



WED ENTERPRISES, INC.

800 BONDURA AVENUE • GLENDALE 1 • CALIFORNIA • CH 8-0251
97-46 QUEENS BLVD. • FOREST HILLS 74 • NEW YORK • IL 9-1300

November 10, 1964

'64

NEW YORK
ECONOMIC STIMULUS PROGRAM

Mr. J. G. Mullaly
Room #911, Central Office Building
Ford Motor Company
The American Road
Dearborn, Michigan

Dear Jack:

The attached schedule of Audio-Animatronic figures as prepared by Bob Otto (Walt Disney Productions' engineer) and Nick Robori (Ford Motor Company maintenance engineer) on October 20th, 1964 indicate those items which, in their opinion, require repair or redesign beyond normal maintenance.

This letter will establish the responsibility of WED Enterprises, Inc. to have the items indicated repaired at its expense.

It is our understanding that all other normal maintenance activities are the responsibility of the Ford Motor Company. If you have any questions or comments, please advise.

Sincerely yours,

WED ENTERPRISES, INC.

Royal Clark
Treasurer

RC:cb
Encls.
cc: Lou Roth

FORD MOTOR COMPANY
ATTRACTION














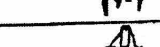









DATE _____
TIME _____

PAINT-MAKEUP _____
SOUND _____
LIGHTING _____

REPORT BY _____

ANIMATION

FIGURE

FIGURE	ANIMATION	PAINT-MAKEUP	SOUND	LIGHTING
EDOPHOSAURUS #27 (first)				
EDOPHOSAURUS #28 (second)				
BRONTOSAURUS #1 (small-farthest)				
BRONTOSAURUS #2 (small-middle)				
BRONTOSAURUS #3 (small-closest)				
BRONTOSAURUS #5 (large)				
BRONTOSAURUS #6 (large chewing grass)				
BRONTOSAURUS #4 (medium size)				
ORNITHOMMUS #16 (closest)				
ORNITHOMMUS #14 (farthest)				
PTERANODON #7 (wings move)				
PTERANODON #8 (head moves)				
PTERANODON #9				
PTERANODON #10 (flying)				
TRICERATOPS #23 (large)				
TRICERATOPS EGG #34 (rocking)				
TRICERATOPS-BABY #19 (head out of egg)				
TRICERATOPS-BABY #20 (sitting in egg)				
TRICERATOPS-BABY #21 (out of egg)				
TRICERATOPS-BABY #22 (tail out of egg)				
TRICERATOPS #24 (large)				
STEGOSAURUS #25				
TYRANNOSAURUS #26				

REPORT BY _____

FORD MOTOR COMPANY
ATTRACTION

DATE _____
TIME _____























FIGURE

ANIMATION

PAINT-
MAKEUP

SOUND

LIGHTING

FIGURE	ANIMATION	PAINT-MAKEUP	SOUND	LIGHTING
CAVEMAN #16 BLINKER				
CAVEMAN #7				
CAVEBOY #8				
CAVEWOMAN #11				
CAVEMAN #24 (firemaker)				
CAVEMAN #25				
CAVEBEAR #FA-1				
MASTODON #FA-2				
CAVEMAN #22 (rock thrower)				
CAVEMAN #26 (jabber-farthest)				
CAVEMAN #21 (jabber-closest)				
ROCK PUSHERS #20, 27 & #28				
ROCK PUSHER #29 (on pole)				
CAVEMAN #17 (paint mixer)				
PAINTER #3 (standing)				
PAINTER #4 SCAFFOLD (standing)				
PAINTER #5 SCAFFOLD (sitting)				
PAINTER #30 (standing)				
BOY & WHEEL #36				
TALKING CAVEMAN #43				
CAVEBOY #10				
TALKING CAVEMAN #2				
CAVEMAN #41 (in cart)				
CAVEWOMEN #39				