

5-272240

CAMERA

FORM NO. 5.

BOX NUMBER

CAMERAMAN'S CAPTION SHEET

OLYMPIC KINEMATOGRAPH LABORATORIES, LTD.

BRITISH PARAMOUNT NEWS DEPT.

SCHOOL ROAD, LONDON, N.W.10

DATE MAILED

Jan 8th 195

CAMERAMAN: Len Dudey SOUNDMAN: _____
STORY COVERED: Foot Ball Sheffield United v Notts For; LENGTH EXPOSED: 340 ft
PLACE OF EVENT: Bramhall Lane Sheffield HOW SHIPPED: _____
STOCK USED: HP/3 EMULSION NUMBER: _____ PROD. No: _____

VERY IMPORTANT! Write Plainly—Spell Names Correctly—Use Typewriter if Possible

SCENE NUMBER

COMPLETE DESCRIPTION OF SCENES

Box one-- Shots of play in first half Sheffield are kicking
Right to Left on screen
Crowd shots.
GV's Crowds.
Shots behind the Notts Goal Sheffield trying to score.

Box two Twenty feet of the first half then half time denoted
by waving hand.
Shots of play in second half the two Notts Goals

The light was so poor that I thought it best to keep foot-
age down-- Programme attached.

No Opposition.

WHICH OTHER SOUND NEWS REELS COVERED STORY.....

.. .. SILENT

6-212240

FORM NO. 5.

CAMERA

CAMERAMAN'S CAPTION SHEET

OLYMPIC KINEMATOGRAPH LABORATORIES, LTD.

BRITISH PARAMOUNT NEWS DEPT.

SCHOOL ROAD, LONDON, N.W.10

8/1/55.

DATE MAILED

BOX NUMBER

CAMERAMAN Ronnie Read. SOUNDMAN

STORY COVERED Cup Tie., Sheffield Untd. v Notts Forest. LENGTH EXPOSED 790.

PLACE OF EVENT: Bramall Lane Sheffield. HOW SHIPPED:

STOCK USED H.P.3. EMULSION NUMBER

VERY IMPORTANT! Write Plainly—Spell Names Correctly—Use Typewriter if Possible

SCENE NUMBER	COMPLETE DESCRIPTION OF SCENES
	<p>Notts Forest kicked off. Four goals scored.... Half time denoted by Teams walking off Score Notts, 1-0. Crowd shot.</p> <p><u>Light very bad.</u> <u>Very poor game.</u></p> <p>Programme attached. Positions as below,</p> <hr/> <p style="text-align: center;"> <u>Sheffield kicked this way 1st</u> Half. </p> <hr/> <p style="text-align: right;">Mr. Dudley Hand Camera on ground level.</p> <p style="text-align: center;">XXX Sound camera elevated</p> <p><u>EXCLUSIVE.</u></p>

WHICH OTHER SOUND NEWS REELS COVERED STORY

.. .. SILENT