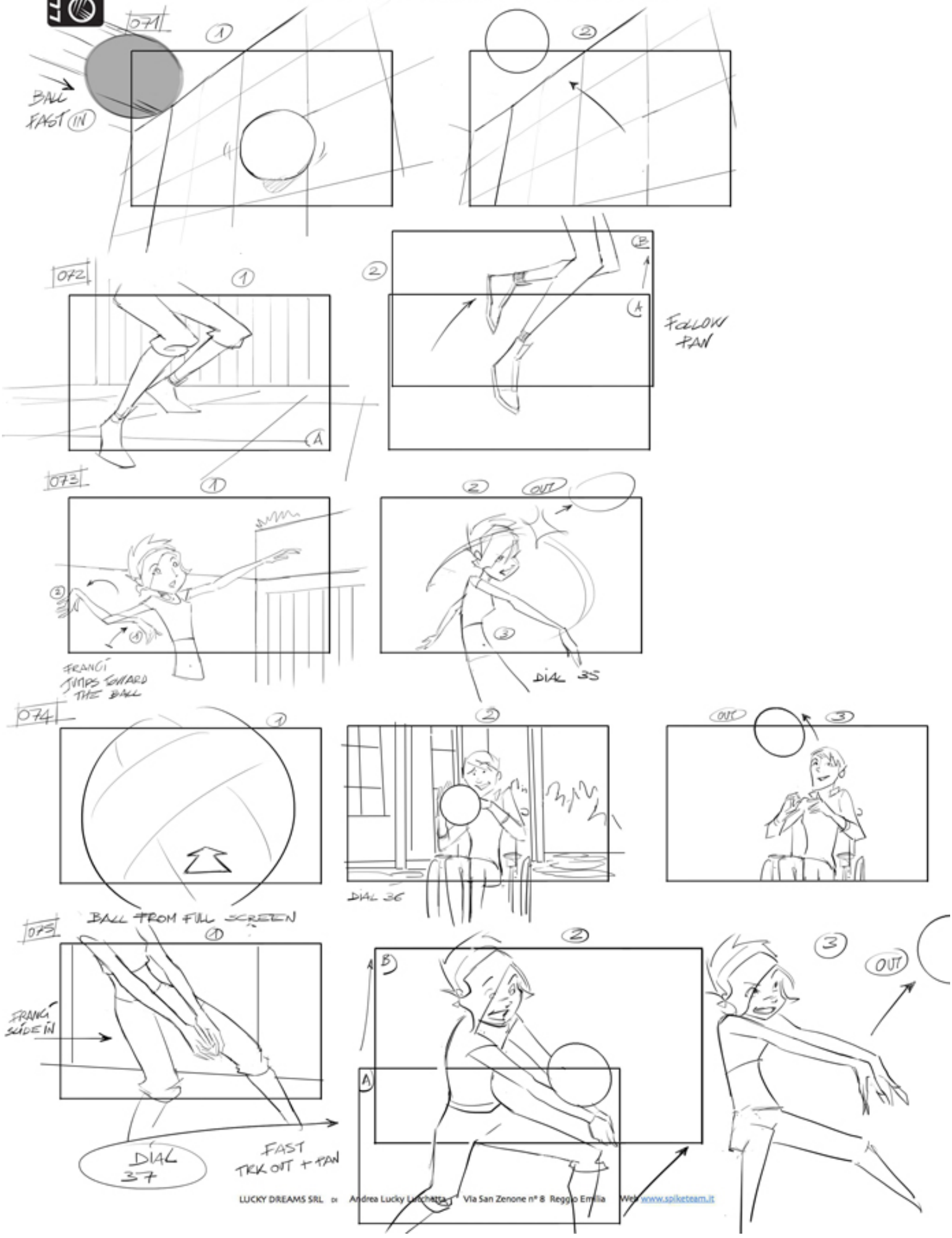
1. EST. ROCCIA DELL'ORSO. GIORNO (1')



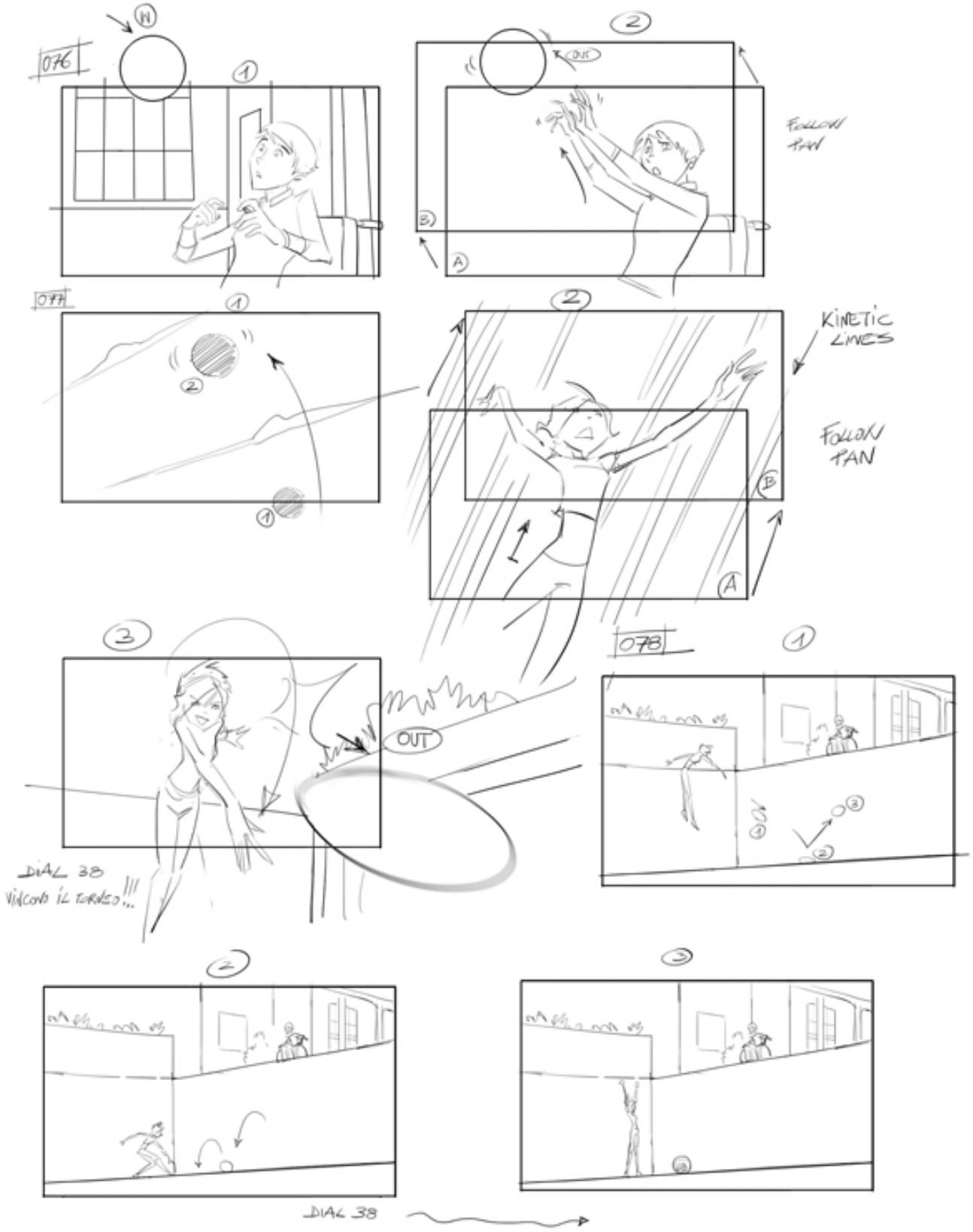
4. EST. CASA FRANCI. GIARDINO (15")



4. EST. CASA FRANCI. GIARDINO (15")



4. EST. CASA FRANCI. GIARDINO (15")

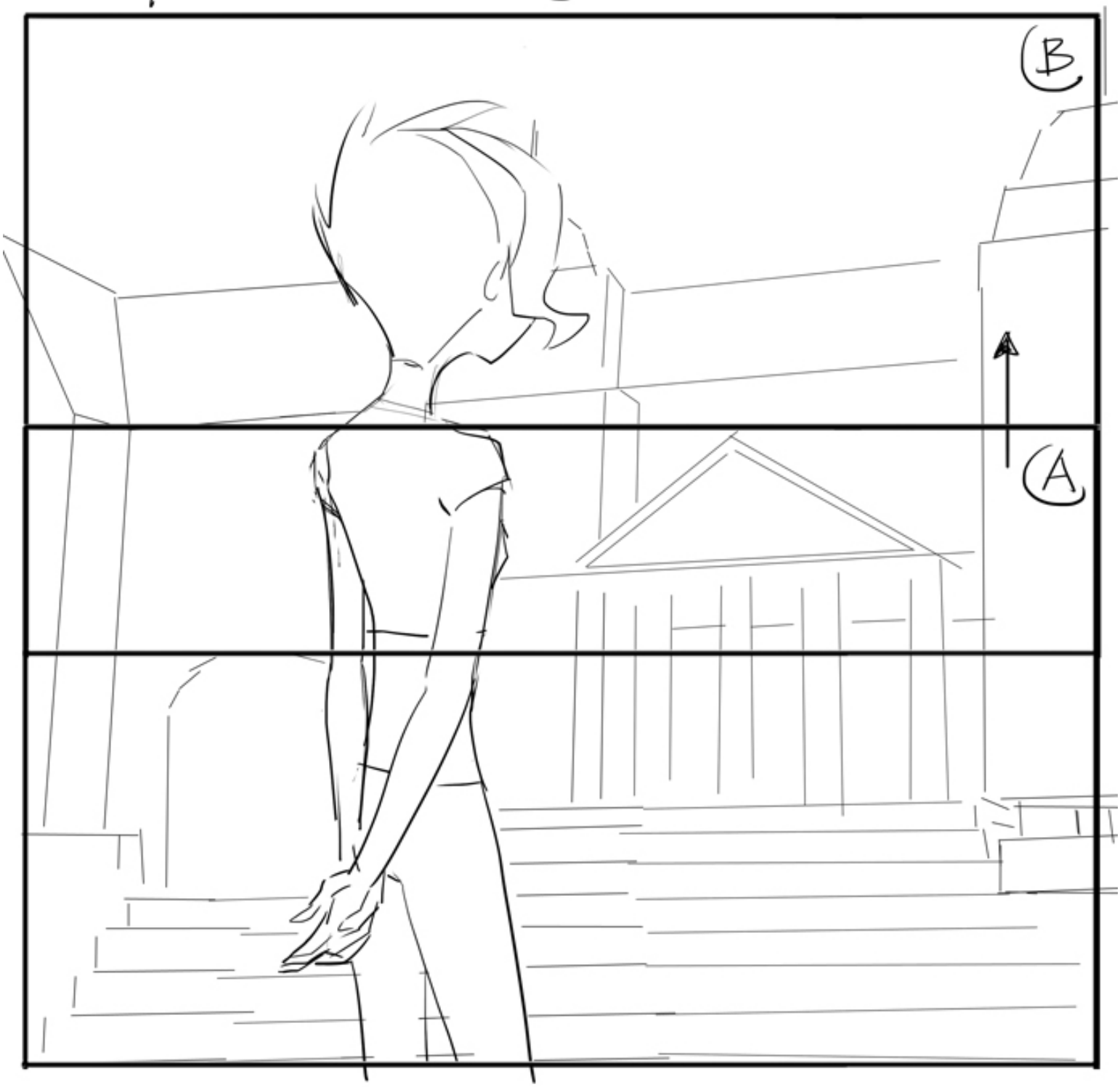


5. EST. SPIKERSFIELD COLLEGE. GIORNO 5"

079

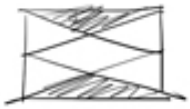
1

CONSTANT PAN



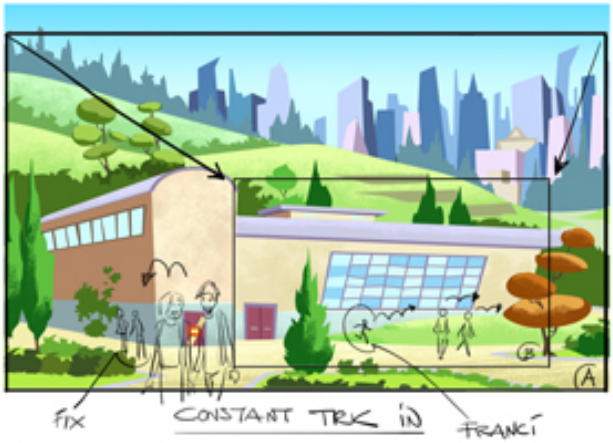
5. EST. SPIKERSFIELD COLLEGE. GIORNO 5"

FADE GROSS
WITH NEXT SCENE



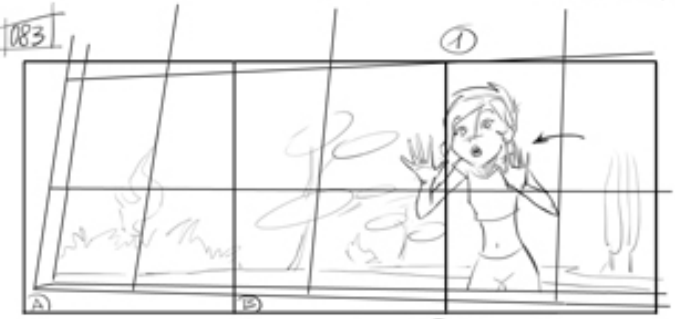
6. INT. SPIKERSFIELD. PALESTRA. GIORNO (10" + 20")

082



SFX (O.S.)
NOISE OF
VOLLEY TRAINING
FROM GYM

083

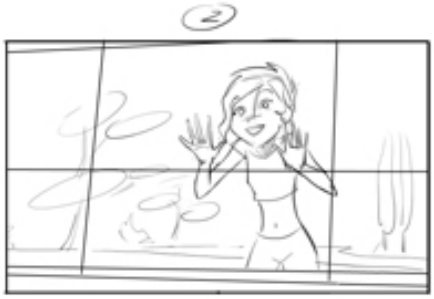


CONSTANT PAN

FRANCI (IN) DURING THE PAN

INT. GYM

SFX (O.S.)
NOISE OF
VOLLEY TRAINING

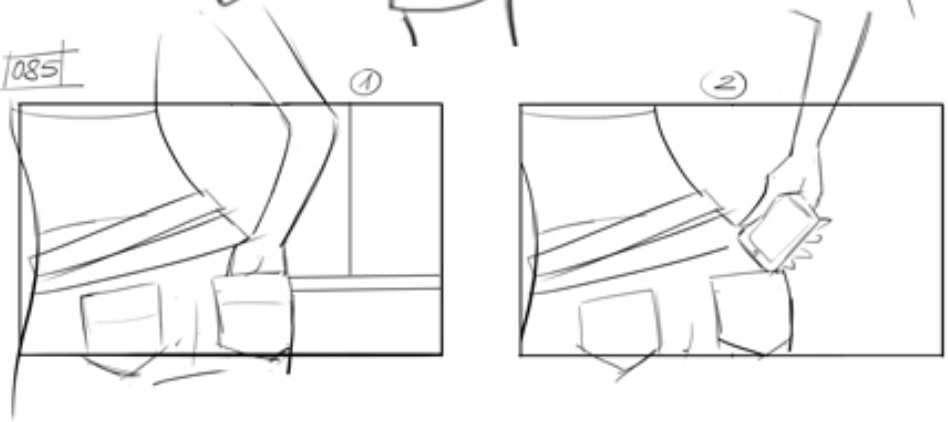


RE-USE
SCENE DI
ALLENAMENTO
(20")

084

CONSTANT
TRK OUT

085

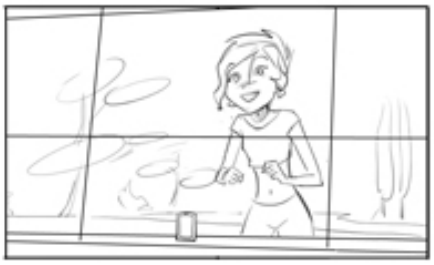


6. INT. SPIKERSFIELD. PALESTRA. GIORNO (10" + 20")

086

FRANCI APPOGGIA IL SASSO DIETRO ALLO SMARTPHONE PER FARLO STARE IN EQUILIBRIO

087

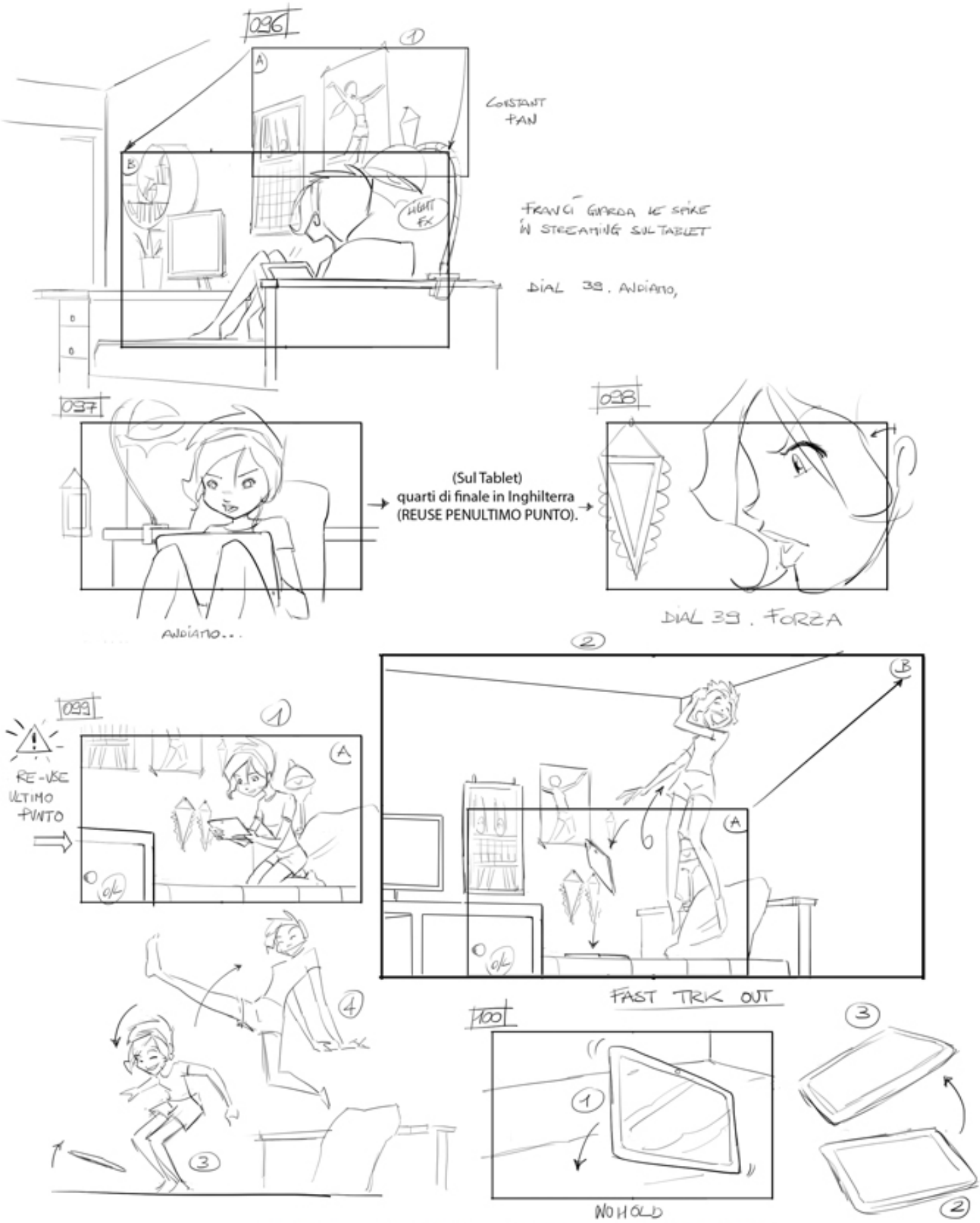


⇨ Alternata di Reuse e Franci che ripete gli esercizi in solitario!

7. INT. NEGOZIO SPORTIVO. GIORNO (12")

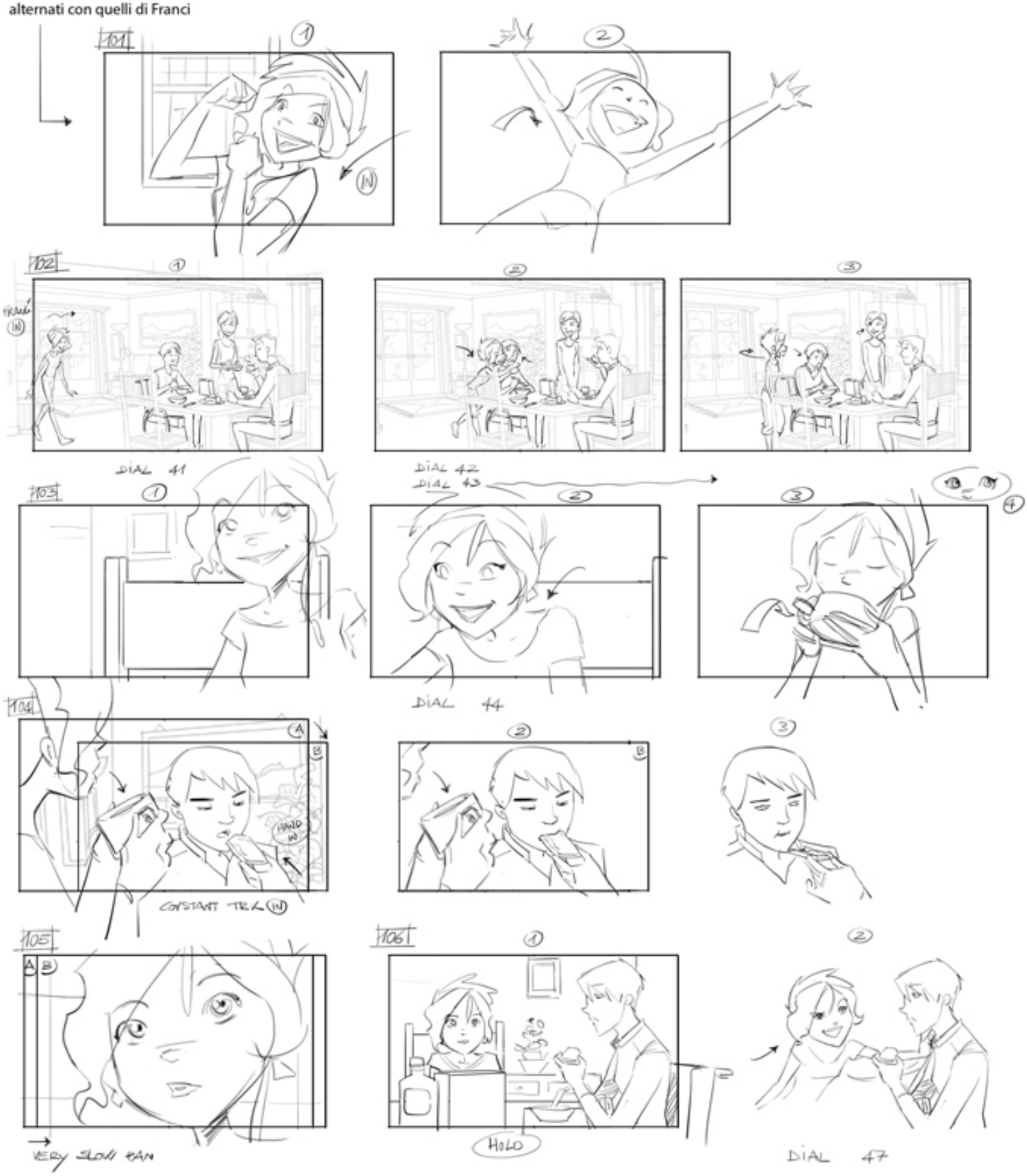
7. INT. NEGOZIO SPORTIVO. GIORNO (12”)

8. INT. CASA FRANCI. CAMERA. NOTTE + CUCINA. GIORNO+ REUSE
SEMIFINALE INGHILTERRA (30" + 20")



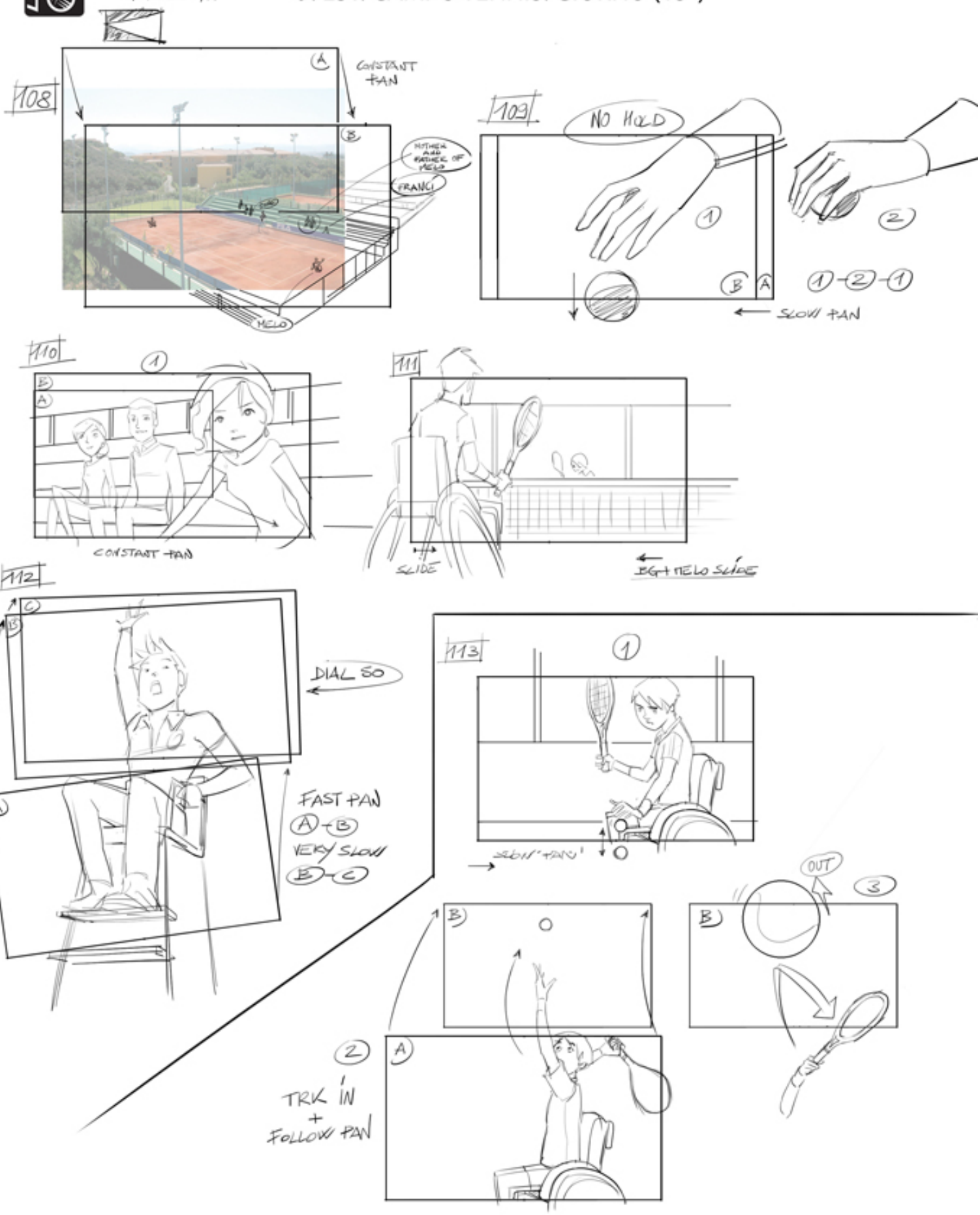
8. INT. CASA FRANCI. CAMERA. NOTTE + CUCINA. GIORNO+ REUSE SEMIFINALE INGHILTERRA (30" + 20")

Re use festeggiamenti Spike alternati con quelli di Franci

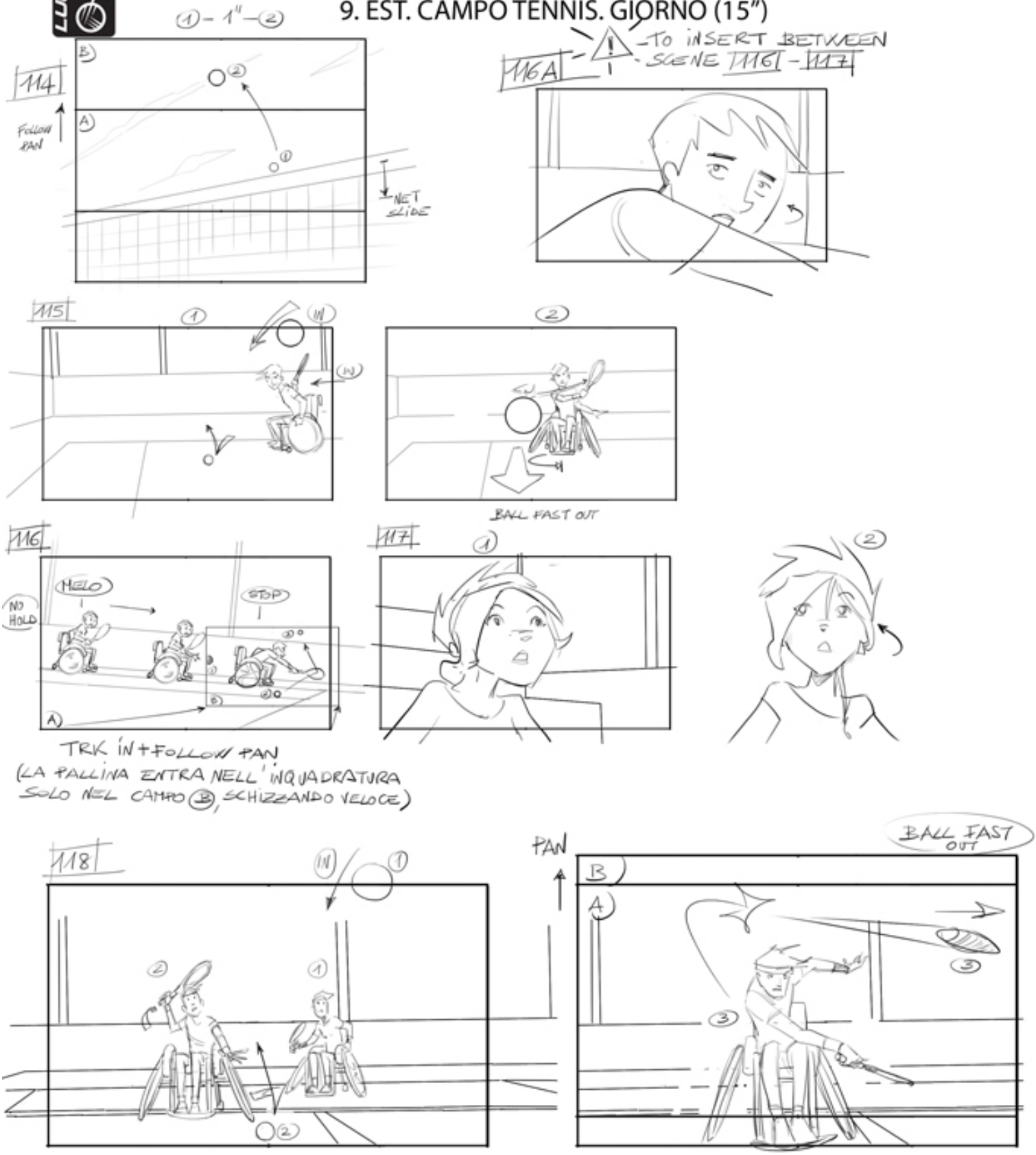


8. INT. CASA FRANCI. CAMERA. NOTTE + CUCINA. GIORNO+ REUSE SEMIFINALE INGHILTERRA (30" + 20")

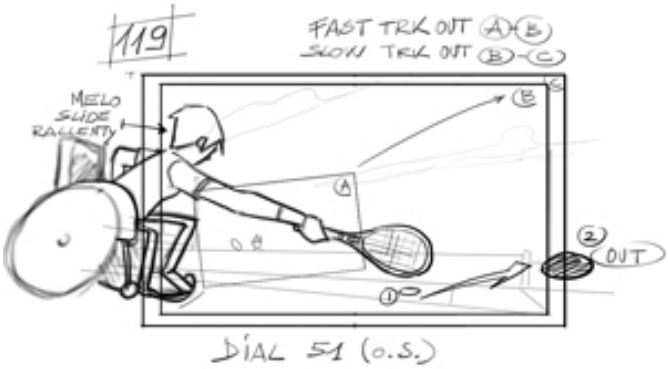
9. EST. CAMPO TENNIS. GIORNO (15")

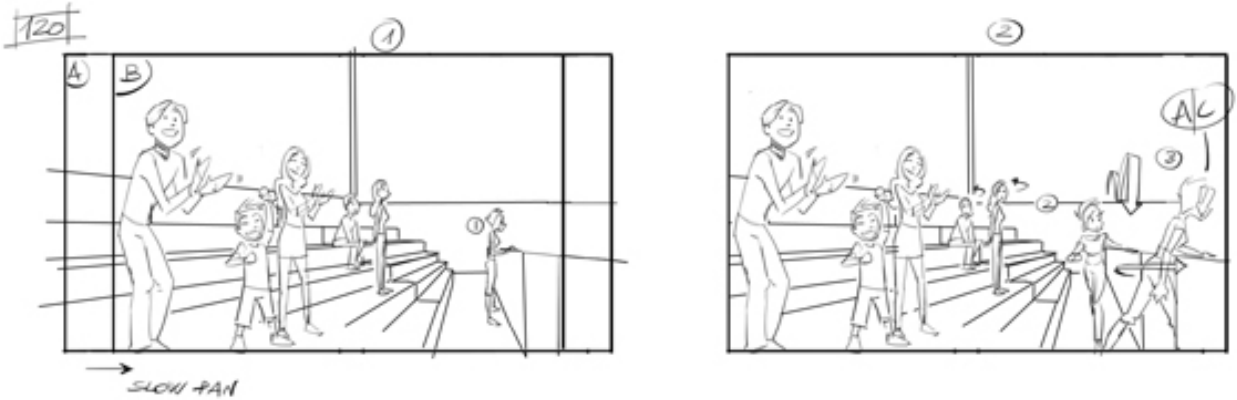


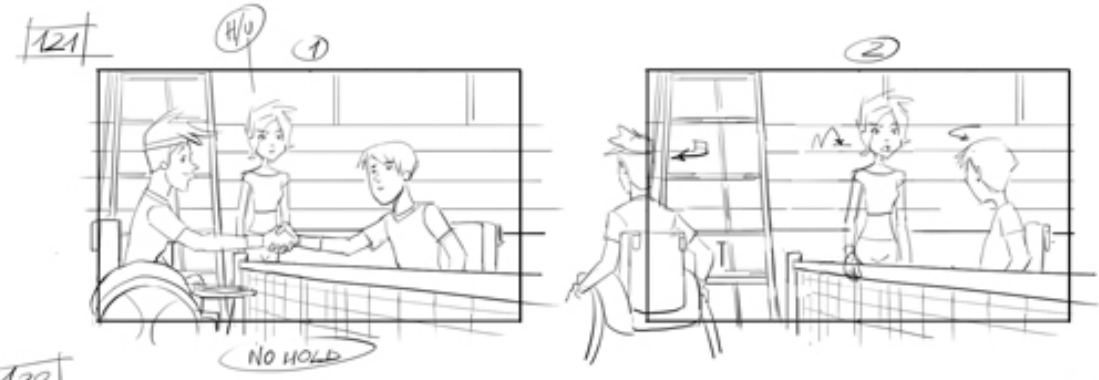
9. EST. CAMPO TENNIS. GIORNO (15")

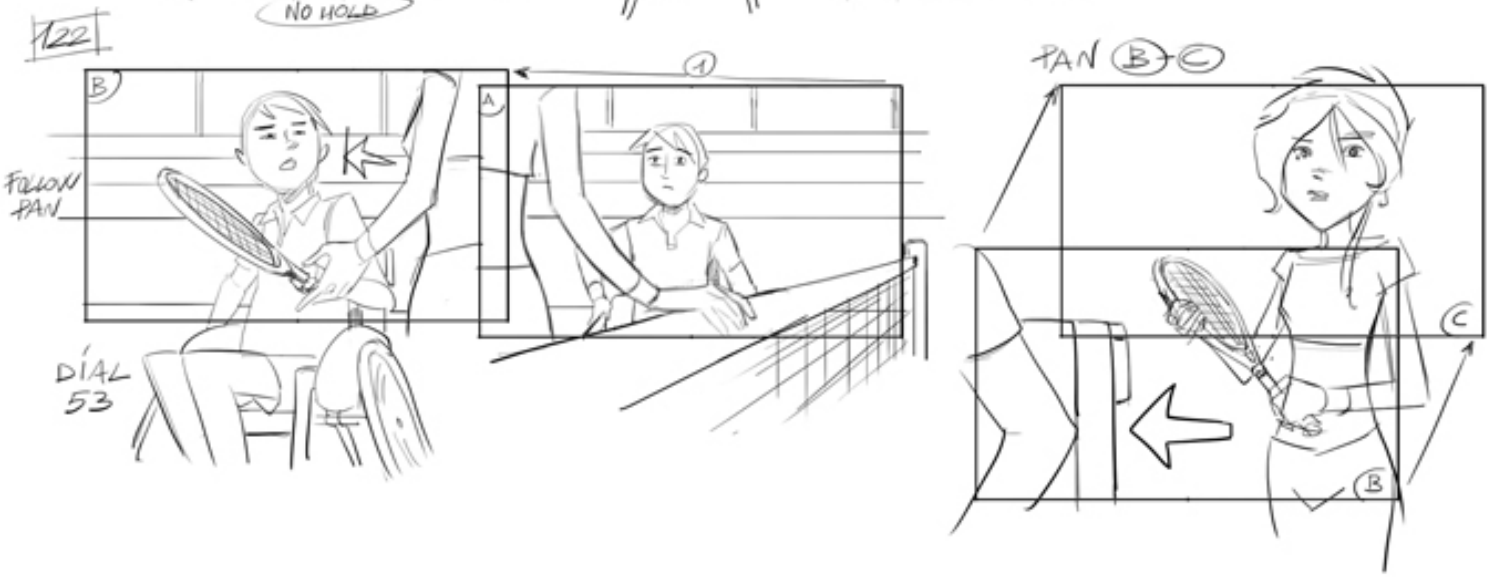


9. EST. CAMPO TENNIS. GIORNO (15")

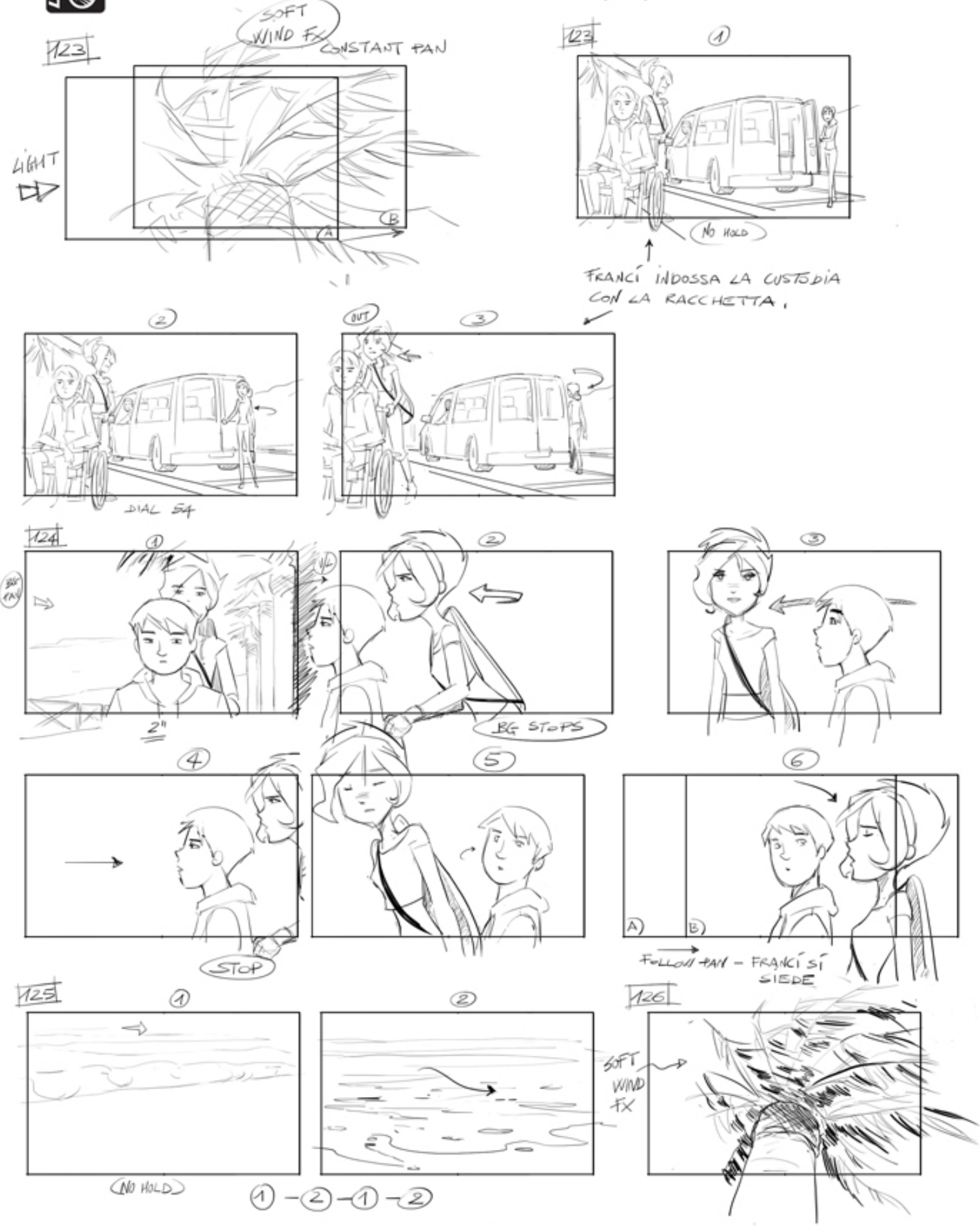




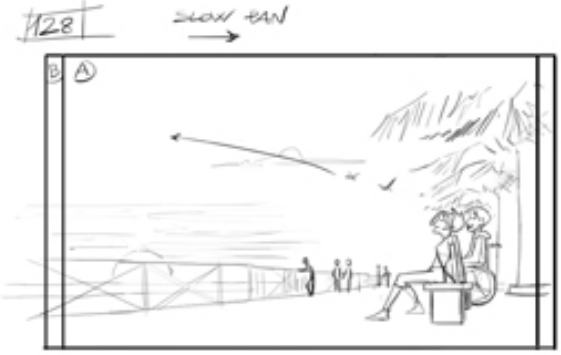




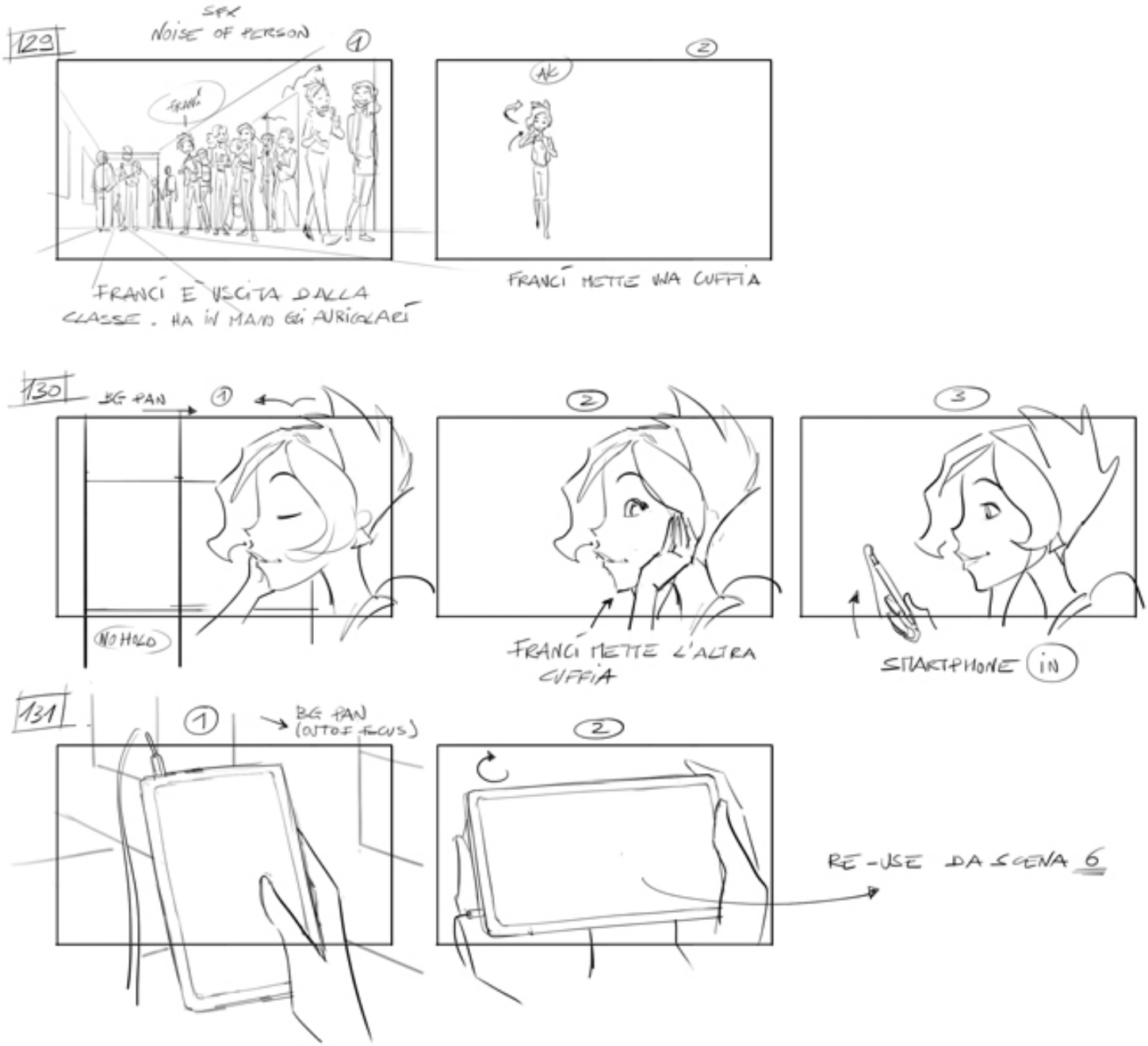
10. EST LUNGOMARE. GIORNO (15")- Tramonto



10. EST LUNGOMARE. GIORNO (15”)- Tramonto

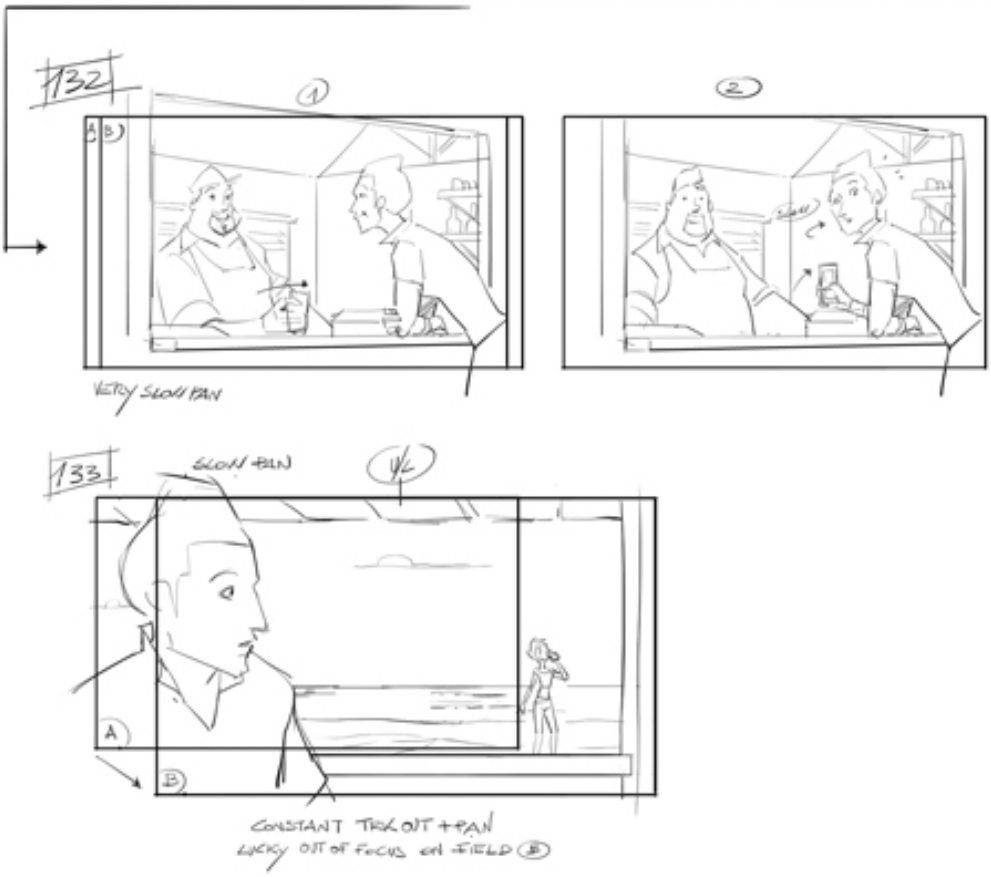


13. INT. SPIKERSFIELD. CLASSE. GIORNO (8" (COMPRESO REUSE DA SCENA 6))



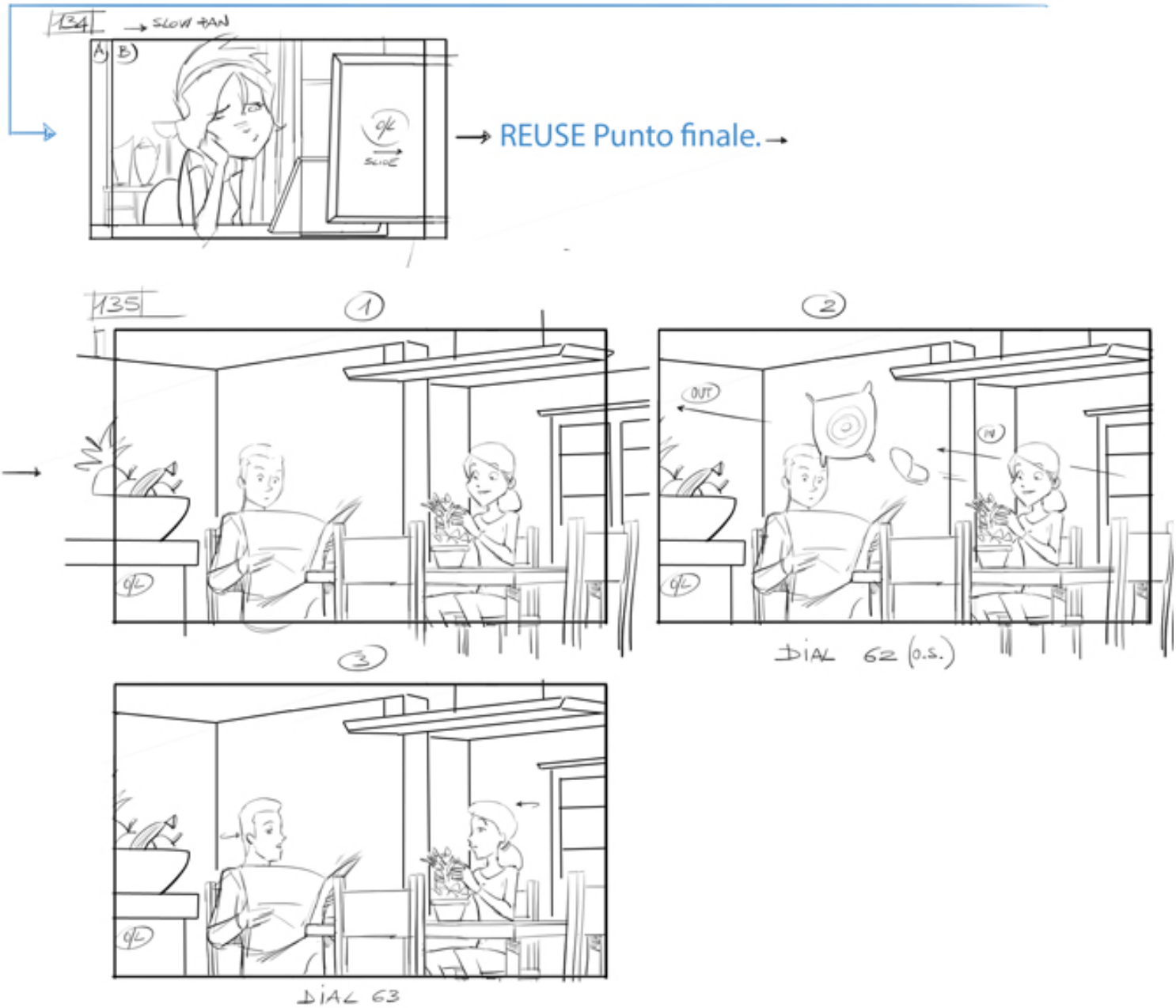
14. EST. SPIAGGIA VITO'S. GIORNO (8")

In una spiaggia primaverile Franci fa gli stessi esercizi che abbiamo visto fare dalle Spike nella scena precedente e in palestra.



15. INT. CASA FRANCI.CAMERA+CUCINA+ REUSE FINALE INGHILTERRA. NOTTE (8" + 20")

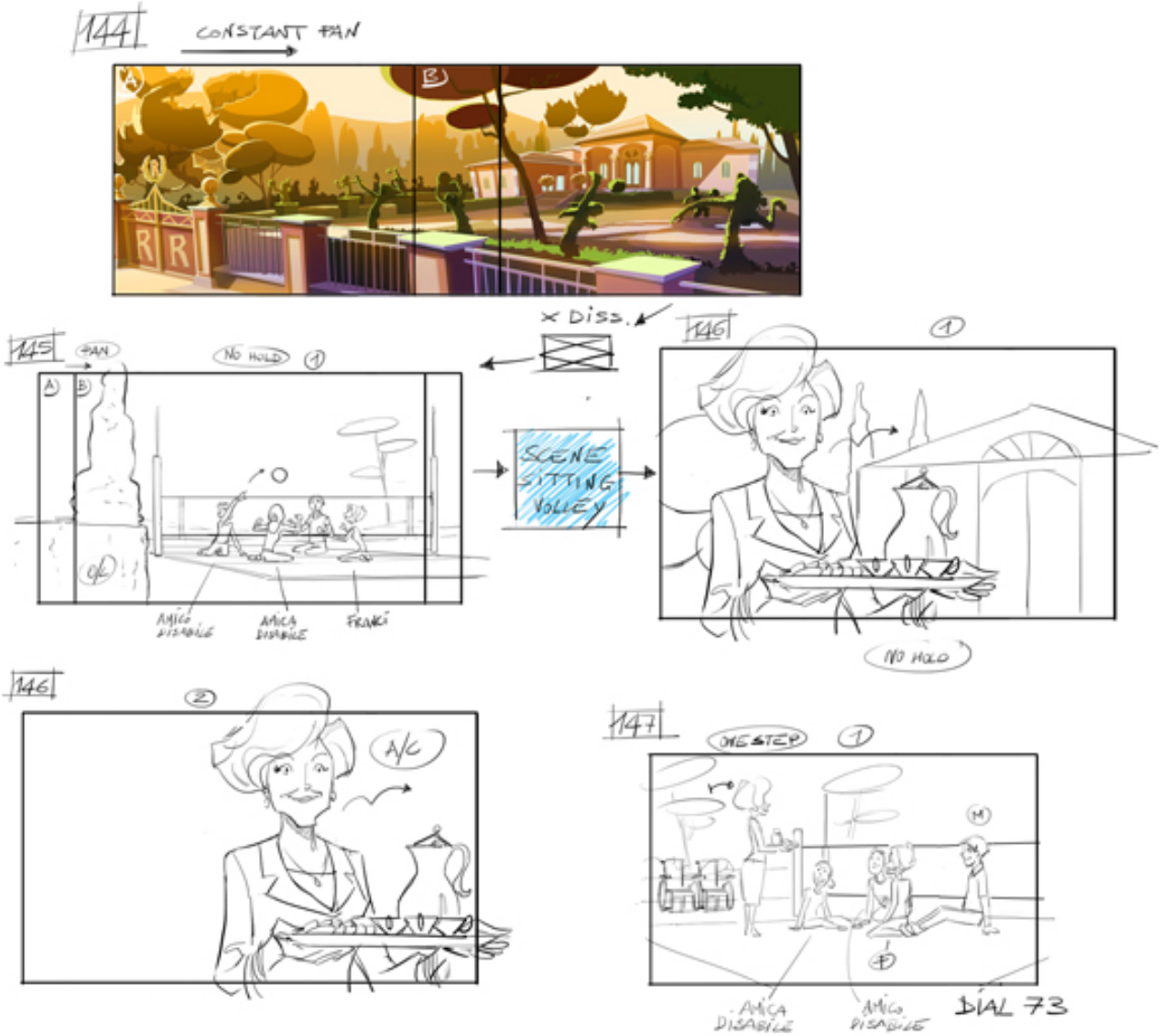
Reuse partite Spike in Inghilterra (semifinale con le italiane: finisce 3-0 netto).



16. EST. MONTAGNA. GIORNO (15")

16. EST. MONTAGNA. GIORNO (15")

17. EST. VILLA RUSKIN. CAMPO SITTING VOLLEY. GIORNO (12")

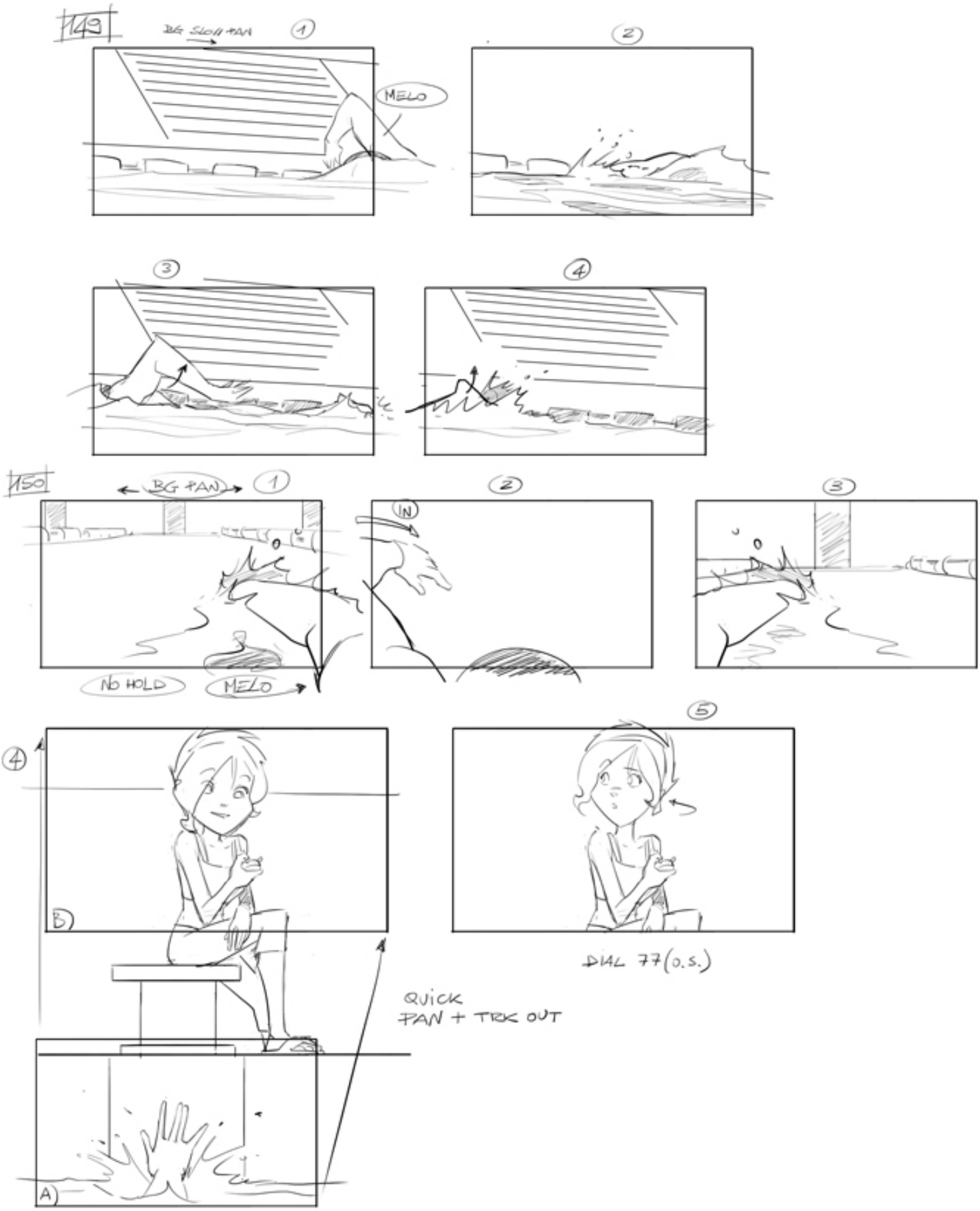


19. EST. AEROPORTO. GIORNO (7")

(REUSE) Le Spike salutano le persone festanti che sono venute a salutarle all'aeroporto...

ANGIE FRANCÍ SALUTA LE SPIKE ED ABBRACCIA MELO

20. INT. PISCINA GIORNO (20")



20. INT. PISCINA GIORNO (20")

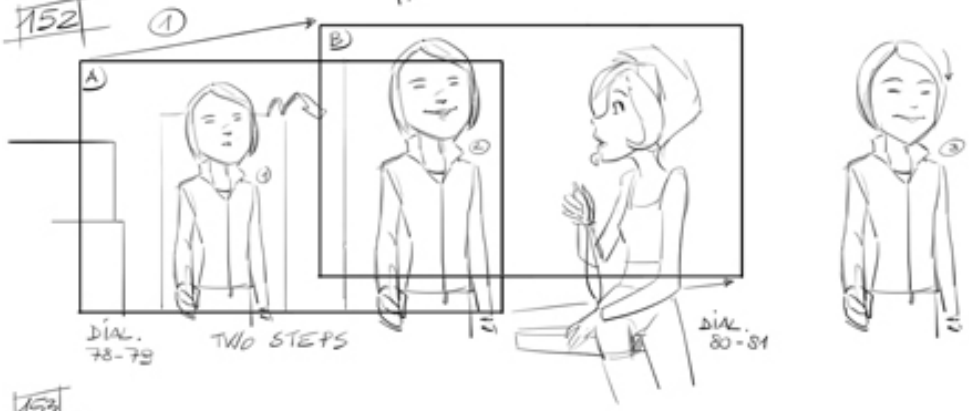
151

CONSTANT TRK OUT

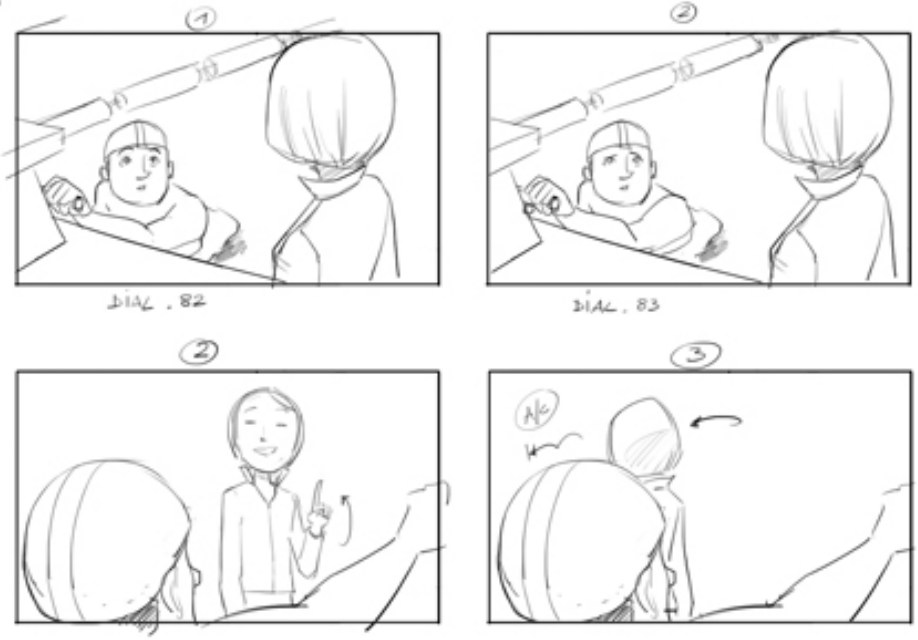
CECILIA TIENE IL BASTONE PER CIECHI, SI AVVICINA AI RAGAZZI

A/C

152

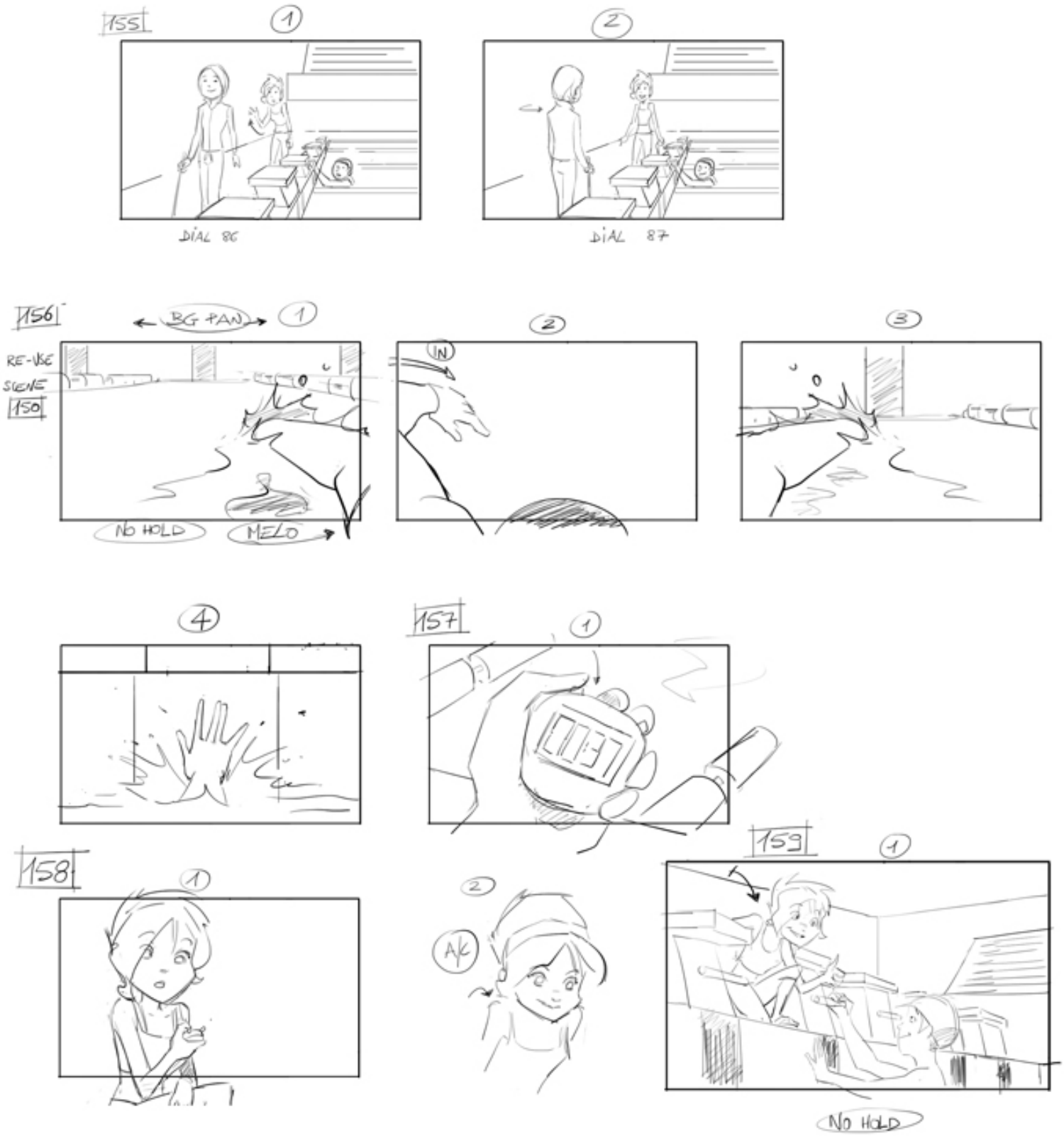


153



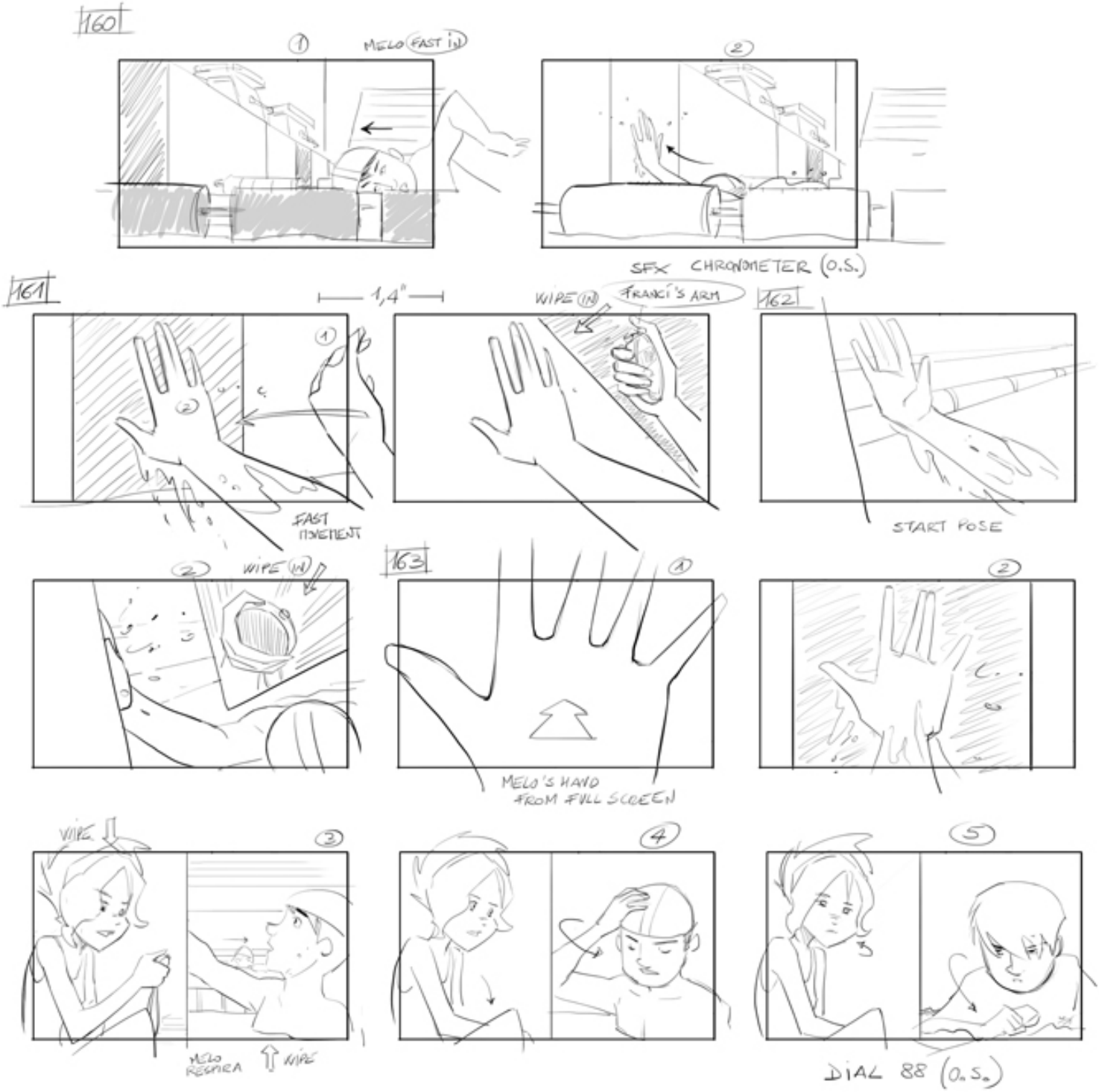
154

20. INT. PISCINA GIORNO (20")



21. EST. SPIAGGIA. GIORNO (1' + 10")
Alternata a:
22. EST. CASA FRANCI. GIORNO
ALLENAMENTO TECNICO SPIKE (REUSE DA PUNTATE 1...6... DA DECIDERE SUCCESSIVAMENTE IN BASE AI MOMENTI VIDEO PIU' EFFICACI). Franci le osserva ammirata a distanza e le filma con lo smartphone...
... ed a casa ripete i movimenti: con il pallone bagher e palleggio contro il muro.

23. INT. PISCINA. GIORNO (8")



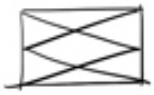
24. EST. BARCA. NOTTE 6"

164

DIAL 90 NO.
(IL DIALOGO INIZIA ALLA FINE DELLA PANORAMICA)

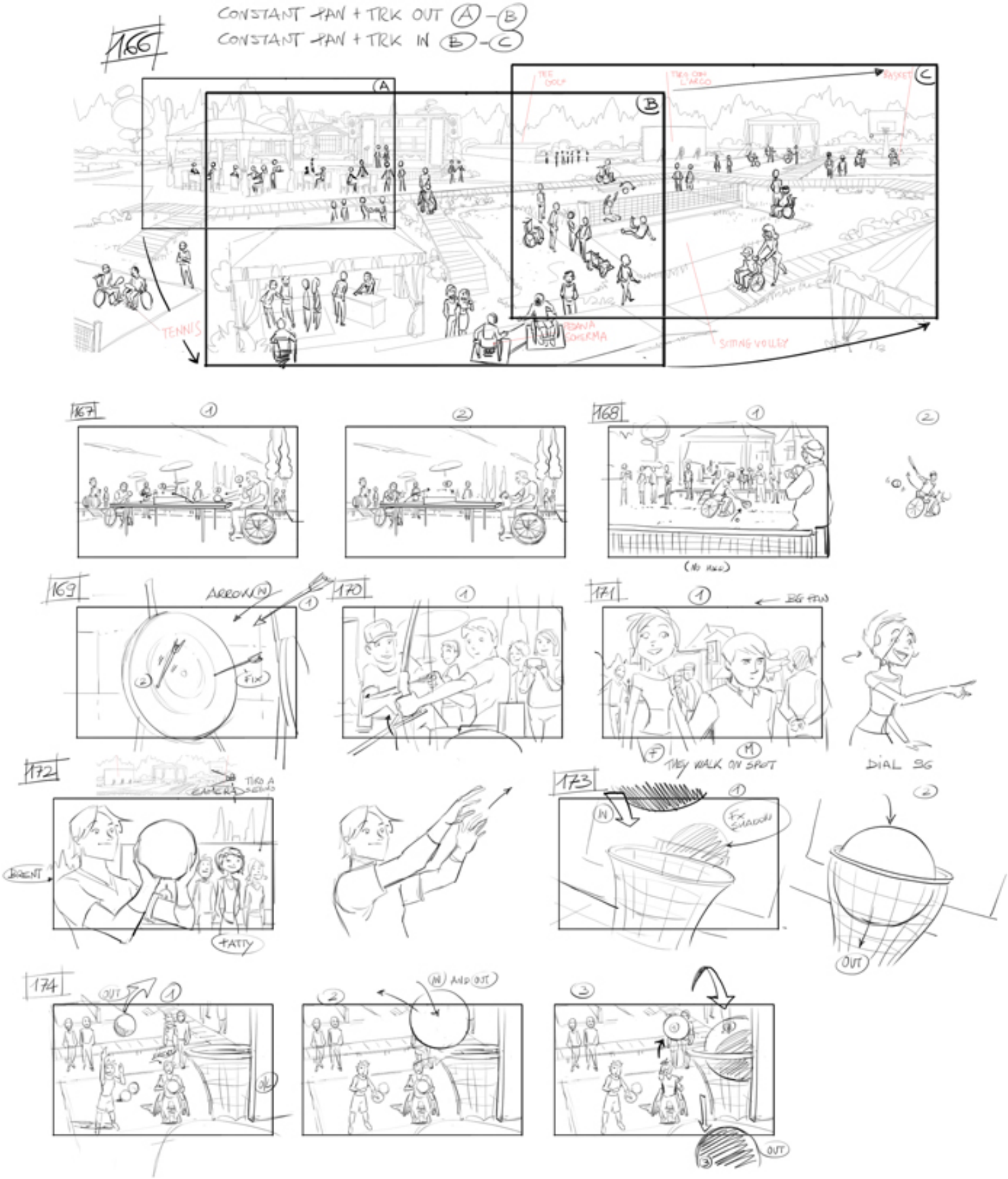
165

DIAL 90.



FADE CROSS WITH NEXT SEQUENCE

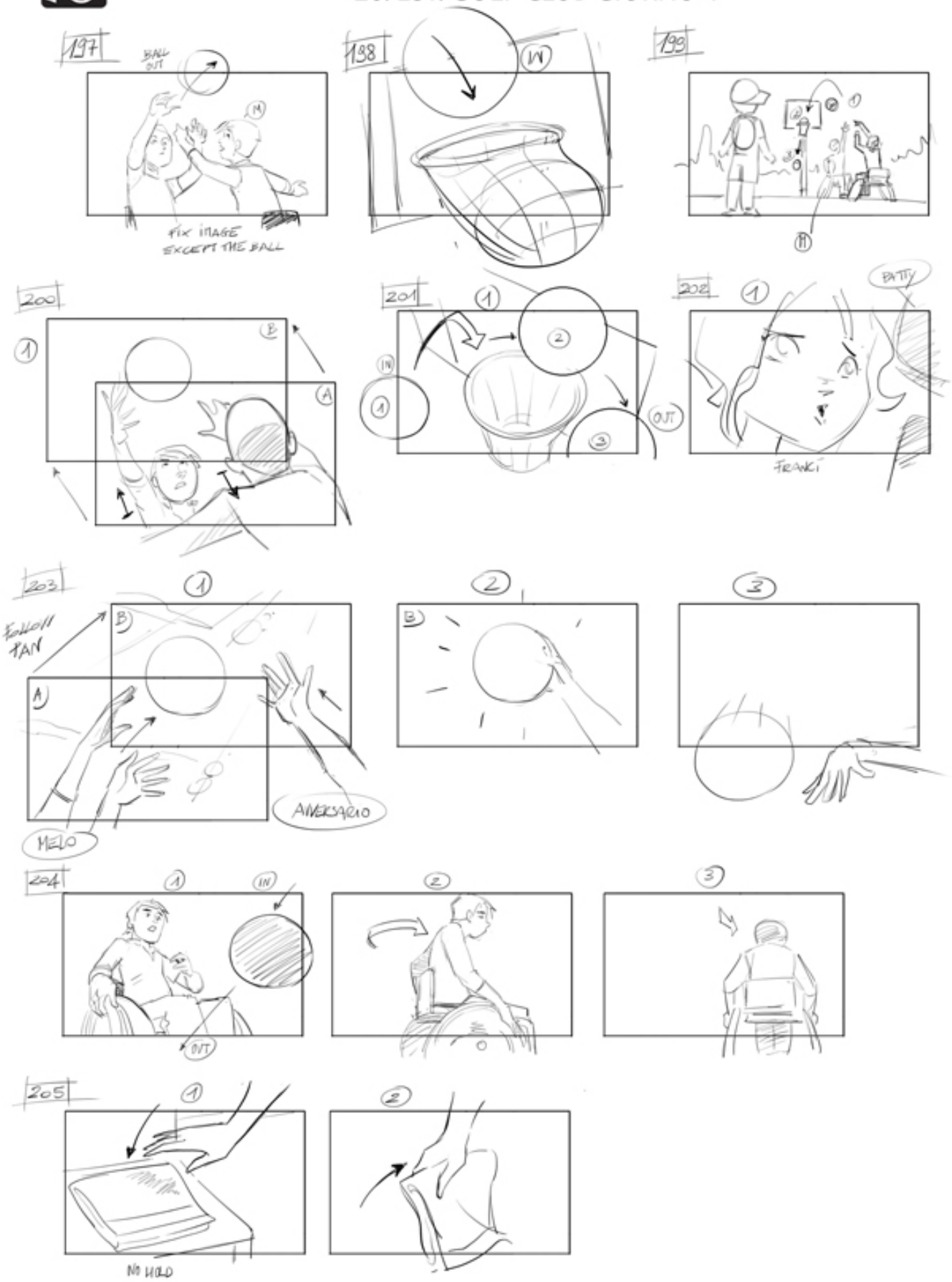
26. EST. GOLF CLUB GIORNO 4'



26. EST. GOLF CLUB GIORNO 4'

26. EST. GOLF CLUB GIORNO 4'

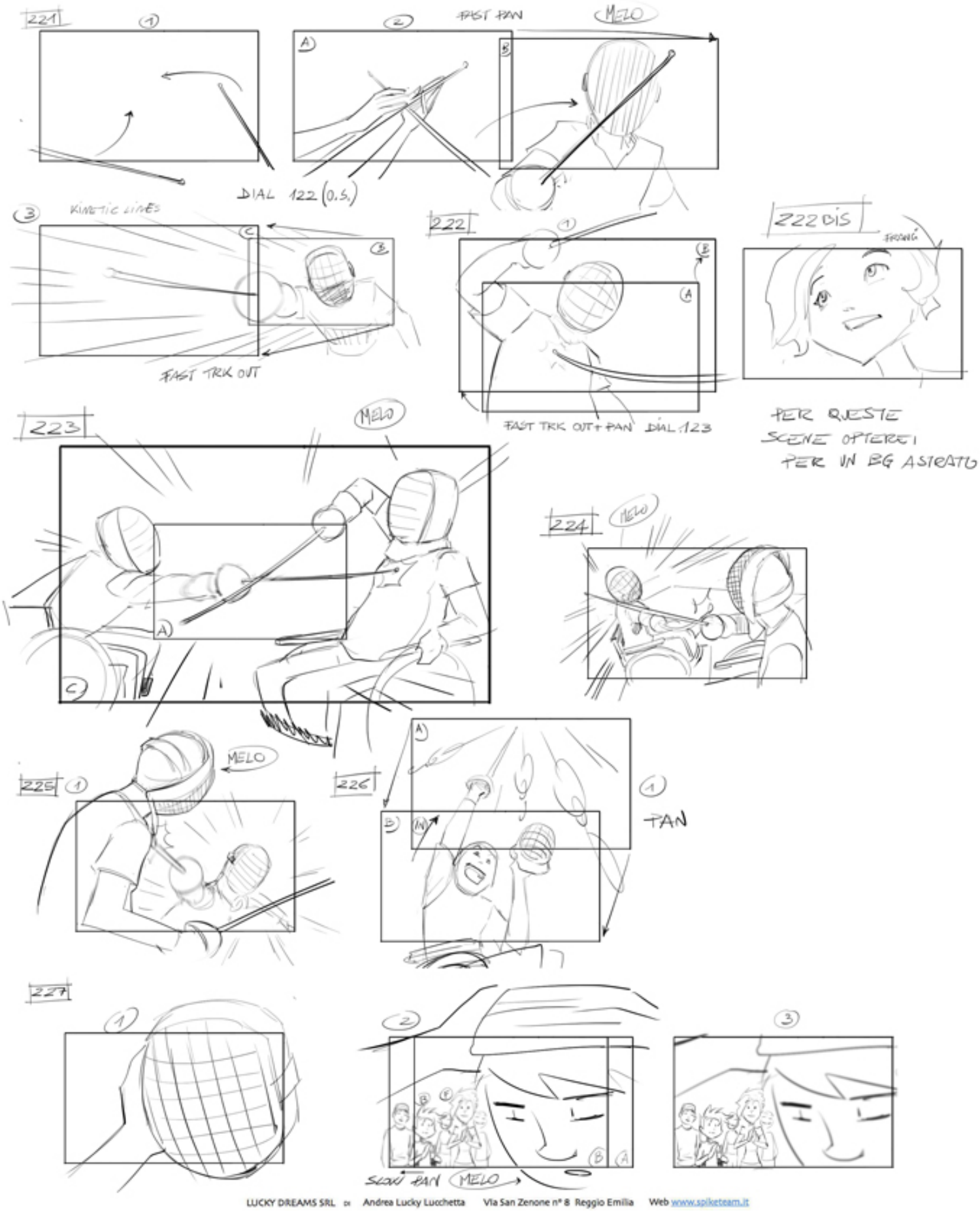
26. EST. GOLF CLUB GIORNO 4'



26. EST. GOLF CLUB GIORNO 4'

26. EST. GOLF CLUB GIORNO 4'

26. EST. GOLF CLUB GIORNO 4'

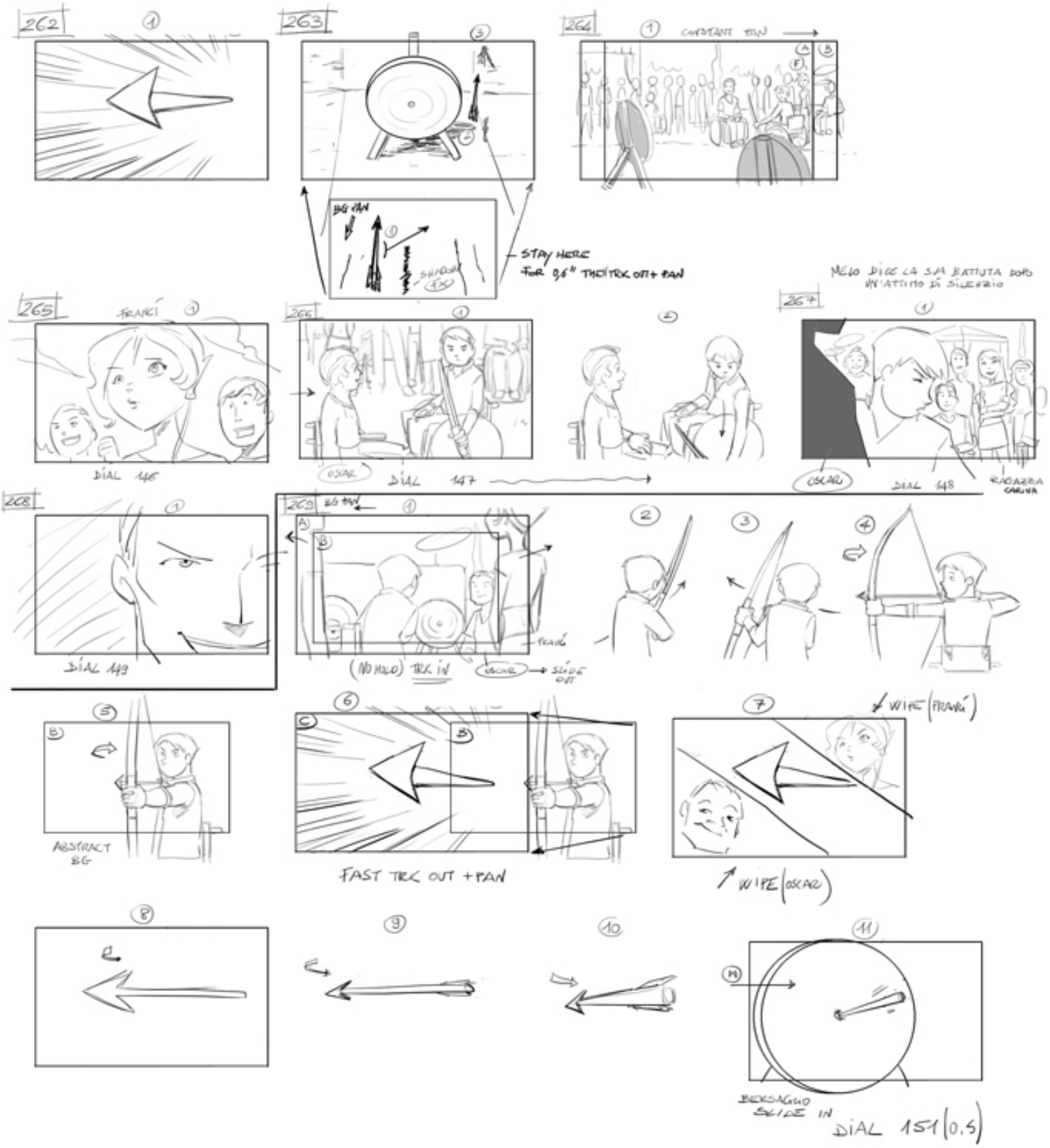


26. EST. GOLF CLUB GIORNO 4'

26. EST. GOLF CLUB GIORNO 4'

26. EST. GOLF CLUB GIORNO 4'

26. EST. GOLF CLUB GIORNO 4'

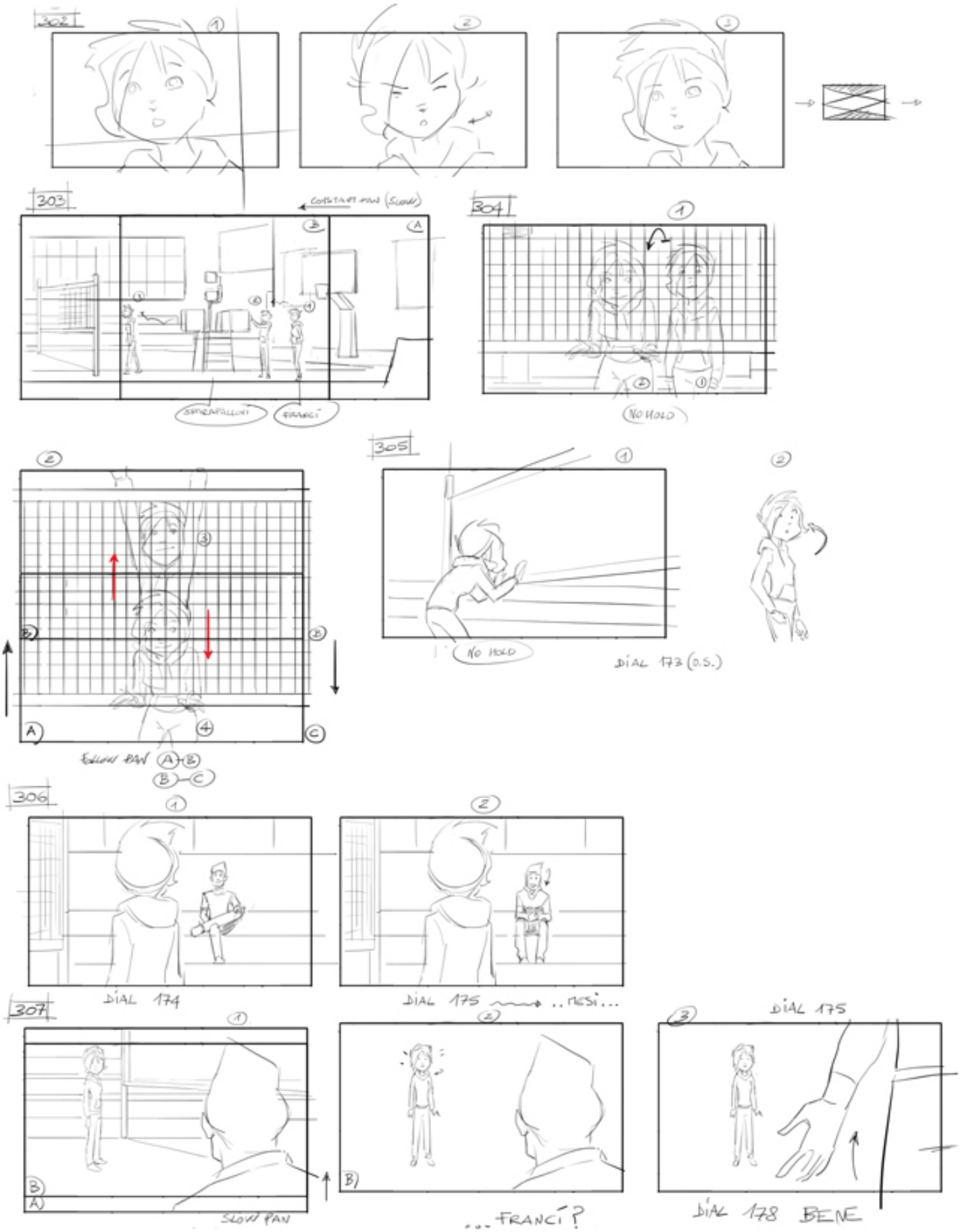


26. EST. GOLF CLUB GIORNO 4'

26. EST. GOLF CLUB GIORNO 4'

27. INT. SPIKERSFIELD. PALESTRA. GIORNO 40" + 20" + 45"

27. INT. SPIKERSFIELD. PALESTRA. GIORNO 40″ + 20″ + 45″



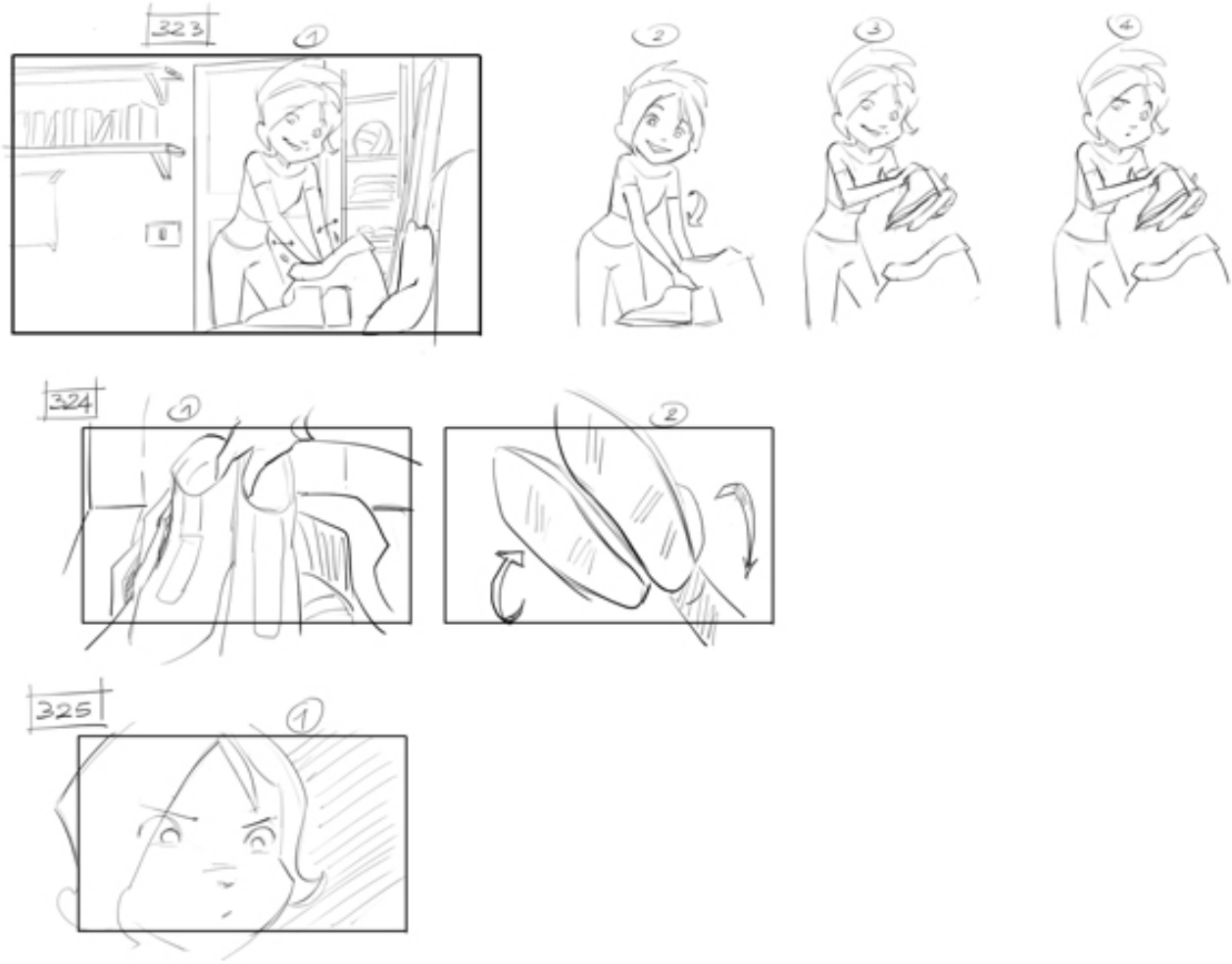
27. INT. SPIKERSFIELD. PALESTRA. GIORNO 40″ + 20″ + 45″

27. INT. SPIKERSFIELD. PALESTRA. GIORNO 40" + 20" + 45"

A STACCO SU:
ALLENAMENTO TECNICO. Lucky schiaccia e Franci difende. Luther osserva.
Mentre schiaccia una palla dietro l'altra, Lucky spiega a Franci:
189. LUCKY
Un libero è come un pipistrello, ha i suoi riflessi:
percepisce le onde sonore dello schiacciatore e del
battitore mentre colpiscono il pallone...
Lucky passa a bagher di controllo sulla testa e schiaccia, Franci a specchio lo imita.
190. LUCKY
...ha i sensi dilatati, sente lo spostamento dell'aria
quando arriva il pallone...
Lucky esegue una schiacciata forte che lei tiene sopra la testa e poi ripalleggia.
191. LUCKY
...deve fiutare il pericolo e mettersi in sicurezza
rispetto all'attacco dell'avversario... prevedere le
traiettorie... leggere i movimenti degli occhi e del
polso degli avversari...
Lucky e Franci sono in un loop a 360° con lui che esegue finte di pallonetto corto o lungo, piu' o meno forti. Mentre dice le ultime parole, Lucky finta il pallonetto facendo vedere la mano... ma all'ultimo schiaccia frustrando il polso colpendo Franci forte in faccia. Franci si morde il labbro...esce del sangue... Lucky non le stacca gli occhi di dosso...
192. LUTHER
Tutto bene?
Franci si pulisce il sangue alla bocca con l'avambraccio.
Spike Team 3 – Ep. 7 – v. intt170– 06/11/2015
193. FRANCI
Sono un pipistrello no? Sono abituata al sangue!
Luther fa un sorrissino: in gamba la ragazza!

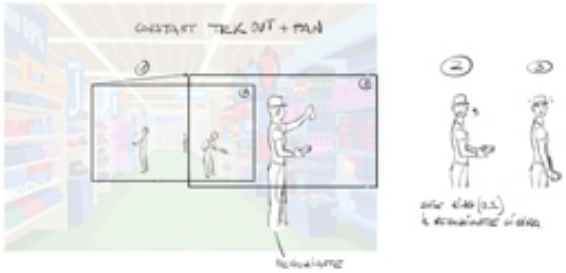
35. EST. SPIAGGIA BUDELLI. NOTTE

36. INT. CASA. GIORNO (MATTINA) 5"

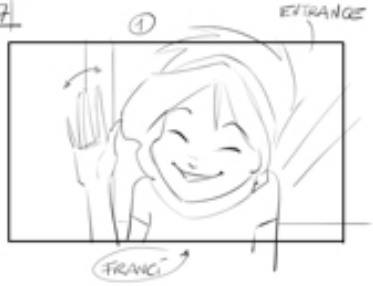


37. INT. NEGOZIO SPORTIVO. GIORNO 5"

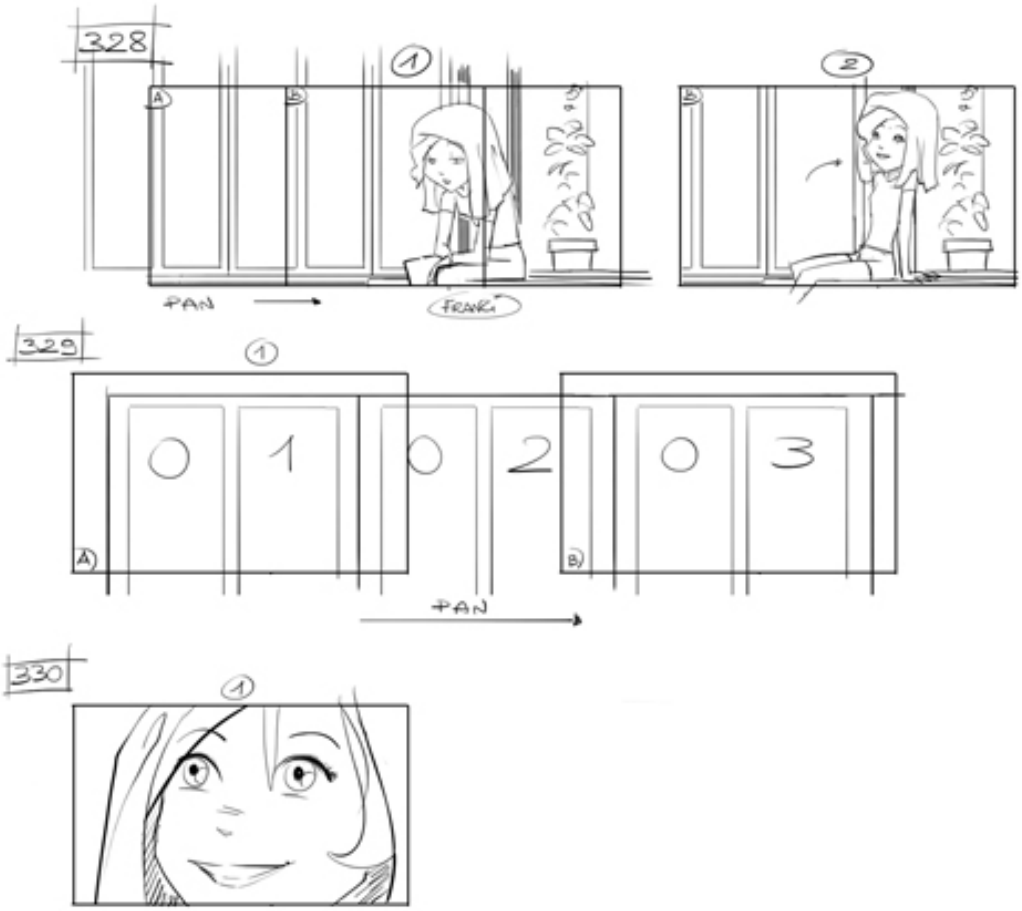
326



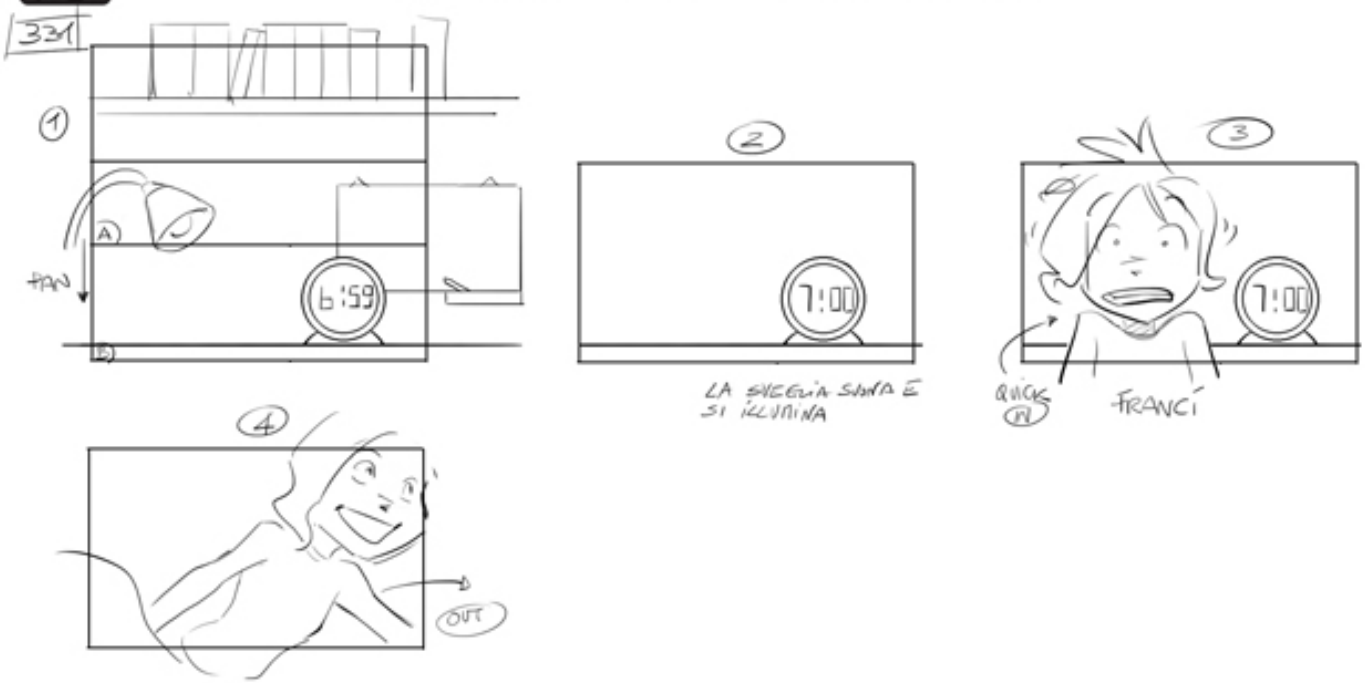
327



39. INT. SPIKERFIELD. SPOGLIATOIO. GIORNO 8"



42. INT. CAMERA. GIORNO (MATTINA) 5"



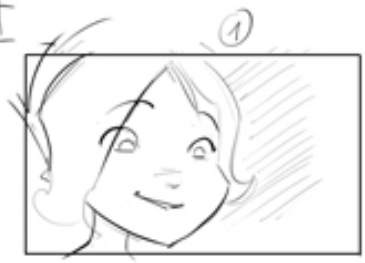
44. INT. CAMERA. GIORNO (MATTINA) 5"

332

IN PARTE RE-USE DA SCENE 323 324 325

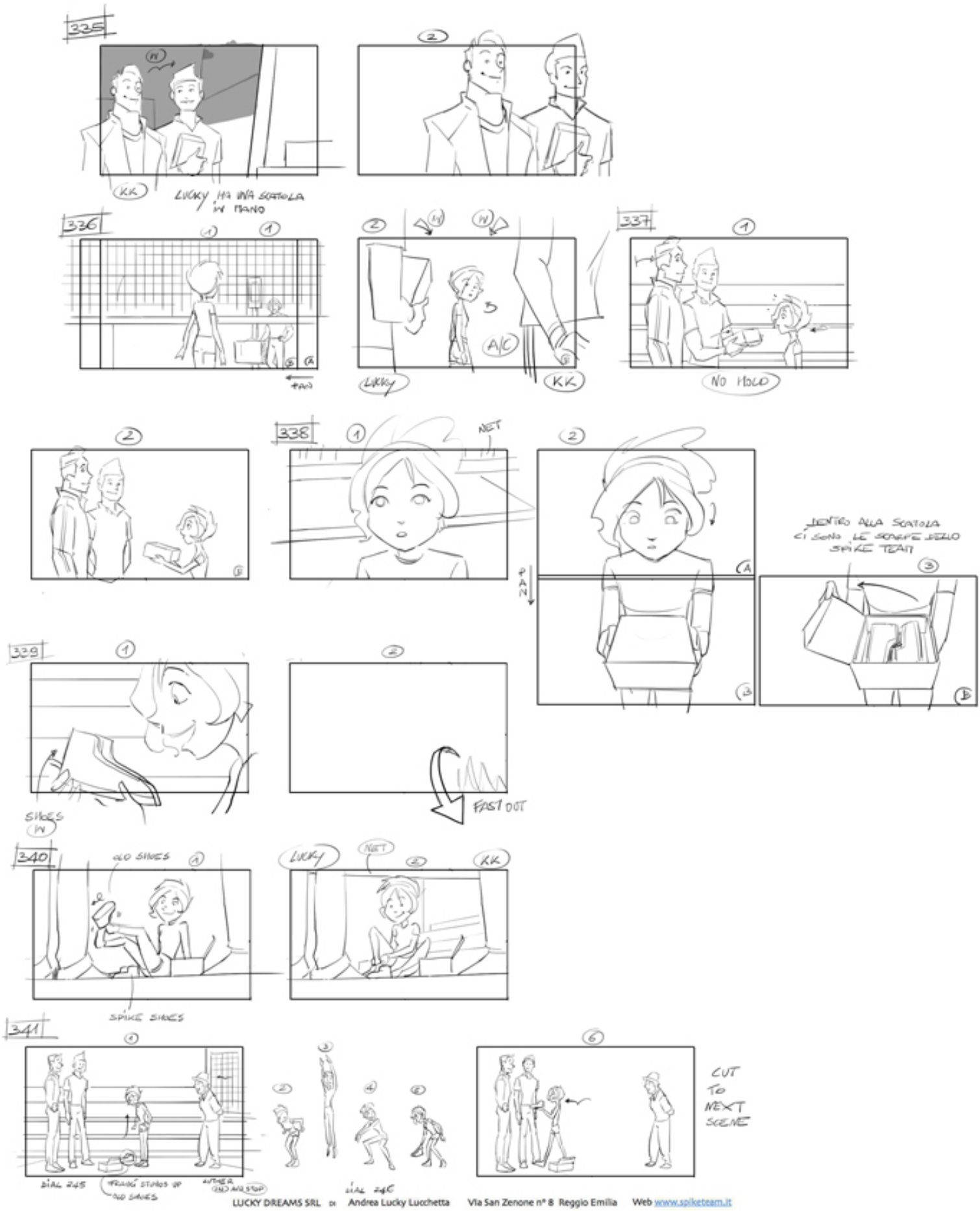
333

334

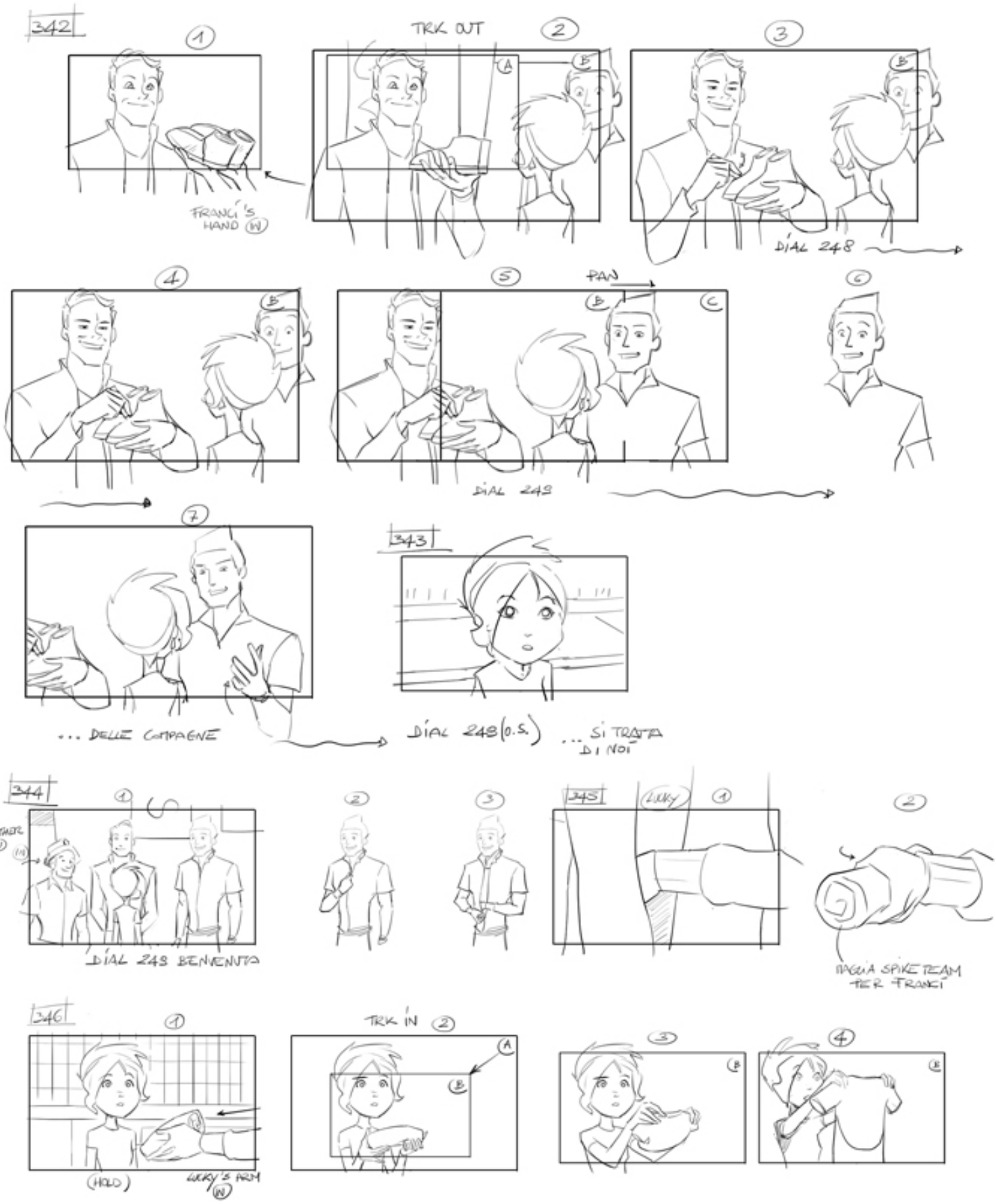


FRANCI SORRIDE
LA SVOLA PUÒ ANDARE

47. INT. SPIKERSFIELD. PALESTRA. GIORNO. 23"



47. INT. SPIKERSFIELD. PALESTRA. GIORNO. 23"

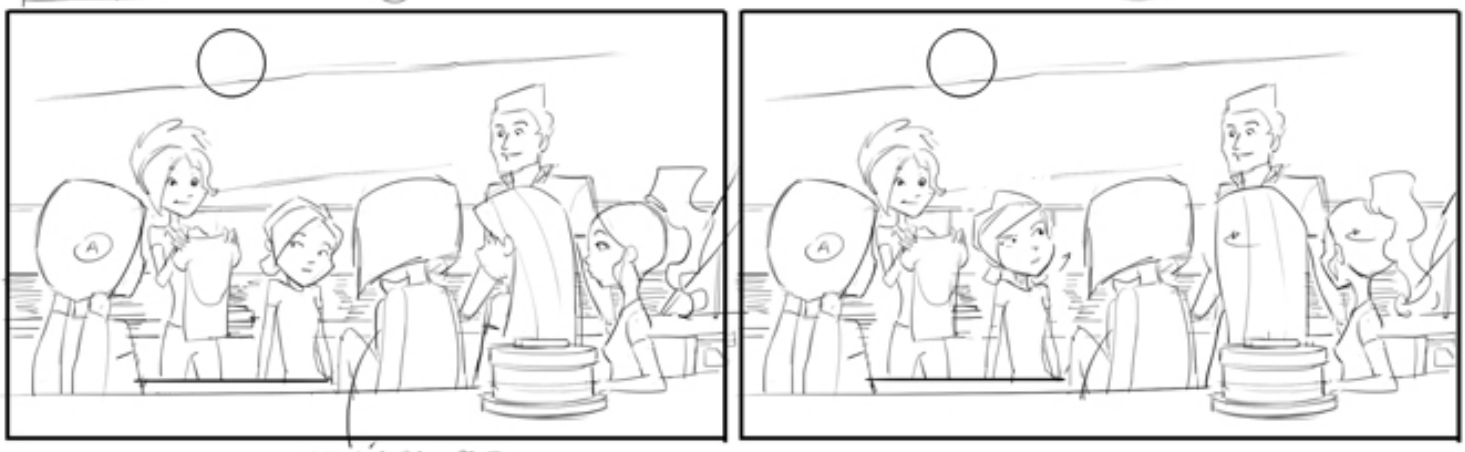


RE-USE 319

48. EST. BARCA. NOTTE 15"

ALL CHARACTERS WEAR THE SKIPPER SUIT

347



SUSAN IS BACK PATTY

348

FRANCI

DIAL 250

349

DIAL 251
252
253

350

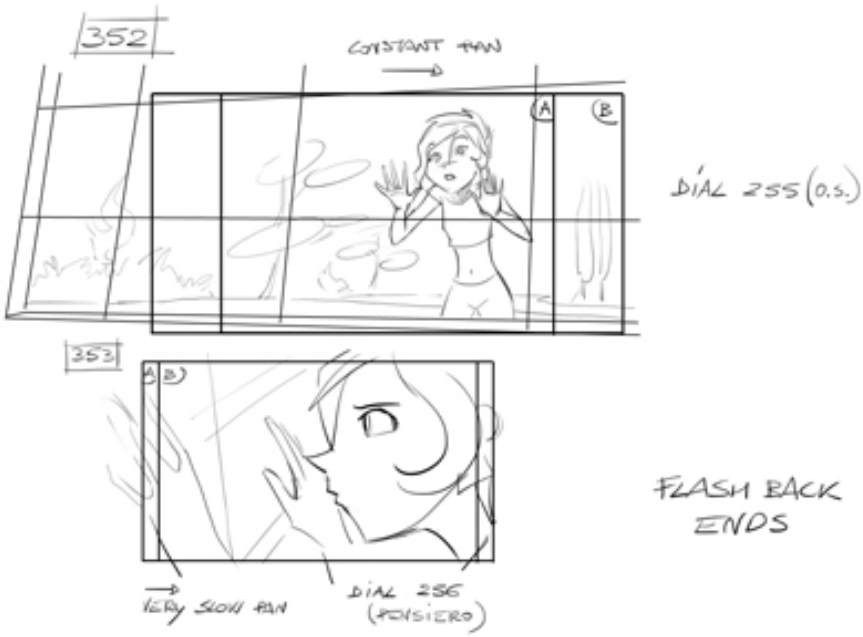
(APER A BIT) DIAL 254

CONSTANT PAN

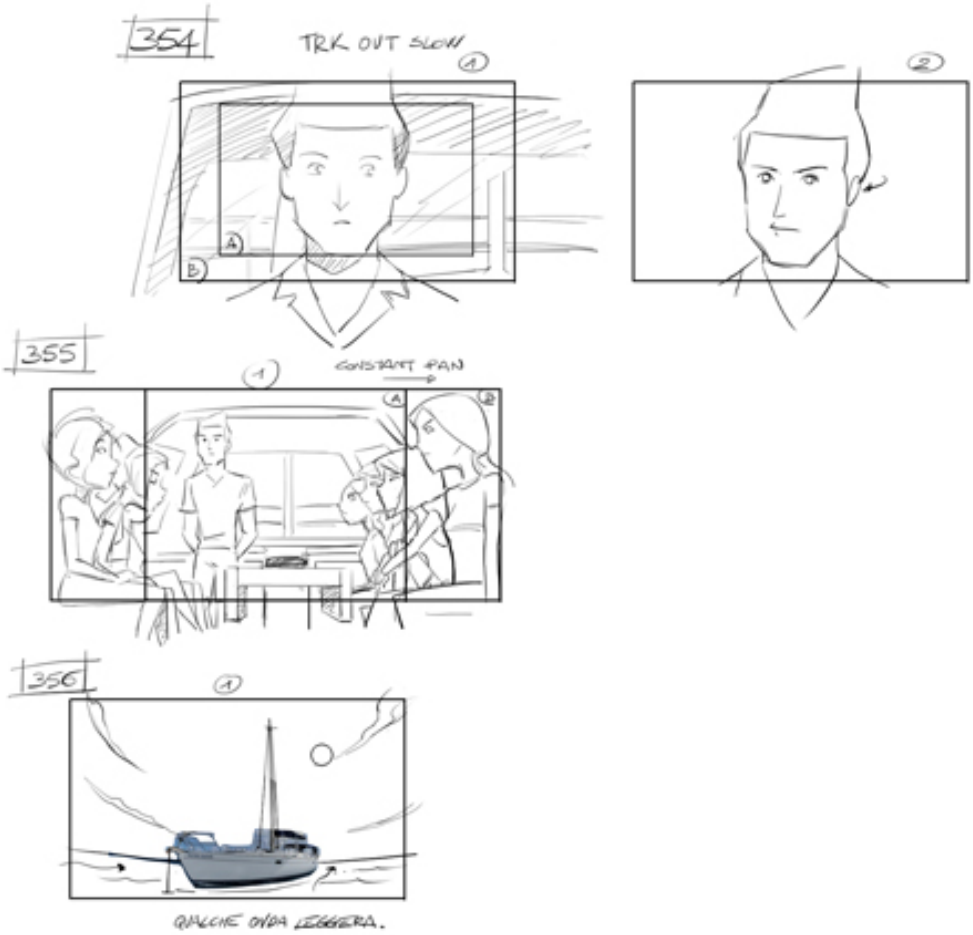
351

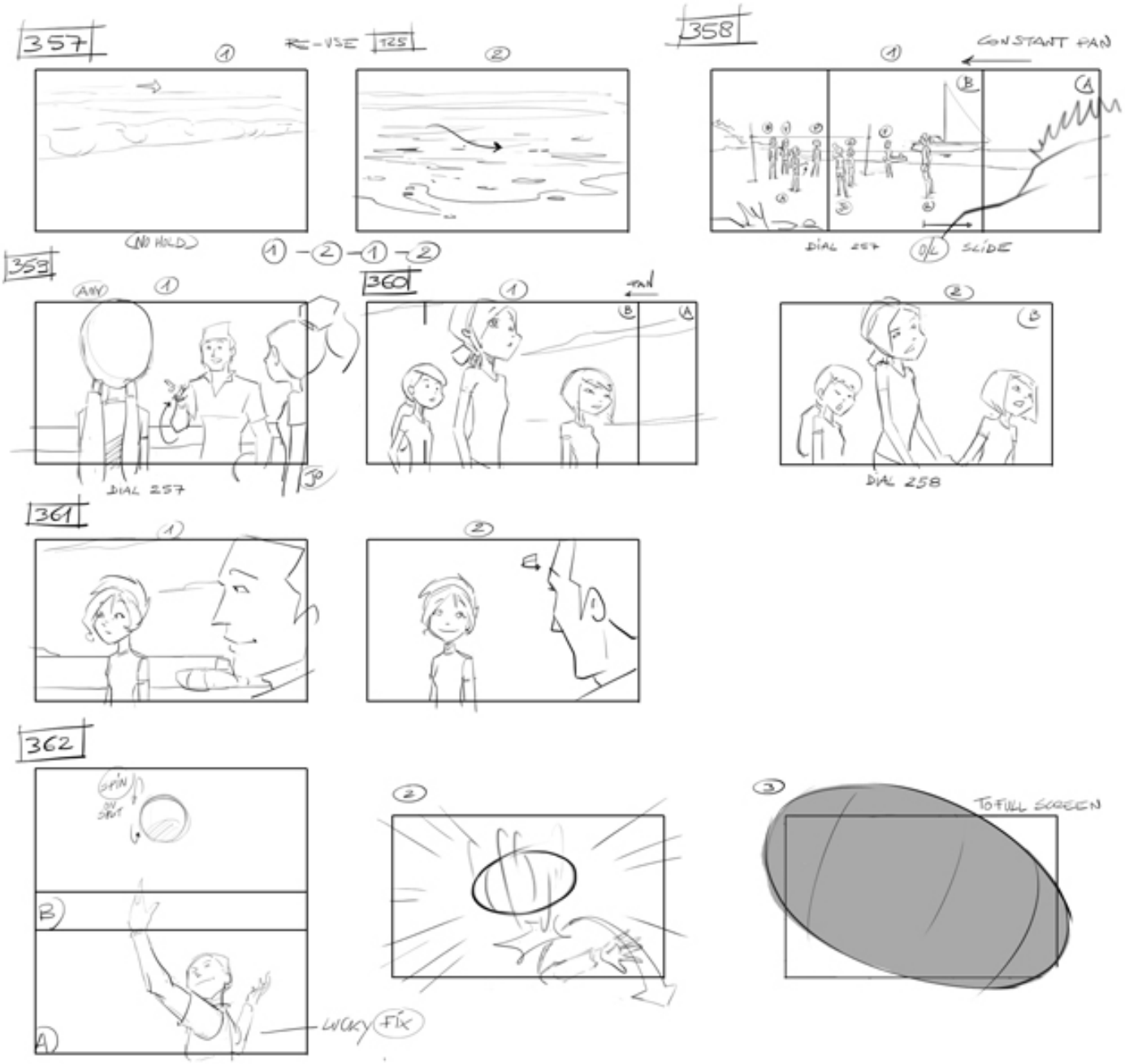
THE FLASHBACK STARTS IN THE NEXT SCENE ⇨

49. INT. SPIKERSFIELD. VETRATA PALESTRA. GIORNO 6"



50. EST. BARCA. NOTTE 6"




357
RE-USE 125
(NO HOLD)
1 - 2 - 1 - 2
358
CONSTANT PAN
DIAL 257
SLIDE
353
ANY
DIAL 257
360
PAN
DIAL 258
361
362
SPIN
LUCKY FIX
TO FULL SCREEN

FINE