

VIDEO

1) Fade up from black to Educational Foundation logo over stylized background. Fade to black. Digital type forms on screen revealing title: *Safety Voyage #1: Preventing Slips, Trips & Falls*. Title fades out.

2) Fade up from black as Nano approaches the virtual reality simulation booth. As he enters the virtual reality chamber, an image of Sage appears on a screen in front of him. Nano picks up the headset and puts it on his head. The image of Sage appears in his headset.

ECU of Nano's finger tapping the headset microphone. PULL back to MCU as Nano's face lean forward to speak into microphone attached to his virtual reality headset.

FINAL DRAFT, 4/9/16

AUDIO

LOGO TAG MUSIC IN AND OUT.

SFX OF DIGITAL TYPE FORMING ON SCREEN.

SAGE (OC): Welcome back to the Virtual Reality Center, Nano.

NANO (OC): Hey, Sage...how's it goin'?

SAGE (OC): Fine thanks. Have a seat, put on your headset...and, let's begin.

Today, you're going on a virtual reality tour of a restaurant where things will look real... but, they're not really real. In this virtual restaurant, you'll experience different safety situations in which you'll need to react quickly.

I'll be with you throughout your journey... to guide you...and help you make the right choices.

If you make a mistake...don't worry. Since it's virtual reality, you'll get another chance to do it right.

Any questions?

FINGER TAPS HEADSET CONTROLS (SFX).

NANO (OC): No, I think I'm ready, Sage.

SAGE (OC): Good. Then, press the start button...and, prepare for the adventure.

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VIDEO

CUT to CU of Nano's finger pressing the "Start" button.

3) Fade into snowy static imagery of bad on air signal reception. Intermittently FLASH the word: "REALITY"

4) Cut to third person view of Nano as he listens and prepares himself for take-off by grasping the support rails of the virtual reality safety guards surrounding him.

5) CUT TO 1st person view inside headset as Nano launches into a travel sequence through a fictitious adventure tunnel to first adventure destination: the kitchen area of a busy foodservice facility.

Sage's image fades as voyage begins...a fast-paced montage of animated illustrations/clips representing personal safety situations mixed with contemporary, brightly colored graphics in a collage sequence unfolds. Intermittently among personal safety scenes and tunnel travel effects, the words: "REALITY" ... "REAL" ... "ACTUAL" ... "TRUE" ... "SAFETY" ... "PREVENTION" ... "PROTECTION" ... "SECURITY" ... "SAFE" ... "AWARENESS" ... "KNOWLEDGABLE" ... "ON" ... stream by to either side of Announcer's 3D perspective of the tunnel in sync with voices. Potential safety scenes include: feet slipping on greasy surface, person tripping over a box in passageway, customer

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SFX: ON AIR STATIC FADES UP FULL. CROSS FADE INTO ESCALATING TONES. BUILD INTO UPTEMPO HOUSE, HIP HOP OR WORLD BEAT MUSIC TRACK.

SAGE (VO) (*modulated, resonant*) : This is a reality check, Nano...

SAGE (OC): Your mission: Real world restaurant safety.

VOICE #1 (*mixed in behind Sage's voice*) : 5...4...3...2...1...

MIX IN OVERLAPPING VOICES THROUGHOUT OPENING SEQUENCE.

VOICE #1 (*modulated, echoing*) : Reality...

VOICE #2 (*mixed back for subliminal effect*) : The state of being real...

VOICE #3 (*mixed up full*) : What is real...

VOICE #2: ...actual...

VOICE #3: ...true...

VOICE#1 (*modulated, echoing*) : Safety...

VOICE #2 (*mixed up full*) : Preventing injuries...

VOICE #3 (*mixed back for subliminal effect*) :

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falling in front of house, radar zooming in on spill on floor, employee trying to remove an item from a store room shelf without using a ladder, customer tripping on a worn carpet in lobby - radar zoom to worn carpet area, employee falling into man-size pothole in the parking lot, etc.

The speed of the tunnel sequence slows as the words: “ENLIGHTENED”... “INFORMED”... travel by. The final word: “ALERT” pauses and flashes full screen, then zooms by to reveal hectic kitchen environment as camera moves through the environment implying that Nano has become part of the activity.

6) The camera continues as Nano’s eyes...and, we see what he’s seeing from a 1st person viewpoint. Nano moves slowly through the bustling kitchen area, spins around and is pushed aside as a co-worker hurries by from behind him. Nano follows the co-worker.

Nano looks around in a sweeping panoramic view.

As he pans across the room, he

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Protection from danger or risks...

VOICE #2: ...security...

VOICE #3: ...being safe...

VOICE#1 (modulated, echoing): Awareness...

VOICE #2 (mixed back for subliminal effect): ...Having knowledge...

VOICE #3 (mixed up full): ...switched-on...

VOICE #2: ...in the know...

VOICE #3: ...well-informed...

VOICE #2 (resonating): ...alert.

VOICE #1: You have arrived at your destination.

NANO (VO): Where am I, Sage?

SAGE (VO): Look around you, Nano... you’re working in a busy restaurant kitchen.

WORKER #1 (OC): Behind you...coming through...

NANO (VO): I can see that, Sage...but, it looks more like an obstacle course, right now. Am I in danger?

SAGE (VO): Potentially...if you don’t pay attention to what’s going on around you.

NANO (VO): Okay...what should I be looking for?

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VIDEO

pans into an ECU of the Manager on duty, who interrupts his perusal.

Nano quickens his pace and moves by the manager.

Inside his viewfinder, Sage's face appears in the center screen as Nano heads to the refrigerator.

Sage's face fades away as Nano looks down at his feet.

7) EFFECT to 3rd person view of Nano looking down at his feet. A cook, named Dart, comes out of the refrigerator with a tray of food in hand and passes by Nano.

8) CU of Nano's shoes. They are smooth soled, slip-ons that don't cover the top of his foot entirely.

9) Nano cockily accepts Dart's challenge and takes a few quick steps across the slick tile surface, but suddenly Nano loses his footing, slips, falls and slides across the floor to a stop at the feet of Dart.

10) MCU of Dart. PULL to 2-shot showing Nano at his feet. Dart walks out of frame.

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MANAGER (OC): Excuse me, Nano. There's a box of supplies in the receiving area that need to get to the grill right away. Could you please deliver it for me?

NANO (VO) to Manager : Yes ma'am.

SAGE (OC): This time, your mission is to become aware of the things around you that can cause you, your co-workers or customers to slip, trip or fall.

NANO (VO): Okay, where do I begin?

SAGE (VO): With the shoes on your feet!

NANO (VO): Huh?

SAGE (VO): You'll see.

DART (sarcastically) : Hey, nice sliders!

NANO (OC): What?

DART: Your shoes.

NANO (OC): What's wrong with my shoes.

DART: Nothing, if you're going out on the town. But, I can't wait to see you dance across these floors...

NANO (OC): No problem, man.

SFX: IMPACT OF FALL AND SLIDE.

NANO (OC): Whooooaaaaa!!

DART (chuckling and shaking his head in disbelief) : Some people just gotta learn the hard way!

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11) CU of Nano looking embarrassed.

12) Colorful WIPE EFFECT blurs the screen momentarily. The word “RESET” flashes on screen.

13) CUT back to first person view of virtual reality kitchen area... Sage appears in the viewfinder and fades out as a split screen appears showing Dart walking across the slick floor wearing proper shoes...screen left...and replay of Sage slipping and falling...screen right.

14) The viewfinder’s radar zooms to CU of the properly soled shoe that Dart is wearing.

Stylized CG: *Good Shoe*

15) Nano looks down and imagines his feet in Converse All Star-type shoes...and the shoes instantaneously appear on his feet.

A splash of hot fluid slams down on the canvas shoes causing them to melt away.

In their place, the top side of properly soled shoes (mirror sponsor’s shoes) appears showing a thick leather-like surface.

16) EFFECT back to third person view. The sequence seems to have been reset. This time Nano’s wearing the proper kind of shoes as he easily maneuvers across the slick tile surface and heads to the store room, passing Dart along

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NANO (OC): Hey Sa-a-age...help me out, here!

SFX: WHIZZING SOUND.

SAGE (OC): Fact is, Nano, wearing the right shoes at work will keep you on your feet...and off your.....(SFX: FUNNY BLEEP SOUND: HORN and BOING!)

Just make sure they’ve got skid-resistant soles with good tread. And...

NANO (VO) (*interrupting Sage*): How about my canvas shoes?

SAGE (VO): Not a good idea. Remember, you’re working around fryers and other hot fluids.

NANO (OC) (*squeels*): Ye-ouch!

SAGE (VO): You need a shoe that’s tough enough to protect your feet from hot spills...so, leave those canvas things at home and get yourself a pair of shoes with a leather-like surface.

NANO (OC): Got it! Let’s give these a try.

DART (OC): That’s more like it. Now, maybe you can get some real work done!

NANO (VO) (*over his shoulder to Dart*):

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the way.

17) EFFECT back to first person vantage point. Sage appears in Nano's viewfinder.

Sage fades away revealing a montage of clips showing setting up different environments and situations in which slips, trips and falls could happen (i.e. a greasy floor situation, an uneven walkway, a customer tripping on carpeting, a slip on a wet kitchen surface, and a trip in a cluttered store room.)

18) Nano's viewfinder radar zooms in to CU of a spill containing debris from a piece of fried food as well as a wet condiment. Stylized CG slams in over image and intermittently flashes: *DANGER*

19) Nano begins to sweep the debris into a dustpan...then pulls a mop and bucket into frame to cleanse the area removing greasy residue.

20) Third person view of Nano with his virtual headset on. CUT to first person view inside headset as Sage fades away and Nano conjures multiple images of himself. Sage's face dissolves in center screen....and, the cloned Nano faces fade away.

21) Third person view showing Nano as he finishes mopping the lobby floor and starts to walk away just as a female customer walks across the wet surface.

AUDIO

As if...

NANO (VO)(to Sage): Okay, Sage, now I'm really ready for action!

SAGE (OC): Good. Let's get to work...

Slips, trips and falls can happen virtually anywhere, anytime, Nano....inside... outside...the serving area...the kitchen...even in the store room.

While you're working, you should be on the lookout for ways to prevent slips, trips and falls from happening in all of these places.

NANO (VO): You mean, cleaning up a spill, like this, before somebody has an accident?

SAGE (VO): That's right.

NANO (OC): That's easy...I can do that. But, you do understand that I'm only one guy...and, I can't be "everywhere" at once.

SAGE (OC): We realize that, Nano.

NANO (VO): So, what do you expect me to do, clone myself?

SAGE (OC): Well, that would be one way to handle it...but, in the real world, that's not what we expect from you at all.

NANO (VO): What then?

SAGE (OC): Just think ahead, be observant and pay attention to details...like here and now...

NANO (VO): Huh?

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The woman slips and slides on the wet floor...grabs Nano's arm to steady herself and both slide into the wall, teetering like pins in a bowling alley lane, then falling to the floor.

22) CU of Nano's face with stars spinning around his head. PULL BACK as arms of pin resetter pick both Nano and the customer up and reverse the scene action that just happened to imply resetting the stage for a reenactment.

23) A "Wet Floor" sign pops into frame and Nano places it on the floor before he begins mopping. While he's mopping, the woman starts to walk across the wet floor, without looking at the sign. Nano draws her attention to the wet surface and the signage and points toward a dry surface area as an alternate route. A secondary character, walking behind the woman...also acknowledges the sign and walks around the wet surface area.

24) CUT TO first person view of scene from within Nano's headset viewfinder. Sage appears in foreground with wet floor scenario behind him.

25) EFFECT TO first person view of exterior parking lot setting as

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NANO (under his breath): Oh man... can't she see I just mopped the floor?

NANO (OC): Hey, watch out, lady...the floor is....

WOMAN: Oops!

NANO (OC): ...w-e-e-et!

SFX: BOWLING PINS FALLING AFTER A STRIKE.

SAGE (VO): Stee-rike!

NANO (VO): Ouch!

SFX: BOWLING PIN RESET.

SAGE (VO): Try again, Nano. Cleaning up food, water or grease spills when you see them...is the right thing to do. But...you should always remember to put a "Wet Floor" sign down as soon as you find a spill...so people know to avoid that spot.

NANO (OC) (to Sage): Okay Sage...I get your drift. Check this out...

(to Woman): Excuse me, ma'am...the floor is wet where you're walking. I just finished mopping there. You'll want to go this way.

WOMAN (OC): Thank you.

SAGE (OC): Nicely handled! Now that you're catching on, let's see how you do at identifying some other potential safety hazards in and around the restaurant.

NANO (VO): No problem. I'm on a roll now!

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Nano walks across the lot scanning a panoramic view. Suddenly, the image drops straight down into darkness.

26) Third person view CU of Nano's eyes inside a deep pothole. He begins to climb out of the pothole and brush himself off. PULL BACK TO MS.

27) CUT to first person view inside Nano's headset viewfinder. Radar scans and zooms into pothole and cracked pavement areas in the parking lot and on the sidewalk leading to the restaurant.

28) Sage appears in Nano's headset viewfinder with parking lot scene behind him. Pop in safety cones where potholes and cracks were scanned. Stylized CG: *"Tell A Manager"* dances over background imagery and subtext: *Potholes, Cracked Pavement*

29) First person view of lobby area. Sage appears on screen like Alex the "Jeopardy" game host with a panel board next to him with panels labelled, *"Slippery When Wet"* *"Mother Nature."*

30) DISSOLVE to Sage and the panel of choices. ZOOM in to *"Slippery When Wet"* panel as it rotates to reveal a sequence of images conotating torn mats in dish washing area, worn mats in front of house, missing entry mats over tile surfaces.

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Everything looks cool out here. Hey-ey-yyy!

SFX: HITTING BOTTOM OF BARREL.

NANO (OC): I guess I didn't see this hole! Somebody should take care of this before someone...like me...gets hurt.

SAGE (VO): You're right! Potholes and cracks in the pavement can cause some pretty serious problems if they're not identified and taken care of.

NANO (VO): Yeah...but, it's not my job to fix them!

SAGE (OC): You don't have to, Nano. The point is...when you spot a problem that's a potential safety hazard...even if it's something out of your control...make a manager aware of it. That's all we're asking.

NANO (OC): Okay...so, what else falls into the category of "things I should report even if they're out-of-my-control?"

SAGE (OC): Well Nano...let's see if you can tell me. I'll give you some clues...

NANO (VO): Okay...I'll take "Slippery When Wet" for 100, please.

SFX: PANEL TURNING.

SAGE (OC): If torn, worn...or missing, these two coverings make it difficult to keep your feet on the ground when floors are slick or wet.

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31) Third person view of Nano pressing button on side of headset, then responding.

32) First person view inside Nano's headset showing as Sage appears over worn mat scene...emphasizing "two" floor coverings.

Stylized CG: *"Tell A Manager"* dances on screen over subtext: *Torn Mats, Worn Mats, Missing Mats*

Background DISSOLVES back to Jeopardy panel...where *"Slippery When Wet"* has been replaced with a \$100 marker...leaving *"Mother Nature"* as the final panel choice. ZOOM IN as the *"Mother Nature"* panel rotates to reveal *"Double or Nothing"* marker. Marker slides away to reveal snow storm scene and a customer trying to make her way to the store entrance. As she treks through the snow, she steps on a patch of snow-covered ice and slips and falls face forward into snow bank stacked beside sidewalk. CUT TO scene showing customer running across lot in the rain to entrance...slipping in a puddle of water on the wet pavement while on the way.

Stylized CG: *"Tell A Manager"* dances over subtext: *Bad Weather Hazards*

33) EFFECT to stairway setting as Nano moves up the stairs with

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SFX: DING OF NANO'S ANSWER BUTTON.

NANO (VO): What are floor mats...

SFX: INCORRECT ANSWER BUZZ.

SAGE (OC): Half right...10 seconds to try again...hint: two floor coverings...

NANO (VO): What are floor mats and carpeting?

SFX: DING, DING, DING. APPLAUSE.

SAGE (OC): Next round.

NANO (VO): "Mother Nature" for 200, please.

SFX: DAILY DOUBLE BELLS, WHISTLES, DINGS.

SAGE (OC): Answer this correctly, Nano, and we'll move on to the final safety rounds.

JEOPARDY MUSIC BEGINS UNDER.

SAGE (VO): When stuff like this blows into town, parking lots and sidewalks can become treacherous.

SFX: DING OF NANO'S ANSWER BUTTON INTERRUPTS SAGE.

NANO (VO): What are bad weather conditions?

SFX: DAILY DOUBLE BELLS, WHISTLES, DINGS.

SAGE (OC): Very good, Nano. And, who

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a box of four large pickle jars in his hands. Image of Sage remains in viewfinder.

Nano turns the corner and begins to climb a short staircase...when the Manager's head pops into frame at the top of the stairs.

Nano quickens his pace up the stairs.

Near the top of the stairs, Nano trips on a small box that's in the way on a top step, but regains his footing, turns the corner at the top of the stairs, and rushing through the aisle toward the kitchen area. The box he's carrying blocks his view of an open cabinet door that's obstructing the aisle near the floor. He trips and falls, sliding like a baseball player coming into home plate. The box of pickles fly everywhere, shattering around him on the floor.

A solitary jar lid lands on its rim and spins and teeters to a stop at the feet of the manager.

34) CU of Manager leaning down like an umpire over the top of Nano's body.

35) CU of Nano's disoriented face looking up at the manager.

36) The manager's face morphs into Sage's face from the first person view inside Nano's headset

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should you report all of these types of hazards to?

NANO (VO) (to Sage): A manager...so he or she can decide how to handle the situation.

SAGE (OC): That's right...

MANAGER (OC): Nano, once you deliver those supplies...we could use your help up front, please.

NANO (VO) (to Manager): Sure...right away!

NANO (OC): (*hurried and breathing heavily as he rushes through aisle*) Coming through...behind you...

SAGE (OC): But remember, for every hazard you need to report to a manager...there's one you can take care of yourself...like the one you're about to....

NANO (OC): Whoooooaa!

SAGE (VO): ...experience!

SFX: CRASH, SLIDE, BANG, BOOM...PLATE SPINNING TO A STOP ON THE GROUND IN FRONT OF THE MANAGER'S FEET.

MANAGER (OC): Are you okay?

NANO (OC): Yeah...but, did I score?

SAGE (OC): No, Nano, I'm afraid you struck out on this run.

NANO (VO): I don't get it...I could've sworn I

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viewfinder.

37) CU of Nano scratching his head.

38) EFFECT back to reenactment of Nano's supply run. For impact, play at double speed.

39) EFFECT TO enactment showing Nano moving at slower speed, moving box out of stairwell... noticing the open cabinet door...and closing it as he moves past it.

40) Sage appears on screen in Nano's headset viewfinder. Behind him, another character moves the box from the stairway. DISSOLVE TO panoramic view of a tidy restaurant environment with aisles and passageways free from obstacles.

Sage's image dissolves back in over orderly restaurant scene. Stylized CG: *"Tell A Manager"* dances in background.

41) EFFECT to setting in kitchen where a shelving unit houses supplies. Nano is facing the

AUDIO

was safe.

SAGE (OC): Remember what I was saying about hazards you could take care of yourself?

NANO (VO): Yeah, but...

SAGE (OC): Let's revisit your supply run.

(VO): You were so busy rushing...you forgot to think about your own safety. Hurrying is not a safe practice no matter how busy the restaurant gets.

NANO (VO): I know, but...

SAGE (VO): The stairwell isn't the place to store anything, Nano...and doors and cabinet drawers should never be left open. They're the kinds of things that can trip you up and cause you to fall.

NANO (VO): I see your point, Sage...but, it's not my fault those things were in my way!

SAGE (OC): It doesn't matter who's at fault. When it comes to moving a box...or closing a door or cabinet that's blocking a passageway...it just takes a few seconds to make the place safer for everyone.

And, if you're too busy to handle the problem on your own right away...finish your task, then take care of it...ask one of your co-workers to help out...or...

NANO (VO): I know...tell a manager about it.

SAGE (OC): You got it! Now, here's your final challenge, Nano. Using your own common sense, show me the safest way to

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shelves, standing next to a rolling cart reviewing his options. Sage's image fades away as Nano's headset radar zooms in to top shelf where a box of cup lids exists.

42) CUT TO third person view as Nano starts to step up on lower shelf, then steps back down. Nano points to the cart and takes on a surfer pose pretending to be atop the cart.

Nano moves to ladder and brings it over next to the shelving unit.

Nano demonstrates the correct way to use a ladder.

43) First person view inside headset viewfinder showing ladder stacked on top of a box on the floor. a foot begins to climb and the ladder slips, causing the character to tumble and fall along with the ladder.

44) CU of large, heavy box on a middle or lower shelf. Stylized CG: *Heavy Load* flashes over image.

45) Third person view as Nano invites Dart to help him lift the

AUDIO

remove that box of from the upper shelf.

NANO (OC): Well, a box of cup lids is fairly lightweight, so I could just step on this shelf...and pull it off.

SAGE (VO): Or...

NANO (OC): Or, I could stand on that cart and surf across to the shelf...

SAGE (VO): But...

NANO (OC): But, I won't.

SAGE (VO): Because...

NANO (OC): The smart thing to do to avoid slipping and falling would be to use this ladder.

SAGE (VO): That's right. Many accidents happen when you're goofing off and not thinking about safety. So, leave the horseplay at home. Now, can you show me the correct way to use the ladder?

NANO (OC): Sure. First, you need to set it up properly. Then, use the lower rungs to climb up and reach the box. Right?

SAGE (VO): Very good, Nano. Would you ever stack the ladder on top of a box on the floor to get even higher?

NANO (OC): I'm not that crazy, Sage!

SAGE (VO): And, what if you had to lift something that's really heavy?

NANO (OC): Watch. I'll show you what I'd do...

VIDEO

heavy item onto a cart.

46) First person view inside Nano's headset as Dart and Nano pass a hand washing station. Stylized CG flashes: *Food Safety Alert*

47) EFFECT into first person view of adventure tunnel as Nano begins to travel back to the real world. Sage appears full screen.

Sage's image fades away as voyage begins...and a fast-paced montage of recapping images reinforces the key messages of the program. Image of right kind of shoes flies by...followed by image of Nano mopping up spill... followed by CU of of "Wet Floor" warning sign...followed by Nano falling into the pothole... followed by CU of cracked sidewalk...followed by worn mat CU...followed by wet, rainy parking lot shot...followed by panaramic

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(to Dart) : Hey, Dart...can you give me a hand with this.

DART (OC): Sure.

NANO (OC): Thanks.

DART (OC): No problem...let's get back to work.

SFX: SIREN SOUNDING.

SAGE (OC): Before you return to any food station, aren't you forgetting one very important thing to do?

NANO (OC): Hold on, Dart. We'd better wash our hands first.

DART (OC): Good call!

SAGE (OC): So, you see, Nano, being safe at work isn't so hard after all...if you use your head and you're aware of how to prevent slips, trips or falls from happening.

MUSIC FADES UP: ESCALATING TONES BUILD INTO UPTEMPO HOUSE, HIP HOP OR WORLD BEAT. MIX IN OVERLAPPING VOICES THROUGHOUT CLOSING SEQUENCE.

VOICE #1 (modulated) : Wear the right kind of shoes.

VOICE #2 (mixed up full) : Clean up spills right away...

VOICE #3: Use "Wet Floor" warning signs.

VOICE #1: Report problems to a manager.

VOICE #2 (mixed back for subminal effect.) :

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view of tidy passageway...

Stylized CG: *Think Safety*
dances full frame. DISSOLVE
IN CU of Sage.

48) Third person view of Nano
in virtual reality safety area.

49) First person view inside
Nano's virtual reality headset
as Sage fades away. Stylized
CG: *The End of Voyage #1*.

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Potholes..

VOICE #3: Cracked pavement...

VOICE #1: Floor mats and carpeting...

VOICE #2 (mixed up full): Bad weather...

VOICE #3: Slow down...

VOICE #1: Keep aisles and stairwells
clear...

VOICE #2 (resonating): Think about safety!

VOICE #3: No horseplay...

SAGE (OC): And, one more thing worth
repeating: you're working with food...so,
no matter what...always wash your hands
before returning to your work station to
handle it!

Your safety, your co-workers' safety,
customers' safety and food safety...put it all
together, and...

NANO (OC): I think I have the recipe for
a safe day on the job!

VOICE #1 (resonating): Welcome back to
the real world.

SFX: LANDING GEAR.

SAGE (OC): You said it, Nano. Now, get
back to work...and don't forget what you've
learned.

Good luck. I'll see you next time.

MUSIC UP FULL.

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Fade to black.

50) Roll disclaimer over black:

“The information presented in this video has been compiled from sources and documents believed to be reliable and represents the best professional judgment of the Educational Foundation of the National Restaurant Association. However, the accuracy of the information presented is not guaranteed nor is any responsibility assumed or implied by the Educational Foundation of the National Restaurant Association for any damage or loss resulting from inaccuracies or omissions.”

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ANNOUNCER #1 (in sync with scroll):

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