

Dear Brian

The Flying Doctor

I enclose Crawford Productions' publicity brochure and a set of scripts. The

(26,000 words) is continuous,

full series of 52 episodes, being made up of six adventures which dissolve into one another. One of these is complete in the enclosed scripts of 9 episodes. These are the audio scripts but need only little rewriting, I think, to adapt them. As a matter of fact three episodes in the middle ^{line} are 'straight' ^{without} sound-effect directions.

The six adventures are:

1. The homestead: Introducing the Doctor and his arch-enemy Crafty C — C —, the snake. Crafty tries a series of ruses to drive Granny Goanna and the bush children out of their old homestead — including bush fire and flood — but is foiled always because the children manage to call the F — D — just in time.
2. Gold Town: Crafty tricks the Doctor into going to a deserted ghost town, and traps him in an old mine shaft. After further trials the Doctor is rescued by Elvis Eagle, the dodgie bird, who turns out to have, after all, a heart of gold.
3. Woomera: The enclosed sequence.
4. Haunted House: The bush children investigate an old mansion of gold-rush days when mysterious new owners move in. After various spooky incidents the owners turn out to be Crafty and his henchman Old Man Redback, the unpleasant spider. They trap the children. But the Doctor arrives in time.
5. Treasure Hunt: While trapped in the old mansion the children stumbled on a treasure map drawn by Danny O'Canmy, a bushranger. With the Doctor's help they follow the map — but Crafty steals the map and a race to find the treasure develops.
6. The Lake Monster: The Doctor is called to the Snowy Mountains scheme to solve the mystery of a sea-serpent in Lake Encumbene. After investigations around and under the water he solves the mystery and is finally awarded suitably at Canberra.

The show begins on HSV7 this month or April. Each episode is 5 minutes. If you think there is anything in it for you, I think you should see an episode or two. Continuous illustrations are available, and my idea was that a book should use them profusely. Crawford's and I hold joint copyright. So far my part in it is strictly anonymous.

(With all good wishes, and thanks for a really enjoyable party last night,

March 3rd, 1964

Mr. Brian Stonier,
Penguin Books

Dear Brian,

The Flying Dogtor

I enclose Crawford Productions' publicity brochure and a set of scripts. The full series of 52 episodes (26,000 words) is continuous, being made up of six adventures which dissolve into one another. One of these is complete in the scripts of 9 episodes. These are the audio scripts but need only little rewriting, I think, to adapt them. As a matter of fact three episodes in the middle here are 'straight': without sound-effect directions.

The six adventures are:

1. The homestead: Introducing the Dogtor and his arch-enemy Crafty Carson Carpetbag, the snake. Crafty tries a series of ruses to drive Granny Goanna and the bush children out of their old homestead - including bush fire and flood - but is foiled always because the children manage to call the Flying Dogtor just in time.
2. Gold Town: Crafty tricks the Dogtor into going to a deserted ghost town, and traps him in an old mineshaft. After further trials the Dogtor is rescued by Elvis Eagle, the bodgie bird, who turns out to have, after all, a heart of gold.
3. Woomera: The enclosed sequence.
4. Haunted House: The bush children investigate an old mansion of gold-rush days when mysterious new owners move in. After various spooky incidents the owners turn out to be Crafty and his henchman Old Man Redback, the unpleasant spider. They trap the children. But the Dogtor arrives in time.
5. Treasure Hunt: While trapped in the old mansion the children stumbled on a treasure map drawn by Danny O'Canny, a bushranger. With the Dogtor's help they follow the map - but Crafty steals the map and a race to find the treasure develops.
6. The Lake Monster: The Dogtor is called to the Snowy Mountains scheme to solve the mystery of a sea-serpent in Lake Eucumbene. After investigations around and under the water he solves the mystery and is finally awarded suitably at Canberra.

The show begins on HSV7 this month or April. Each episode is 5 minutes. If you think there is anything in it for you, I think you should see an episode or two. Continuous illustrations are available, and my idea was that a book should use them profusely. Crawford's and I hold joint copyright. So far my part in it is strictly anonymous.

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