



**COSGROVE HALL
FITZPATRICK**
ENTERTAINMENT

MANCHESTER

Towers Business Park, Didsbury,
Manchester M20 2SL
Tel: +44 (0) 845 512 0821

LONDON

Norfolk House, 6th Floor,
30 Charles II Street, St. James's,
London SW1Y 4AE | Tel: +44 (0) 845 512 0821
www.chfentertainment.com

NEW YORK

207 Front Street, South Street,
Seaport, New York, NY 10038
Tel: +1 (212) 965-8999



**COSGROVE HALL
FITZPATRICK**
ENTERTAINMENT

presents the

Pip!



Writer's Bible

An informative guide for writers

Please note that images of characters are current designs and may change as they are adapted for the animation process.



Created by Charlie Ward.

Co-Created and Adapted for Television by CHF Entertainment

Copyright Information

The Pip! trademark has been applied for in all major markets and the "© Cosgrove Hall Fitzpatrick" symbol should be included on any Pip! representation.

CHFPIP-WG-1.013(V1)

Pip!



Writer's Bible
An informative guide for writers

Pip!

Pip! Writer's Bible

In a nutshell

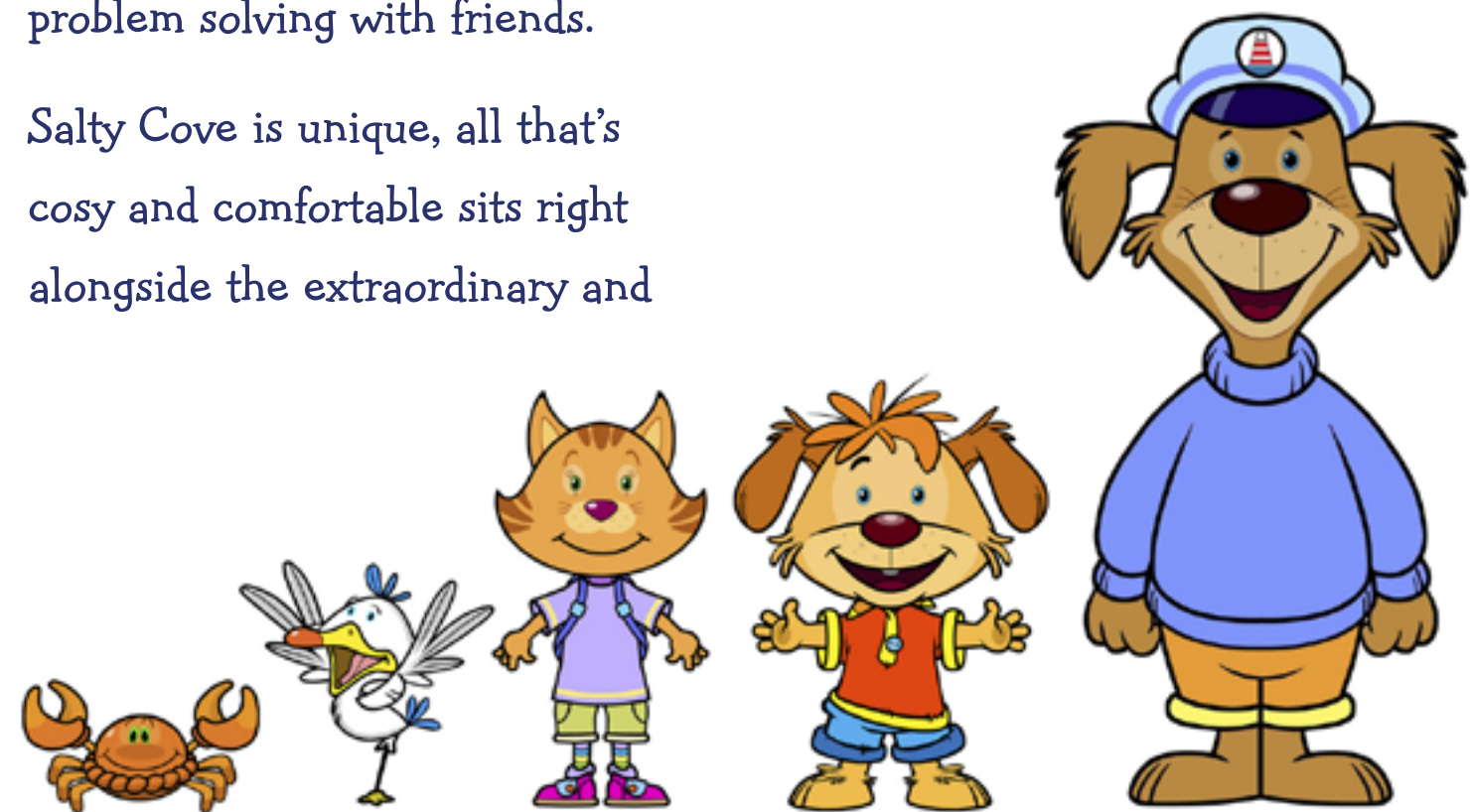
Pip! is the ultimate fantasy of freedom and fun for under-5s.

Pip is the curious, confident and creative puppy at the heart of this show – he has free reign of Salty Cove, a perfect seaside town, where everyone knows him and his reputation for saving the day! His curiosity and can-do attitude is the catalyst for the show's key themes of discovery, daring and problem solving with friends.

Salty Cove is unique, all that's cosy and comfortable sits right alongside the extraordinary and

absurd, giving Pip and his friends the freedom to roam in a place where adventure is promised but safety assured.

Though rescue and problem solving are usually at the heart of every mission, the tone remains warm, boisterous, silly and fun – reflecting the good-humoured and effervescent hubbub you expect in a seaside town.



The show

- Pip tries to make sense of the ever-surprising world he lives in by getting to the heart of every new situation he encounters. Alba is always in tow and they're usually joined by Pasty, Hopper and Uncle Skipper.
- Story themes are both gentle and daring with COMEDY being the connective thread.
- Dynamic of core characters: Pip is our hero, he unites the gang and moves adventure forward, he always has a suggestion for what they 'should do'. Alba is supportive – she gives comment and alternative perspectives, Pasty is a fixer and 'do-er', Hopper is a comedian and satirical commentator, Uncle Skipper is safety and experience with a good dose of silliness/mischief.
- Uncle Skipper is always story host – welcoming us to Salty Cove, leading us to the start of our story and tying it neatly together at the end. This does not mean he needs to be excluded from action in the story. Skipper usually starts and ends the episode with a silly sea shanty; the songs should try to make brief reference to an event in the episode.
- The setting is a small seaside town with harbour, boatyard, lighthouse, stores, playground, train station, etc. – the sea (both above and below) and its islands are also part of the landscape. What makes Salty Cove different from any other town is its scope for new adventures. Big ones, small ones, funny ones, mythical ones, magical ones...
- Pip is a confident character that dives straight into the excitement of adventure and gradually comes to understand its context, the bigger picture or how it affects others. Stories focus on new discoveries – the unknown becomes familiar. In Pip and Alba's quest for knowledge, new light is shed upon best guesses. Pip is always the hero – it is his influence or action that saves the day or shapes the story, occasionally unwittingly.



Characters

Pip – 5 years old (puppy)

Pip is the perfect puppy playmate – adventurous, generous, gregarious, a little bit mischievous and always on the look out for new opportunities to play and have fun! He loves the town he lives in and can't imagine there's anywhere better in the whole wide world, it suits him perfectly.

Pip loves to make new friends and delights in how they do things differently. He likes coming up with grand plans, helping Uncle Skipper at the boatyard, joking around with Hopper and sharing all of the twists and turns with his very best friend, Alba.

You'll sometimes see Pip with his Scopey Eye, the small telescope Uncle Skipper gave to him; it comes in handy on an adventure! Pip really admires his Uncle

Skipper and is often heard using Skipper's catchphrases and sayings. He has his own though – "I spy with my Scopey Eye...!"

When Pip has a plan, he just has to tell Alba first! No amount of zeal makes up for the fun of sharing an idea with his best buddy and winning her approval or hearing her challenge.



Characters (continued)

Alba – 4 years old (kitten)

Alba is four going on five, she likes being a good friend and making Pip laugh but she can be a bit bossy and is known to stamp her foot from time to time. Her four year old's logic makes her quite direct, mix this with her vivid imagination and you find Alba making some very sweet and funny assertions.

Alba is quite impressed by Pip, she thinks he makes the world a fun place to be but she wouldn't want him to know it as she considers herself to be more grown up.

She definitely has a silly streak because she

loves hiding and then jumping out on people. She also collects things in her scrapbook, which she keeps in her backpack – it's great looking back over their adventures.



Characters (continued)

Skipper (dog)

Or Uncle Skipper to Pip is the Lighthouse Keeper of Salty Cove – an old salty sea dog full of useful and useless information about life by the sea.

He is a pillar of the Salty Cove community – kind, gentle and wise but he's never lost touch with his inner child and frequently reveals an appetite for fun and mischief.

Pip and Alba treasure the time they get to spend with him, they like the privilege of helping out with lighthouse duties but most of all they love to hear his wild and wonderful stories about his own encounters in the Cove, especially when he exclaims 'salty shellfish!' producing fits of giggles from the pair!

Skipper loves a silly saying – here are a few of them:

Salty shellfish!

Well buckle me barnacles!

Kipper n flippers!

Foyster me oyster!

Skipper is a great storyteller for our audience too; he sees everything from his lighthouse so he's the perfect narrator to share Pip's encounters with us.

It's also worth knowing that Skipper has a hidden talent for baking and thinks he has enough recipes to release his own 'Keeper's Cookbook' one day!



Characters (continued)

Hopper (seagull)

Hopper is Salty Cove's class clown – a rather loud and confident one-legged seagull. His leg? He says he doesn't know where he lost it but one day he knows he'll find it and then watch him go!

He is the older child of the group, interacting with Pip and Alba as younger siblings. He's quite nosey and rambunctious so he'll often arrive on the scene to see what Pip is up to – he likes to crack a joke and tease them and is usually the one laughing the loudest at it.

Hopper thinks the non-fliers have a lot to learn from him, he grandly pronounces all kinds of 'facts', which are often as randomly cobbled together as flotsam and jetsam! Pip and Alba will challenge them from time to time and he may quietly give in... or change the subject!



It's certainly handy to have Hopper on your adventure as wings are very clever things but he's not the bravest of gulls (he's scared of heights!). Telling a joke is his secret weapon of distraction whenever he gets a bit nervous or jumpy.

Characters (continued)

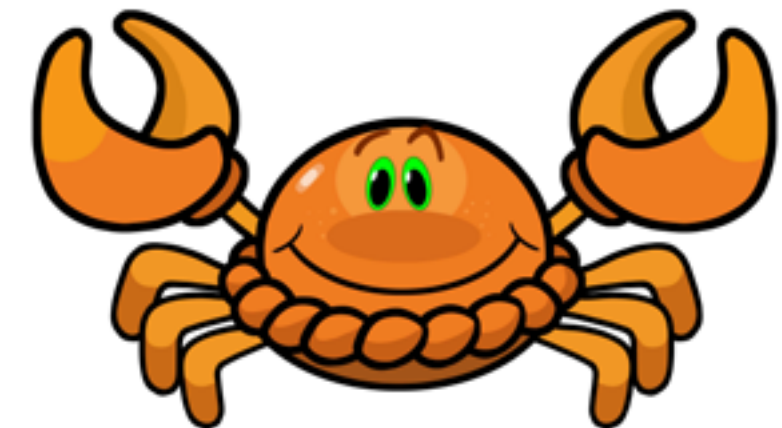
Pasty (crab)

Pasty is the quietest of Pip's friends, an unassuming 'don't mind me' sort of fella. He loves to be helpful and though he's not a big talker, when he does, it's a practical and honest nugget of wisdom to be cherished.

He is the strong silent action hero in any situation and often surprises the gang with a hidden talent they'd never suspected.

Pasty lives in an old upturned boat, a little house of his own making, beneath which he collects all kinds of odds and ends that he finds on the beach. Something always comes in handy on an adventure and his claws are his very own personal toolkit!

Being a sideways walker can have funny consequences – he often bumps into people and things so he's always ready with a 'oops sorry'!



Characters (continued)

The Squiblets (limpets)

The Squiblets are a cluster of Singing Shells attached to the harbour wall at Salty Cove.

They love to sing little songs about the day's event, like little court jesters, they are all-knowing and fond of riddles. It's funny to watch them muddle their way through a melody when the waves soak them. If only we all had Squiblets in our lives to share a song and sing-along.



Characters (continued)

Aunty Twitcher

Aunty Twitcher is a cat. She runs Twitcher's Taxi in Salty Cove; and is a friendly and slightly nutty old dear who's fond of bird spotting. Being a slightly flirtatious companion to Skipper, she is also Aunty to Alba.



Characters (continued)

Professor Evie

Professor Evie the meerkat is Salty Cove's answer to Jacques Cousteau! She is fascinated by all things underwater, and is idolised by Alba for being so clever. She's also the owner of a large deep sea sub, and spends her time logging details of unusual sea creatures.



Characters (continued)

Meryl the Mermaid

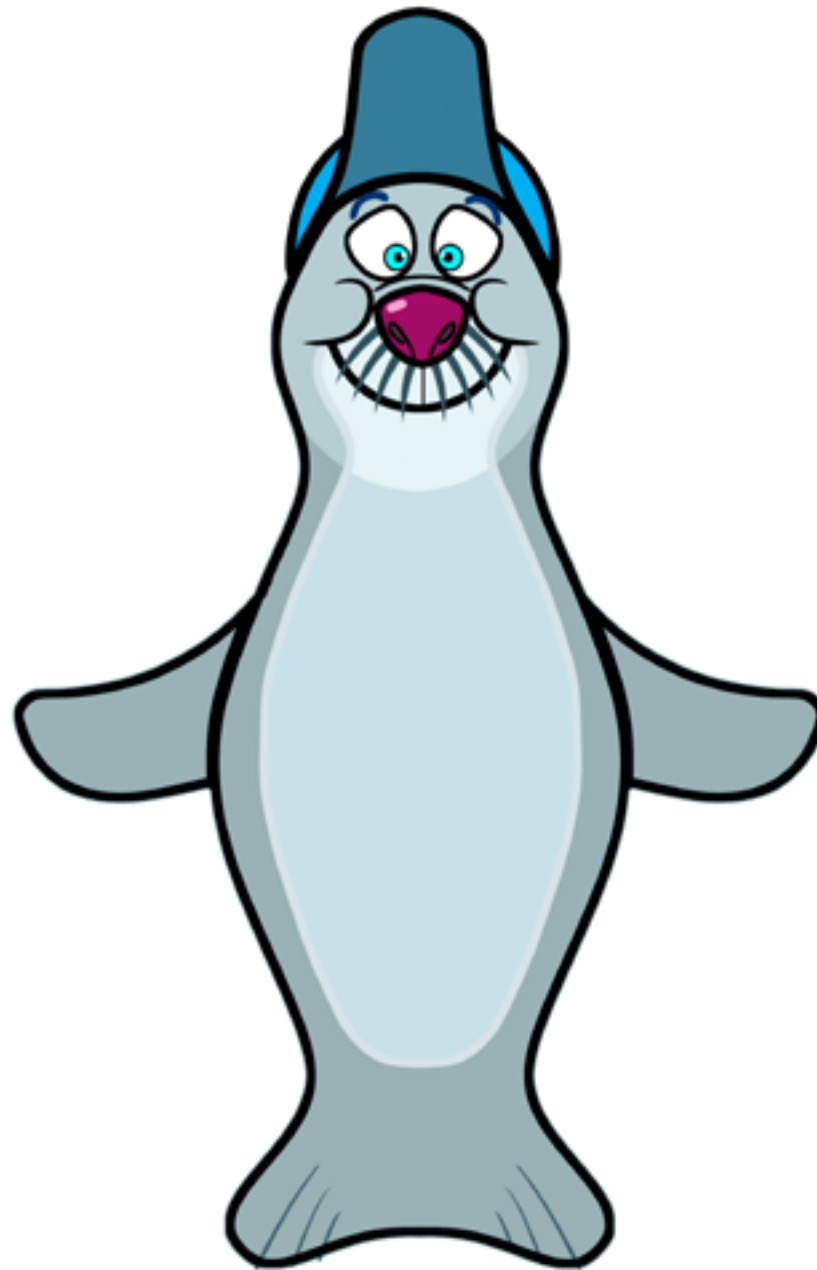
Meryl the Mermaid is half fish, half puppy and what you'd affectionately term a 'girl's girl'. She is a somewhat theatrical character. When she is happy, she is very, very happy but she is also quick to worry, prone to thinking she's in trouble and cries somewhat loudly and dramatically.



Characters (continued)

Jonesy

Jonesy the seal lives out at sea. He's friendly and pragmatic and pops up from time to time.



Characters (continued)

Mr Morris

A big green parrot with a booming voice. He drives the Bubble Train. "All ABOOOOAAAARRRRRD!" "MIIIIINNND THE GAP!"



Other characters (order of screen time so far)

Mice Pirates

The three rascals of the show: Cap'n Bilge is number one, he's the bossy vocal captain of the ship; Trelawney is his easy to please deputy; and then there's Number Three, who rarely speaks but when he does has a VERY deep voice. Their ship is a large galleon, which operates by clockwork using a very large key. When not sailing or up to their tricks, you'll often spot them eating cheesecake and pizza.

Cap'n Bilge



Trelawney



Number Three



Other characters (order of screen time so far) (cont.)

Alan

Alan is essentially quiet but also an easily excited, little penguin, who likes bouncing around. Enthusiasm often gets him into trouble. He's around the same age as Pip and Alba.



Other characters (order of screen time so far)

The Rocktopus

Everyone's favourite rock star – he's laid back, uber-loud and super cool. In his band, who just happen to play at the bottom of the sea, you'll see a guitar playing lobster, a large fish who's a dab hand with the double bass, two fish saxophonists and a sea turtle who runs about on a keyboard, as well as Rocktopus on his big drum set. The Squiblets are also known to turn up as his backing singers.



Other characters (order of screen time so far) (cont.)

The Puffins

Utterly bonkers, the puffins think as a collective and call one another 'Puff'! They live on Puffin Island, a large rock out to sea.



Other characters (order of screen time so far)

Albert Ross

Albert Ross, as his name suggests, is a sun-loving albatross. Not keen on flying, he spends his time incognito but you might just catch him on the beach or hopping into Twitcher's Taxi. There's even a rumour that he's ex-Secret Service!



Incidental appearances (so far)

Mrs Finn

Owner of Finn's Fruit Cabin; amiable; motherly; on children's side. (Mice Pirates)



Daddy Snail and family

Bossy dad snail Norman and his wife Doreen dote on their son Aubrey. "Nothing but the best for our Aubrey!" (Mice Pirates)



Madame Éclair

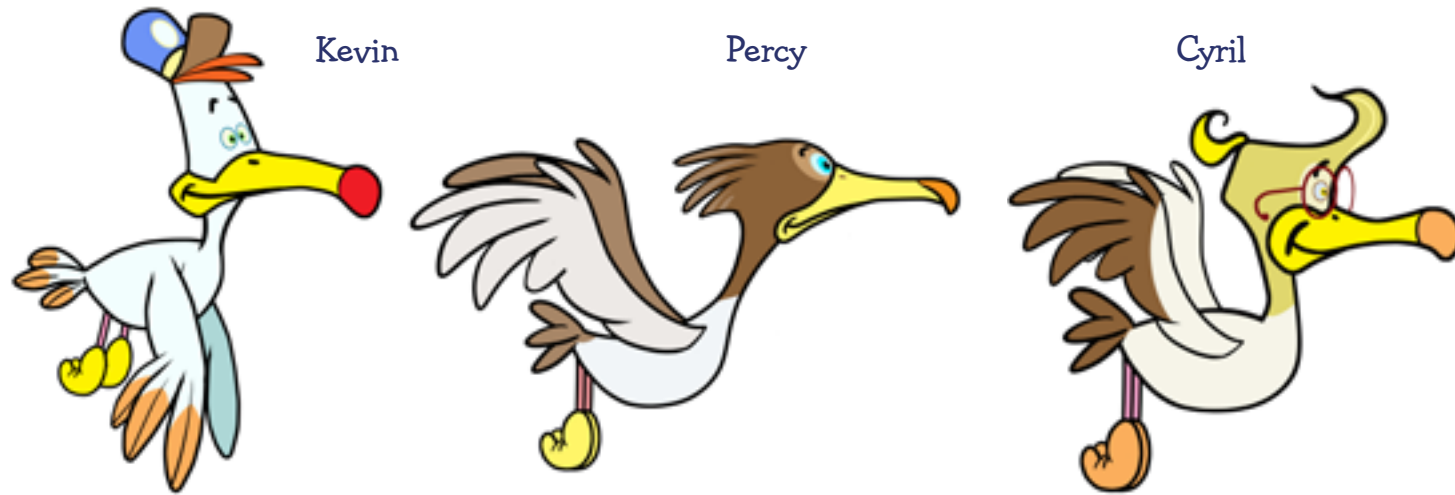
French poodle who runs the cake shop; speaks French. (Mice Pirates)



Incidental appearances (so far) (cont.)

Kevin, Percy and Cyril

Hopper's old seagull friends who don't see much of him due to his lack of flying! (Snooze Cruise)



Mrs B and Boris

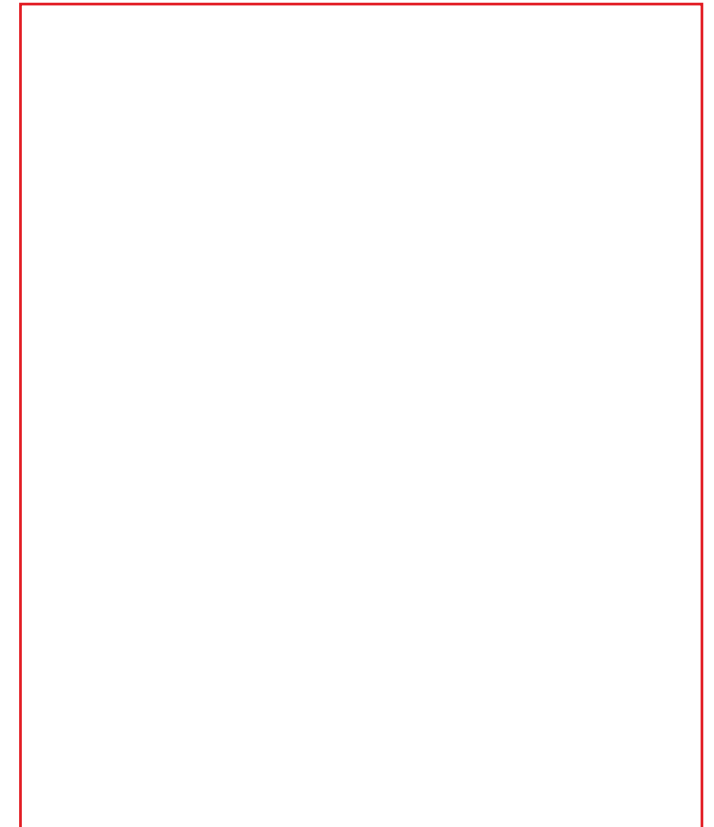
The town busy-body and her son, who's usually in a pushchair. (Mice Pirates)



Incidental appearances (so far) (cont.)

2 x Flying fish

A couple of playful fish out at sea who don't like doing their homework. (Snooze Cruise)



Guillemots

Spotted at sea by Twitcher. They are all the same and look as if they have dipped their heads in chocolate. (Mr Albert Ross)



Locations

- Lighthouse – interior



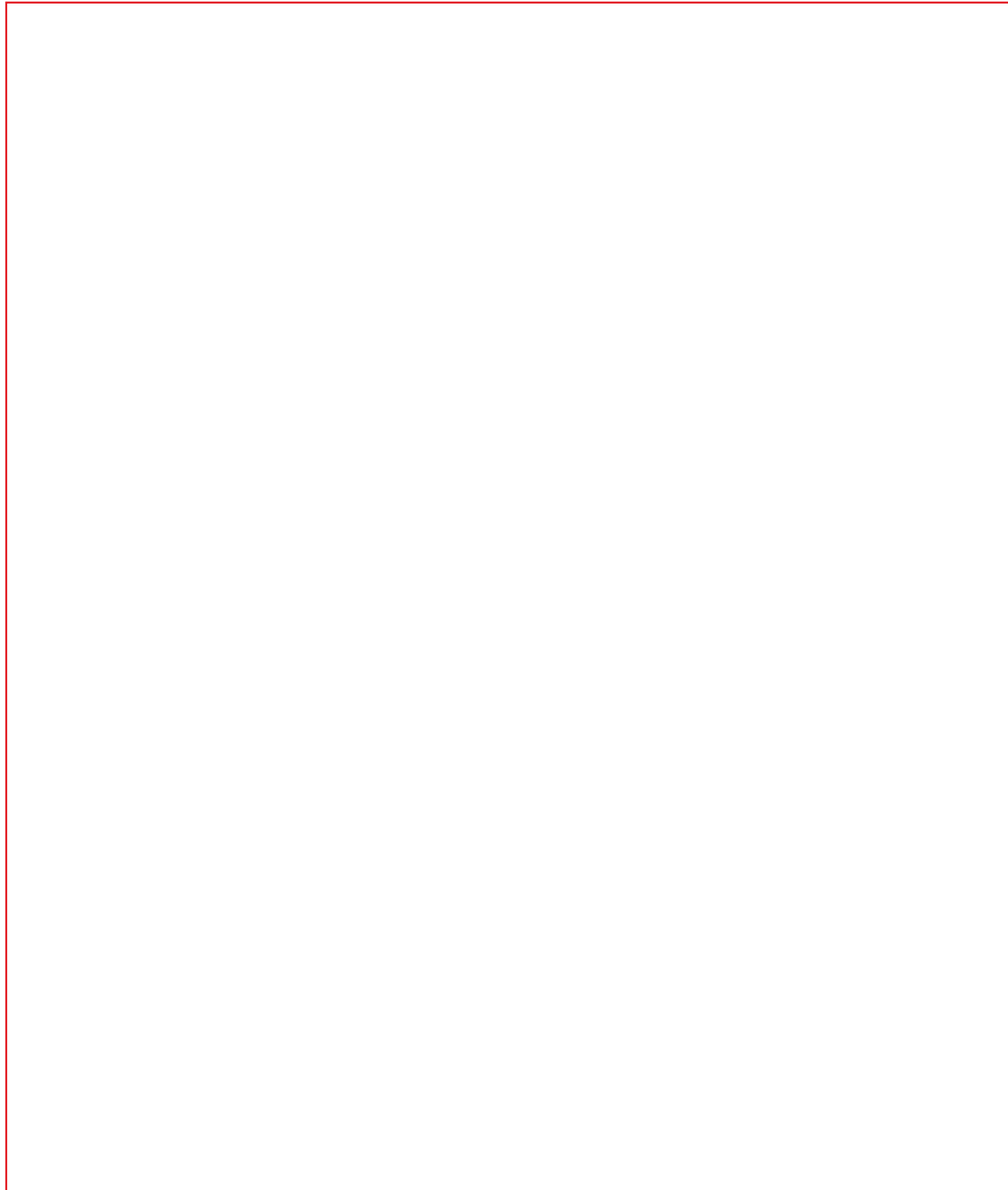
Locations (cont.)

- Lighthouse – exterior



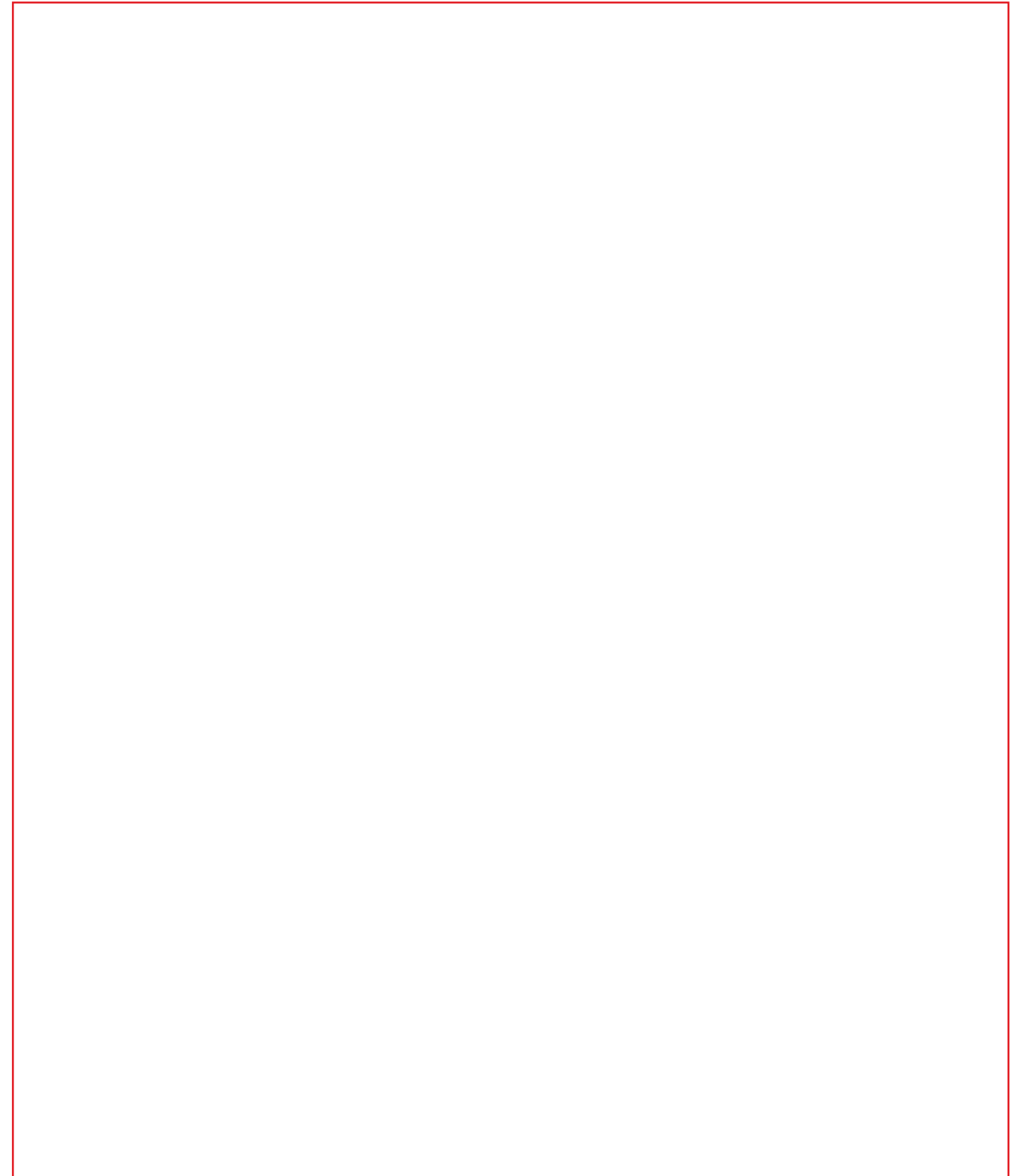
Locations (cont.)

- Pasty's House – exterior



Locations (cont.)

- Salty Point (rock at sea)



Locations (cont.)

- The Cavern (underwater theatre). This is the underwater cavern where the Rocktopus performs his famous concerts.



Locations (cont.)

- Playground



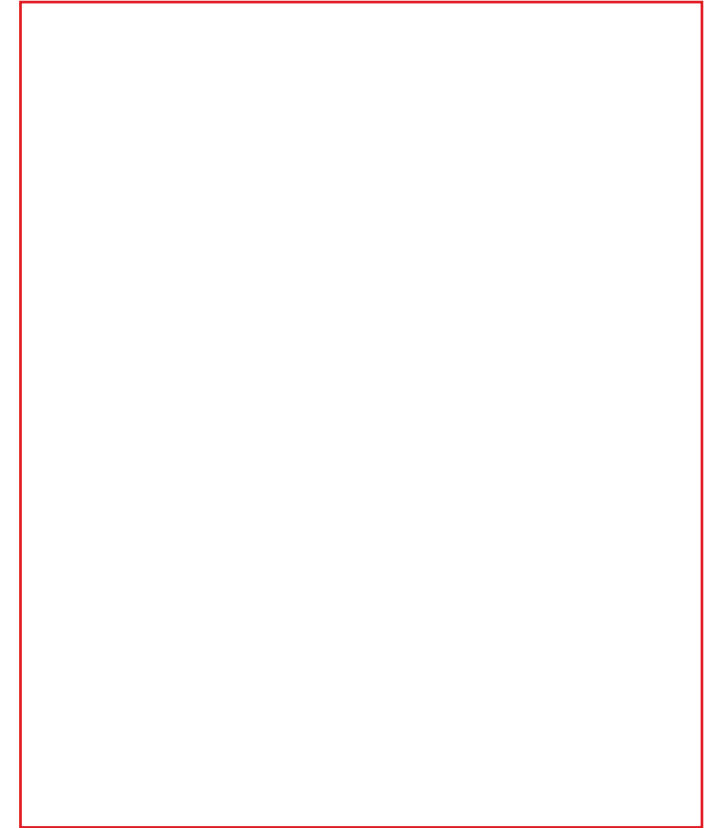
Locations (cont.)

- Alba's House – exterior

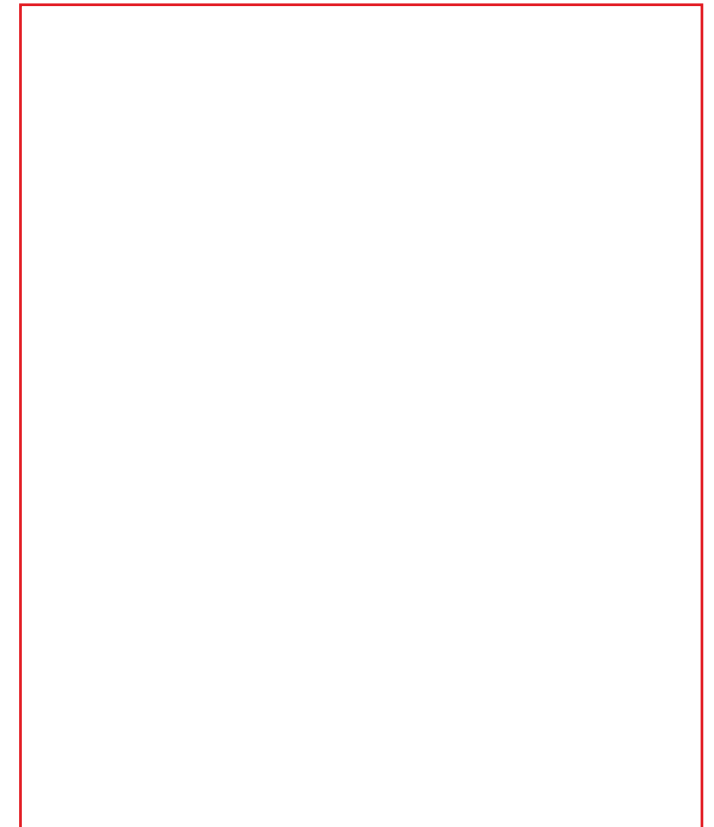


Props

- Scopey Eye – Pip's famous expanding telescope, which should be put to use from time to time



- Paws – Alba's beloved Teddy, she speaks to him as a girl to her doll. Paws is a 'he'



Props (cont.)

- Alba's rucksack – usually worn when out and about



- Alba's scrapbook – kept in her rucksack



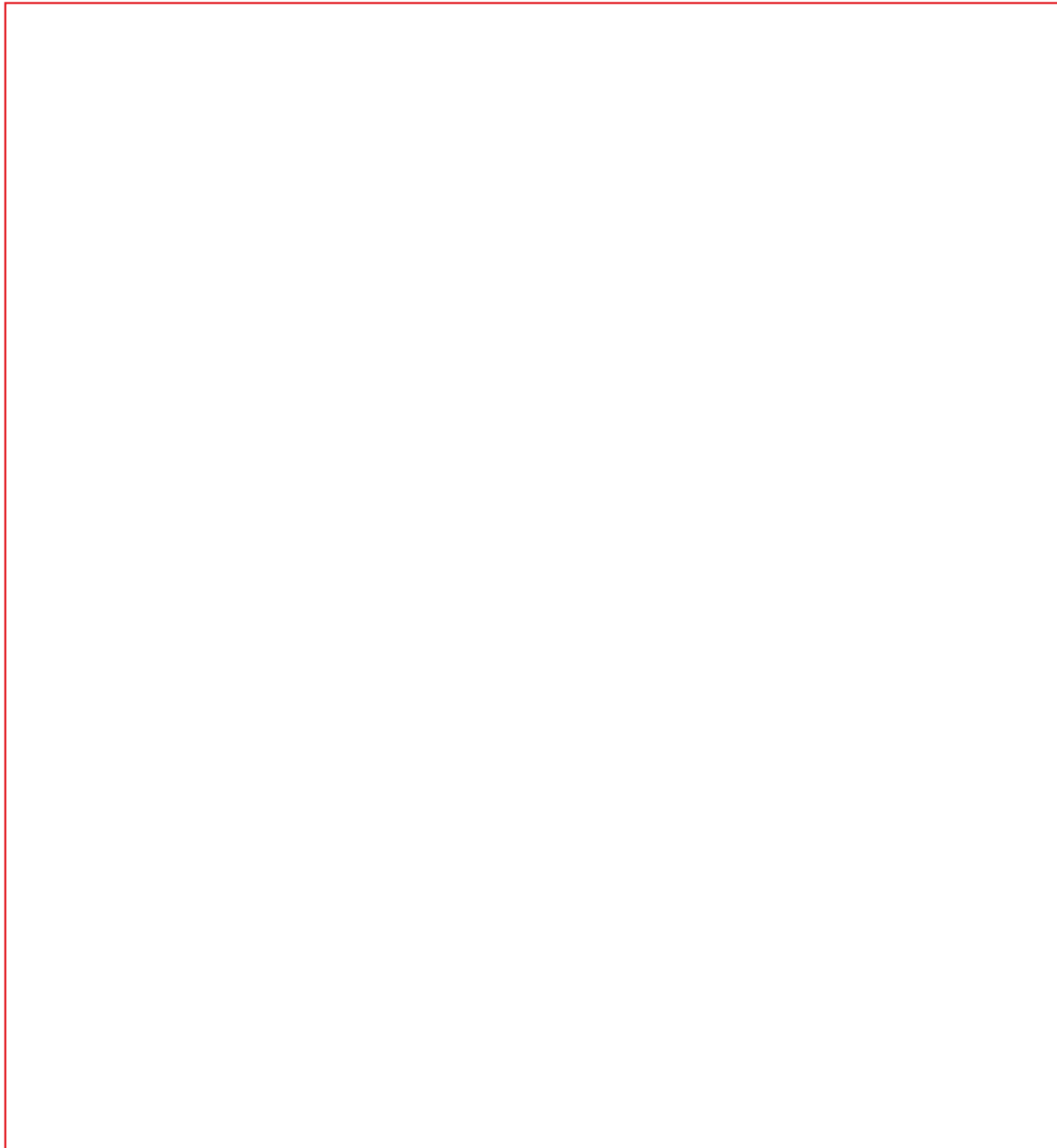
Vehicles

- The Bubble Train – a small train that runs along the streets and promenade



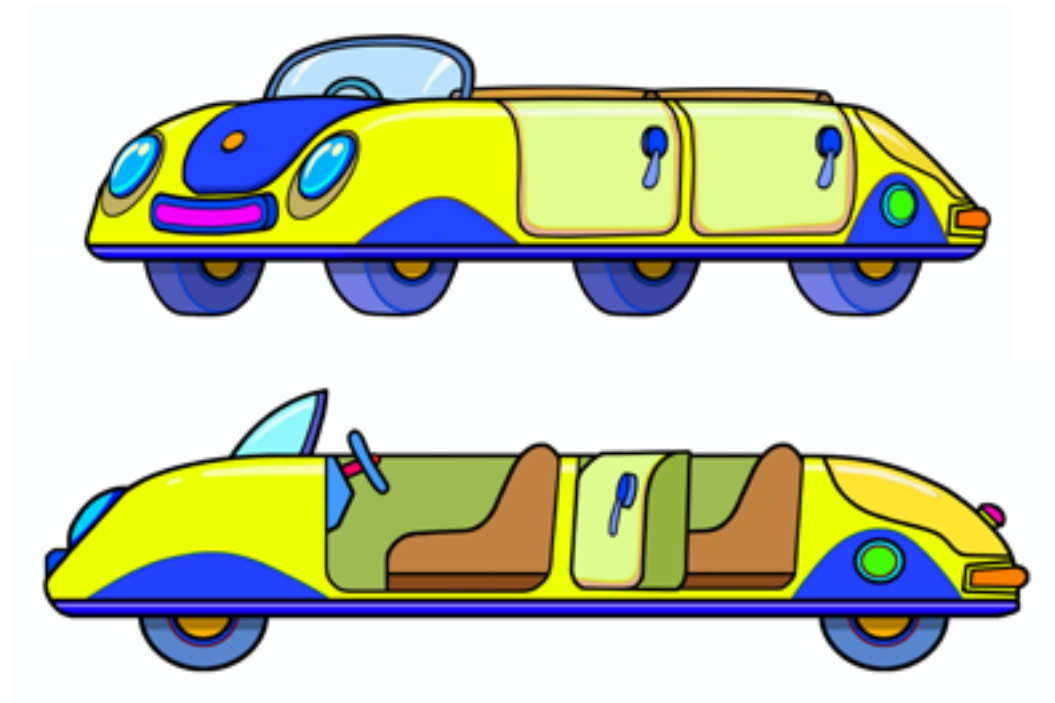
Vehicles (cont.)

- Duck Bus – unique land/aquatic vehicle taking Salty Covers from the beach to the island



Vehicles (cont.)

- Twitcher's Taxi – the local taxi service run by Aunty Twitcher



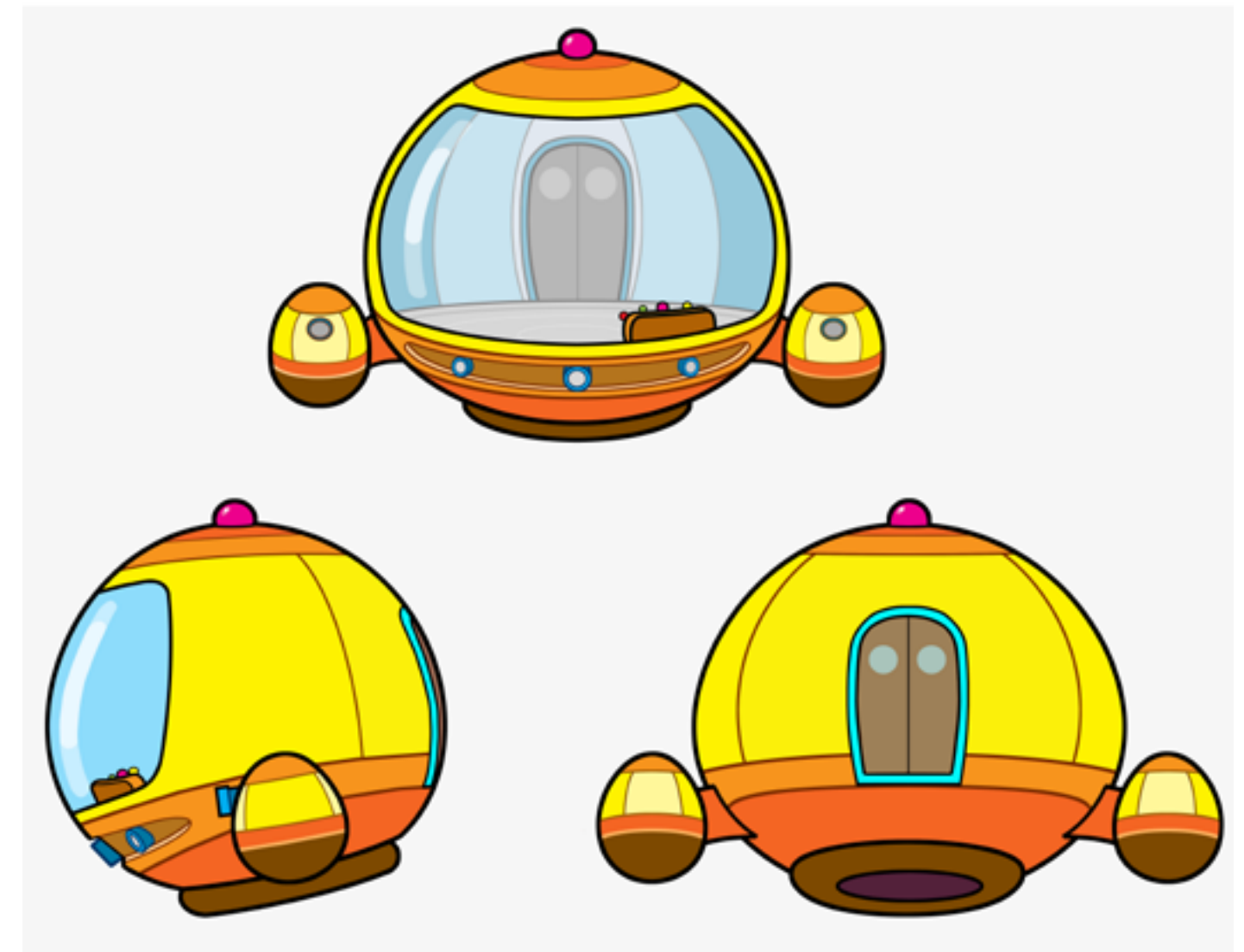
Boats

- The Rubber Duck (Cove Rover) – Skipper's famous speedy Rescue Boat



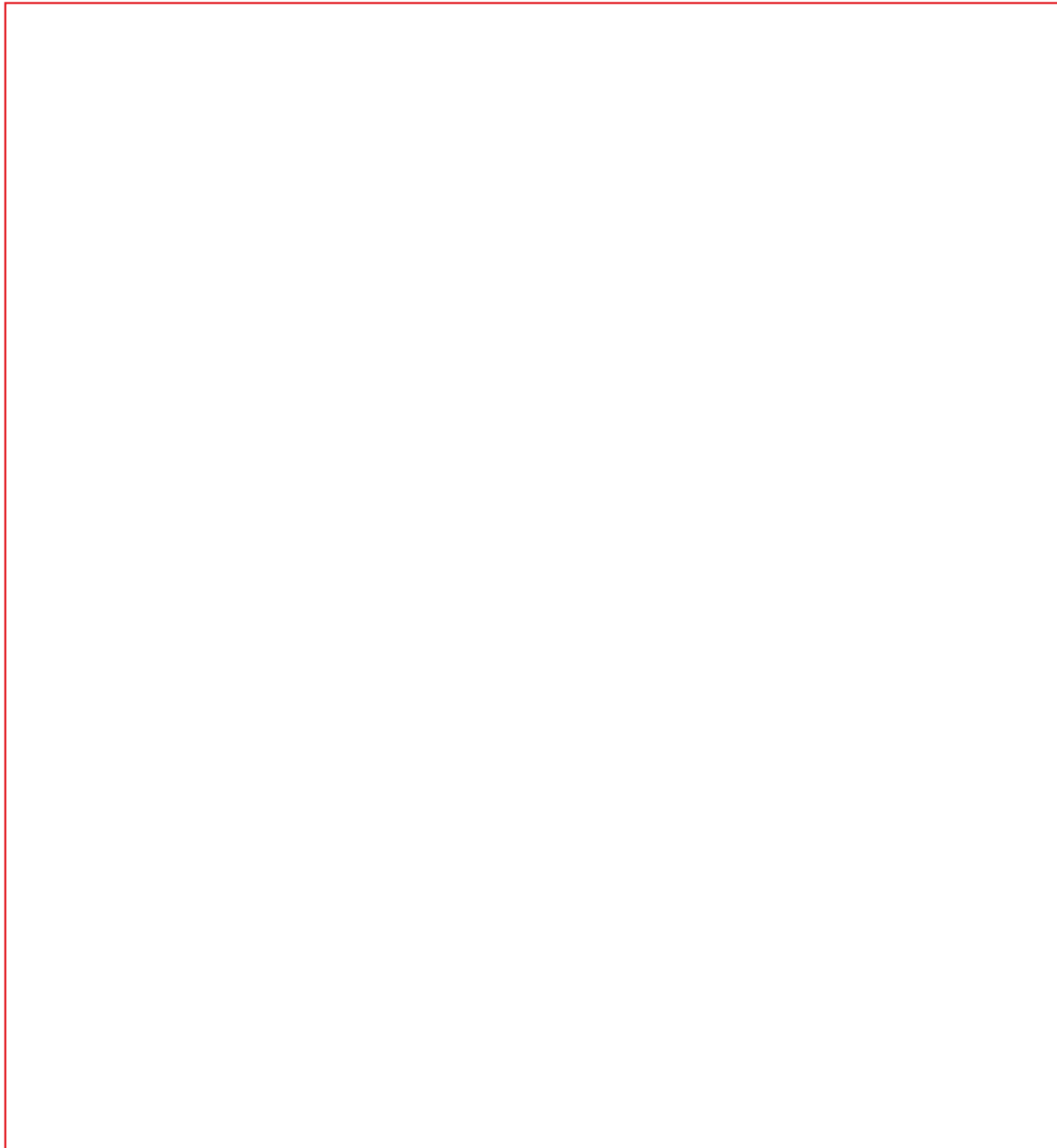
Boats (cont.)

- Professor's Evie's Deep Sea Sub – a large glass-domed sub with capacity for many travellers



Boats (cont.)

- Skipper's Underwater Explorer – a small 2 man rust bucket of a sub, fondly maintained by Skipper

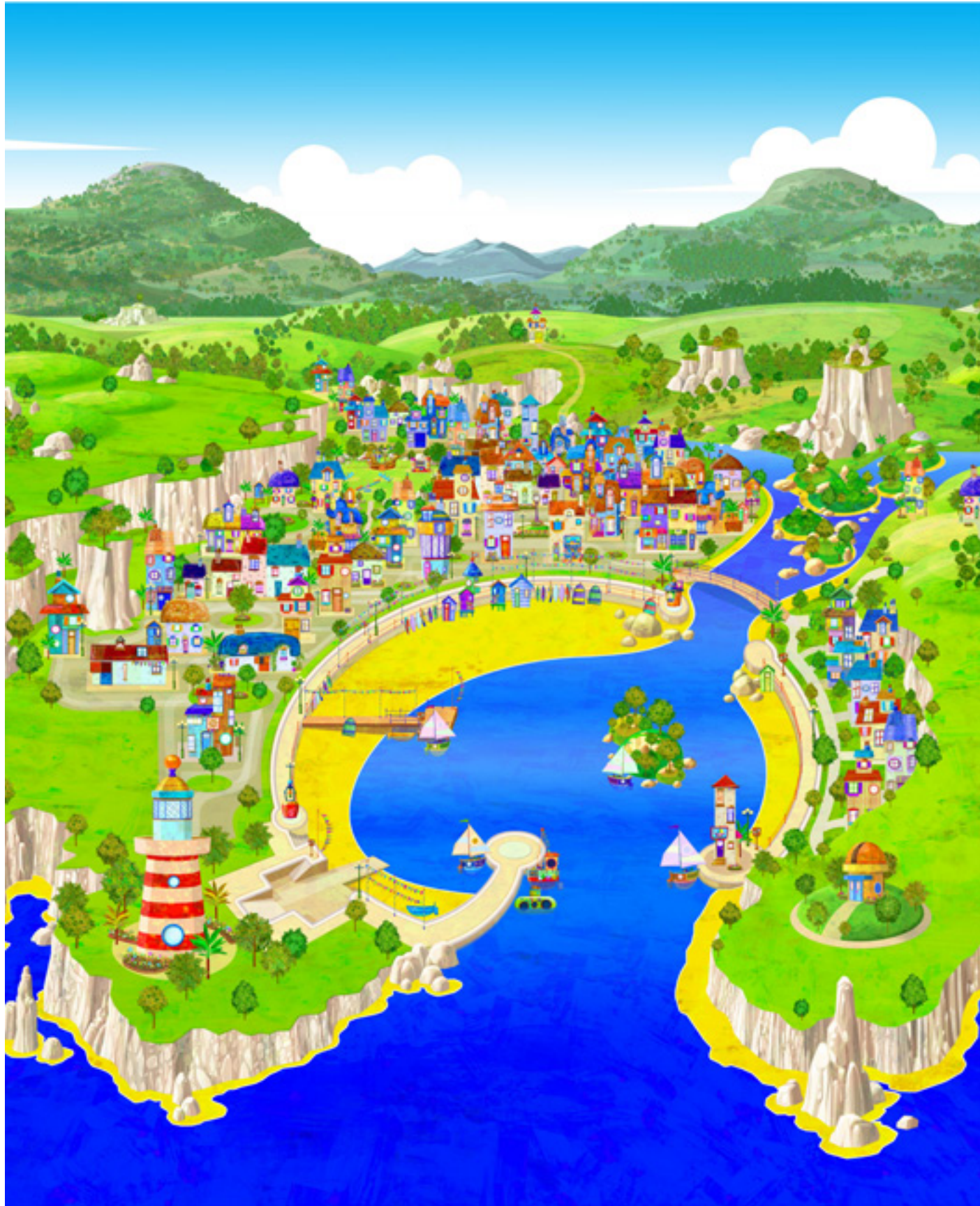


Boats (cont.)

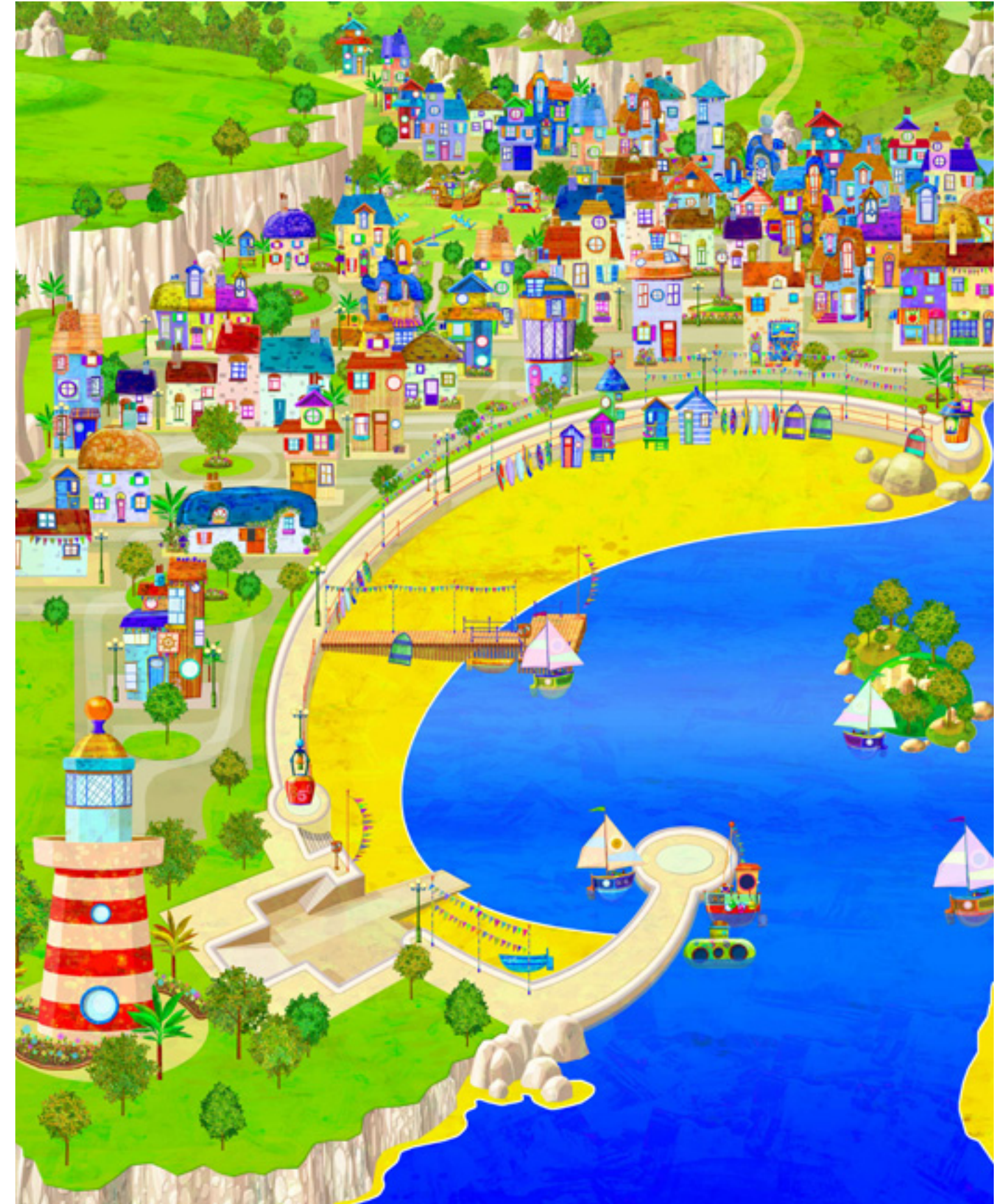
- Mice Pirates' Galleon



Salty Cove



Salty Cove (cont.)



Good to know

- Other animals are part of the world but there are no humans. Consequently animals/fish can't be eaten and we can't use props that facilitate catching them (lobster pots, etc.).
- Keep the show as universal as possible – no references to places in the UK.
- Pip and Alba can swim in their wetsuits.
- Mammals like Pip and Alba can only travel down to the bottom of the sea with the help of submarines or diving bells. Pasty can go under the sea without help although he might choose to join the gang instead.
- Pip uses his Scopey Eye in some episodes – his small telescope gadget.
- Vehicles don't talk.
- We don't see the interior of Pip and Alba's houses' episodes are a window into playtime outside.
- Unlike most four and five year olds, Pip and Alba are allowed to explore Salty Cove without supervision from adults, however in most cases we are made aware from interaction with other residents that the community is close and everybody keeps an eye out for Pip and Alba. Uncle Skipper is the first port of call when they need a grown-up's help.
- Pip and Alba's parents/school are not referred to – each episode is a snapshot of playtime not a linear experience of a child's day. It's always summer holidays in Salty Cove.
- Life vests should always be on when characters are aboard boats or visibly near to water and Uncle Skipper should be close by but this isn't necessary for sea-going creatures like crabs and gulls – only mammals.
- New visitors are an important feature of Salty Cove, so cast not strictly limited but reuse certainly encouraged.



Pip!



Writer's Bible

Scripts available

The Mermaid
 Snooze Cruise
 The Mice Pirates
 The Rocktopus
 Auntie Twitcher
 (Pizza Pirates)