

Story Conference on

SEQUENCE 11A LODGE MEETING

Present were: George Stallings
Dick Creedon
Dick Rickard
Perce Pearce
Jaxon
Dave Hand
Larry Morey (12:00 to 12:20)

Meeting held: Wednesday, Nov. 18, 1936 11:00 to 12:20

(George went through rough continuity setup of dwarfs at meeting.)

PERCE: Before going into the sub-points under the main headings, lets discuss the main headings.

I was going to suggest a more direct treatment. First, Doc explains the plan; second, Grumpy objects - then the other dwarfs object to Grumpy's attitude. Another angle: You could have Grumpy provoke Doc into twisting his words around and during this the babbling can go on - then Doc restores order. In other words, use Doc's twisting as a comeback to top Grumpy's objections, rather than have all the dwarfs object to Grumpy's attitude.

GEORGE: Grumpy would be sort of foil in a way.

PERCE: Doc picks up Grumpy's words and gets in his mix-up speech - getting the whole thing out of hand instead of the others starting to blab.

JAXON: The others could come to the rescue of Doc, and the babble could start out of that. When Doc is in the mix-up, the other dwarfs could come in with the babbling - Doc keeps on being mixed-up and restores order to himself as well as the others.

PERCE: Grumpy says something to Doc and Doc picks it up, but twists it. The other dwarfs come in to straighten Doc out with the right word - Doc thinks he has it, but says the wrong word. It's the same pattern as MAD AS HORNETS.

DAVE: You mean they lead Doc the right word and Doc picks it up, but says the wrong word?

PERCE: Yes.

GEORGE: That double X was the suggestion that the picture could start from there.

DAVE: With some babble worked into it.

GEORGE: In other words, you could move this previous stuff right down and go right into the purpose of the meeting, but Walt has talked about confusion at the beginning.

DAVE: I was wondering if it would be in line to suggest to carry it the way Walt suggested with the babbling at the beginning, but cut out Dopey with the nut here.

PERCE: I wouldn't cut out the nut.

DAVE: I don't mean that - I mean pulling this altogether. The meeting is called - Doc getting it in order - then get the thought over about the swell time they had last night - leaving out Dopey

DAVE: trying to crack the nut - then when Doc explains the purpose of
(cont.) the meeting is the time to bring in Dopey trying to crack the
nut - Doc clunks him on the head - Doc starts the
meeting again - then Grumpy comes in.

JAXON: If we move right into the meeting, I would suggest that we open
up on a long shot in which you would establish the locale - I
think the audience should know where the dwarfs are. In this
long shot, Doc could be pounding his gavel for order.

DAVE: Do you think the sound of Dopey trying to crack nut with teeth
will be loud enough over the babble to be heard?

JAXON: No, I think we should use a different approach. We might start
this off with a long shot establishing the locale - grouping
all the dwarfs around - all talking at once - Doc is pounding
for order - Dopey is right beside Doc. We can truck or cut
to a close up of Doc and Dopey - Dopey is trying to crack nut
with teeth (not too much of it) - Dopey gives up and puts
the nut under the gavel - Doc cracks the nut for him - Doc sees
what he has done - he is annoyed with Dopey for doing that, -
for no other reason than that he is mad - he clunks Dopey on
the head and quiets everybody down. Doc could see Dopey picking
up the pieces.

DAVE: All the while the babble would have continued.

PERCE: While Doc is pounding for order, Dopey should be trying to catch
up with the mallet - finally succeeds and gets the nut cracked.

GEORGE: The audience will be waiting for Dopey to put the nut under the
mallet - should we do it right away or retard it to a later
place.

DAVE: I think it needs a build up.

JAXON: How many times, roughly, do you see the nut being cracked?

GEORGE: We only have two nuts cracked the way we have it here.

DAVE: Just as a thought - the first time we show them Dopey could stick
the nut under the mallet - the next time he puts the nut on his
head - the third time when they are thinking you can get the
sound to stand out with Dopey crunching on nut - Doc looks at
him and hits him on the doom cracking the nut.

DICK
CREEDON: I wouldn't open on much confusion - you have a long shot with
the dwarfs talking to each other in a subdued tone, and Doc
smiling, raps for order saying MEN, and just then he turns around
and gives Dopey the first clunk.

DAVE: Why?

DICK C: Because the nut is annoying Doc - then Doc goes right back into
MEN, WE HAVE TO GIVE SNOW WHITE A PRESENT - get directly into the
reason for the meeting. Then when Doc says something about present,
you start these exclamations about how swell Snow White is, etc -
then Grumpy comes in to try to spoil it all - then get into louder
confusion with the meeting really out of hand - Doc is banging
away and Dopey puts the nut under the mallet.

JAXON: I like the build up of not shooting all the thunder at once.

PERCE: I think the crunching on the nut should be saved for the thinking act.
Working from this business of the nut on the table first, then on
the head - then the crunching during the thinking. The crunching on
the nut would only be good once.

DAVE: If, during the thinking, Dopey is hit on the head with the nut in his mouth, I think it would be better if Dopey would lose the nut completely and go into a screwy thinking pose.

PERCE: If he has to chew on the nut, let him chew shell and all.

DAVE: After Dopey is bonged on head you could see some of the nut spatter from his mouth, and Dopey with a big smile could start chewing - Doc tells him to THINK.

GEORGE: Doc shushes him and tells him to THINK and Dopey could go into a big swallow - getting the sound of shells droppings.

RICKARD: You could open on the sequence with them all sitting around thinking.

DICK C: I don't like a scene to have a dead opening.

PERCE: I like the babble and pounding for order.

JAXON: In a way, I liked Creedon's suggestion of not such a big babble at first - then build up into a louder babble. Not like a fight, but just like they are all happy, too happy to pay attention for a while.

GEORGE: The first babble is the discussion of the night before; the second babble is Grumpy spoiling it - it builds up to a big babble.

DICK C: The opening where they are saying SWELL GAL, etc., do you expect the audience to hear the words?

GEORGE: I would see the words overlapping. You might hear one say WE HAD A SWELL TIME LAST NIGHT - bringing out a few lines, but not all of them.

DICK C: SWELL TIME IT WAS - GOOD SOUP.

PERCE: CAN SHE DANCE!

RICKARD: GEE! THAT WAS A SWELL STORY.

PERCE: I think the gag of Doc hitting Dopey on the head and cracking the nut that is in Dopey's mouth needs a top to it.

DAVE: I think it's a top in itself. Cut to a close up of Dopey crunching the nut, clearly planting it - truck on back - Doc takes it and reaches for gavel watching Dopey as he does so - then he clunks Dopey on the head - Dopey sits there with a big smile on his face chewing the nut that had been cracked in his teeth by the sock on head - and Doc says THINK. That is direct and doesn't need another top.

Should we follow this pattern tentatively: that generally we have a babble pattern with Doc's overlapping voice - disturbed and trying to quiet them up to the time the first nut is cracked (where Dopey puts nut under gavel and Doc bonges Dopey on the head) - meeting called to order - then the dialogue pointing toward the purpose of the meeting, with Doc trying to explain it with, perhaps, a little mixed-up speech trying to explain the purpose - then Grumpy busts in on them saying that they are trying to spoil her? Are we right on our setup, or am I being a little previous.

DICK: There is one point I am not clear on: will you have the crowd chime in while Doc is explaining the reason for the meeting, or after he is through?

- DAVE: That is a good point - Doc could say she is wonderful, and the gang can chime in and build her to something very beautiful - then have Grumpy come in. The way George has it, he has Doc starting to explain that they want to make her a present - a beautiful present - something magnificent - then I would say that while Doc is saying those things, the gang would come in and help him with SHE IS LIKE AN ANGEL FROM HEAVEN, etc., then have Grumpy bust right in on them with WAIT A MINUTE YOU FOOLS, DO YOU WANT TO SPOIL HER - then big argument starts, then the order again.
- PERCE: I think you should get the meaning in there that the dwarfs think that she is so beautiful that they want to do something for her so that she will stay.
- JAXON: I think you would build up Grumpy's objections to the following points: In the first place they are happy because Snow White is with them - they like her and want her to stay with them - they want to do something for her to show their appreciation.
- DAVE: When the meeting is called to order the first time will show that they appreciate Snow White - the second part would be that they all want to make her something nice - each fellow suggesting something bigger than the other - building it up to something magnificent - then Grumpy breaks in with YOU FOOLS, DON'T SPOIL HER - GIVE HER A MOP.
- PERCE: DO YOU WANT TO SPOIL HER - then get Doc into the mix-up comeback - then let babble start in and Dopey with nut.
- JAXON: Another thought just occurred to me - there has already been a fight whether she will stay or not - Grumpy comes in, they are all taken with Snow White and Grumpy is turned inwardly, but won't show it - first they want to make her a present to show appreciation - then they want her to stay with them, but will she? Grumpy's attitude might be expressed clearly if he said something like IF SHE IS GOING TO STAY, BE SURE NOT TO SPOIL HER.
- DAVE: After Grumpy objects to the plan, we go on where the babbling starts again - Dwarfs suggesting things to make, which of course leads into the thinking. Now, I have always felt that we ought to be careful not to have too much repetition of situations. I am suggesting to get reactions: On the first restoring of order we have the conflict with Grumpy, then the babble again - then Doc restores order, wondering what they will give her - then go right into thinking and building her a bed - and cut out the repetitious section in there. I don't see any value in the double restoring of order.
- GEORGE: Will that eliminate what they are going to give her?
- DAVE: I have combined that. The first time he gets order, he explains the purpose of the meeting - the second time he gets order, he asks for suggestions - the third time he induces them to think. I say, combine the purpose of the meeting and the asking for suggestions into one section.
- DICK C: I think it would be stronger after they say what a swell girl she is that they go right into the suggestions of making her this than that, rather than having too much dialogue on how swell she is.
- DAVE: On the opening have them saying that she is a swell girl; in the second section suggestions what they are going to make her - and in the last section WHY DON'T YOU BUILD HER A BED?
- JAXON: I had a feeling you may be going a little too direct here. I see four important points to bring out: first, you want to show that

JAXON: all the dwarfs like Snow White, but Grumpy won't show it; second, (cont.) you need to establish a reason in the audience's mind why they are going to make her a present - the fact that they like her isn't enough, there should be some simple statement that they don't want her to leave -
the purpose of the meeting is to do something for her so she won't want to leave; third, they decide to make her a present, and lastly, they decide to make her a bed. The way you have it is that the purpose of the meeting is to give her a present - I think you get into it too quickly. In other words, in one simple little part you could establish their feeling toward her and that they went to do something for her for some reason - then it would be a good idea to make her something.

DAVE: That would be my point right there that they be combined.

DICK C: I keep thinking that we know how well these dwarfs like Snow White and they are going to make her something to show their appreciation, or leave out the word appreciation - she has been nice to them - they will be nice to her - and not waste much time on SHE'S AN ANGEL, etc.

PERCE: That would just be your opening atmosphere - just in the long shot.

JAXON: It would be a good thing to just have a couple of fusses - would be plenty.

DAVE: We could use plenty of footage on them to build up personalities.