

1. **Low angle WS** of empty sky
CRANE DOWN TREE TO
2. **Eye level MCU** of Chester at base of tree
3. **High angle CU** of beetle crawling next to shoe
4. **Eye level ECU** of beetle crawling next to shoe at ground level
5. **Eye level MCU** of Chester smiling down at base of tree
6. **High angle CU** of spinning shoe over beetle
7. **Eye level ECU** of Chester's shoe crushing beetle at ground level
8. **Eye level MCU** of Chester looking up, moving gum from one side of mouth to other
9. **High angle WS** of Chester standing alone on hillside
10. **Low angle MS** of Chester looking about, pulling out watch
11. **High angle OTS CU** of Chester opening pocket watch
12. **Low angle CU** of Chester shaking head, closing and tucking away watch
13. **Low angle MS** of Chester adjusting waistcoat, leaning against tree
14. **High angle WS** of Chester standing alone on hillside
15. **Low angle MS** of Chester pulling watch back out
16. **Eye level ECU** of watch face
CHESTER LOWERS THE WATCH, TRANSITIONING TO
17. **High angle WS** of Dax making his way up the hill
18. **Eye level MCU** of Chester breaking into a smile

19. **Eye level MCU** of Dax looking up at Chester
 - a. SHALLOW DEPTH OF FIELD, DAX WALKS INTO FOCUS
20. **High angle WS** of Chester and Dax standing across from each other on the hillside
21. **Low angle MS** of Chester pushing away from his tree
22. **High angle CU** of Chester's pushing jacket aside, revealing gun
23. **Low angle MCU** of Dax swallowing
24. **High angle CU** of Dax pushing jacket aside, revealing own gun
25. **Low angle MCU** of Chester turning, spitting
26. **Eye level CU** of saliva/gum hitting the ground at ground level
 - a. RACK FOCUS TO DAX IN DISTANCE
27. **Low angle MCU** of Dax looking up to Chester
28. **Low angle CU** of Chester tensing
29. **Eye level ECU** of Chester's foot twisting at ground level
30. **Low angle CU** of Dax blinking
31. **Eye level ECU** of Dax foot pushing out
 - a. SHALLOW DEPTH OF FIELD, SHOE MOVES INTO FOCUS
32. **High angle CU** of Dax readying hand over holster
33. **High angle CU** of Chester's hand twitching over gun
34. **Eye level ECU** of Dax, Chester's holstered gun in foreground
35. **Eye level ECU** of Chester's eyes

36. **Eye level ECU** of Dax's eyes
37. **Eye level WS** of Dax, Chester's feet in foreground
 - a. TRUCK LEFT TO RIGHT
38. **Eye level WS** of Chester, Dax's feet in foreground
 - a. TRUCK RIGHT TO LEFT
39. **High angle WS** of Chester and Dax stood across from each other on hillside...reaching for weapons
40. **High angle CU** of Dax drawing gun in slow motion
41. **High angle CU** of Chester raising gun in slow motion
42. **Low angle MCU** of Chester, gun arm rising in slow motion
43. **Low angle MCU** of Dax firing gun
44. **High angle WS** of Chester propelled backward, blood flying
45. **High angle MS** of Chester flying backward, shocked expression on face
46. **Low angle WS** of Dax watching as Chester hits ground
 - a. SHALLOW DEPTH OF FIELD, FOCUS STARTS ON CHESTER HITTING GROUND, RACK TO DAX LOWERING GUN
47. **High angle MS** of Dax holstering gun
48. **High angle MS** of Dax's shadow falling on Chester's body
 - a. TRACK SHADOW MOVING ACROSS EMPTY SOIL ONTO CHESTER'S BODY
49. **Low angle MS** of Dax standing over Chester's body, Chester's body in foreground
50. **High angle MS** of Dax reaching out with his foot, flipping Chester's body

51. **High angle CU** of Chester's arm spilling out, pocket watch clattering into the dirt
52. **Low angle MS** of Dax looking from Chester's body to Chester's watch, Chester's body in foreground
53. **High angle CU** of Chester's watch in the dirt
FADE TO
54. **Eye level CU** of Dax walking away into the sun