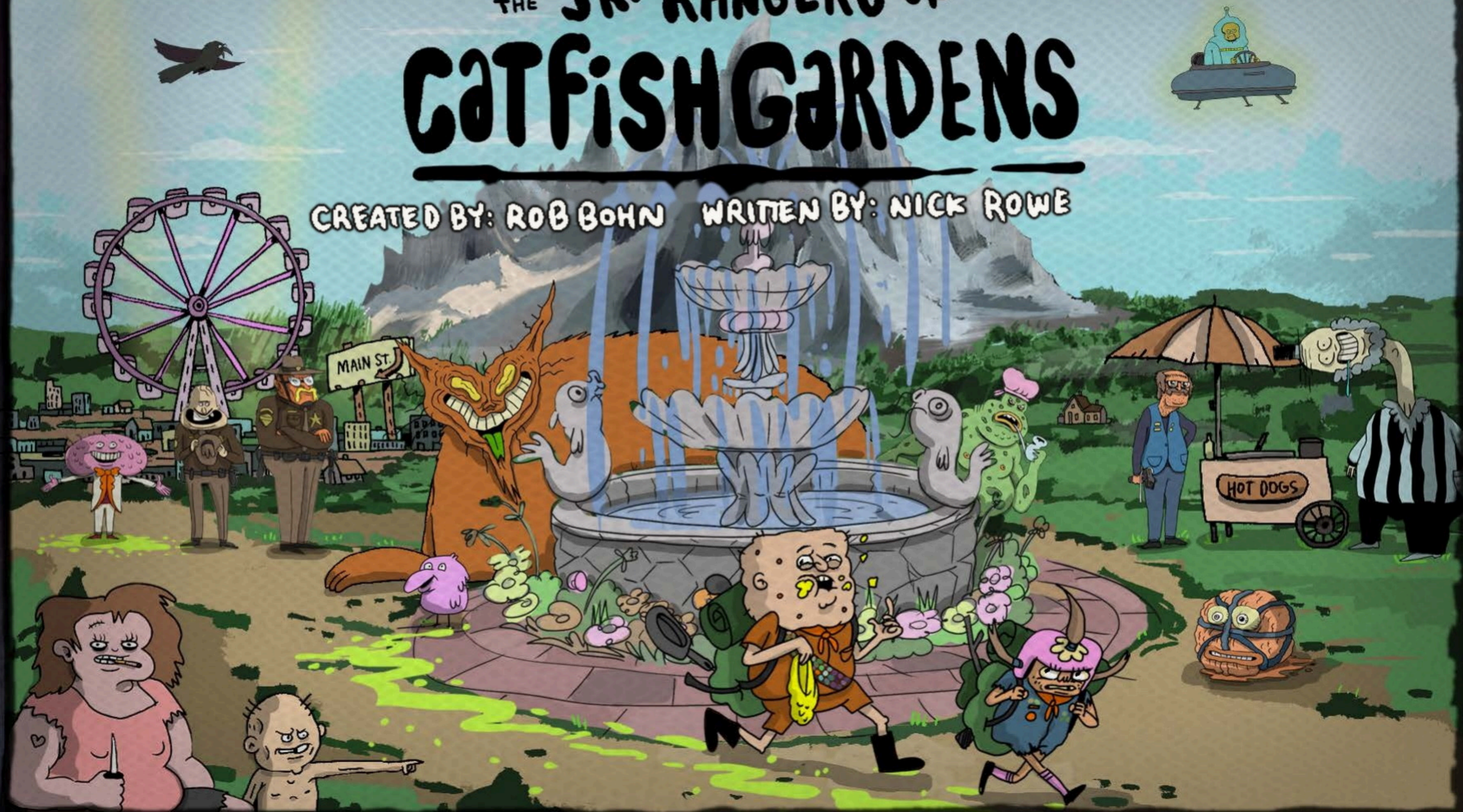


THE JR. RANGERS OF CATFISH GARDENS

CREATED BY: ROB BOHN WRITTEN BY: NICK ROWE



A set of twins earn magical merit badges to defend their laketown from evil.

At its core, *The Jr. Ranger Squad of Catfish Gardens* is a show about the joy of childhood, when even the smallest day can become a great adventure.

Abandoned as babies, twin siblings **GASKO AND LOMAX** wash ashore in a picnic basket.

Granny finds them and raises them in *Catfish Gardens*.

In Catfish Gardens, you can earn merit badges that grant real powers. With Granny as their teacher, the twins learn how to earn these badges.

So when evil crawls out of the lake and Catfish Gardens needs a hero, Gasko and Lomax step up.

They turn the tent behind Granny's cottage into their headquarters and proudly call themselves *The Jr. Ranger Squad*.

But each new badge reveals that Catfish Gardens is stranger than it looks.

This show has the adventure and humor of *Gravity Falls*, set in the dark, uncanny world of *Twin Peaks*.

LAST ONE TO HQ IS A LOAF, GASKO!



Gasko is our hero!

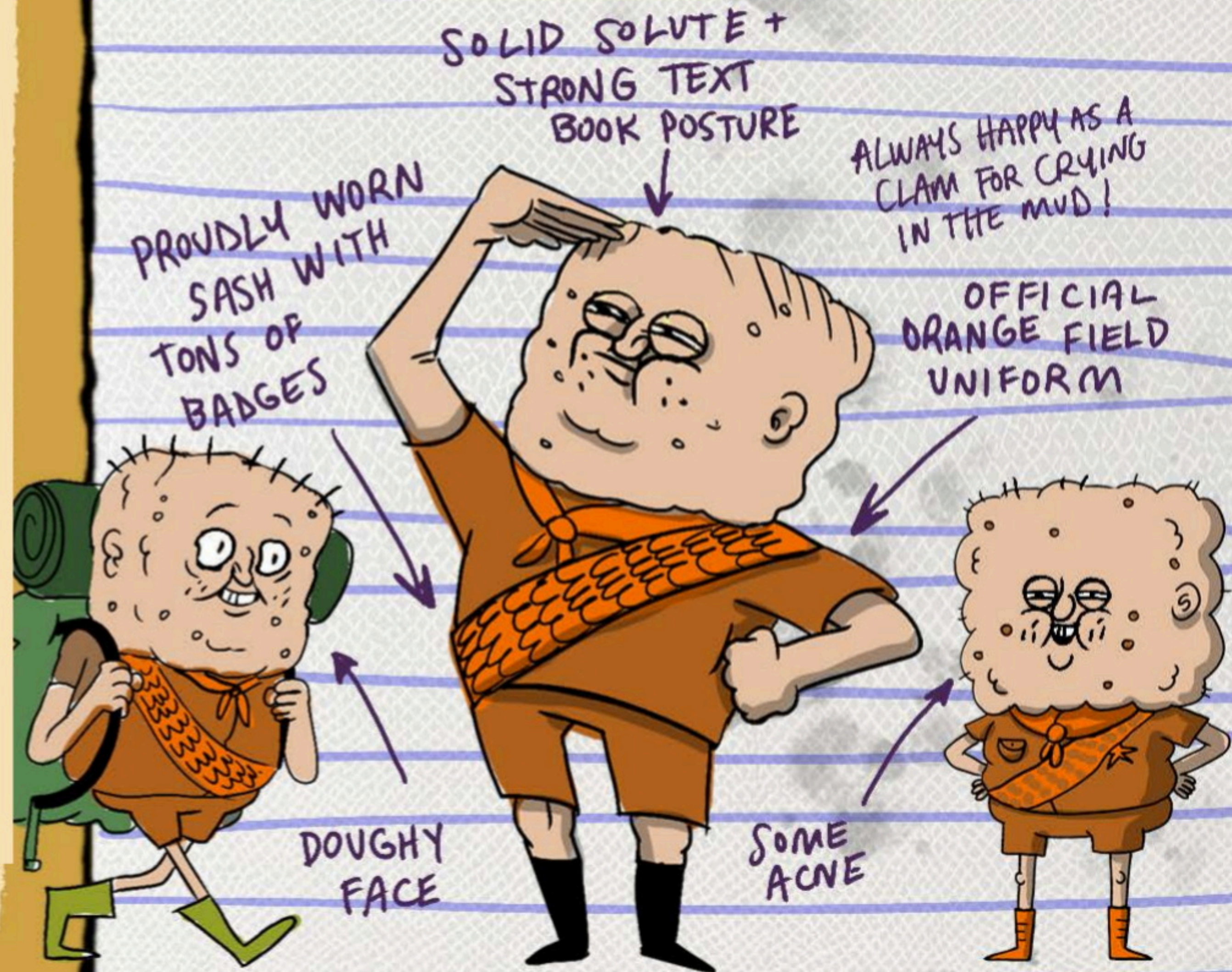
He starts every morning by saluting the Catfish, and he's pretty sure it salutes back. He has earned more merit badges than most grown-ups.

Gasko is all rainbows and sunshine. Poke him, and he'll giggle like a schoolgirl. But for a sweet fifteen-year-old boy, he sure can take down a lot of giant, ancient monsters. In fact, he's quite passionate about it.

Gasko is also kind of a weirdo. But that's why you root for him. He is truly and utterly himself.

His greatest dream is to become a *Catfish Ranger*, the sole protector of Catfish Gardens.

If anyone is going to save this town, it's him. Just ask him.

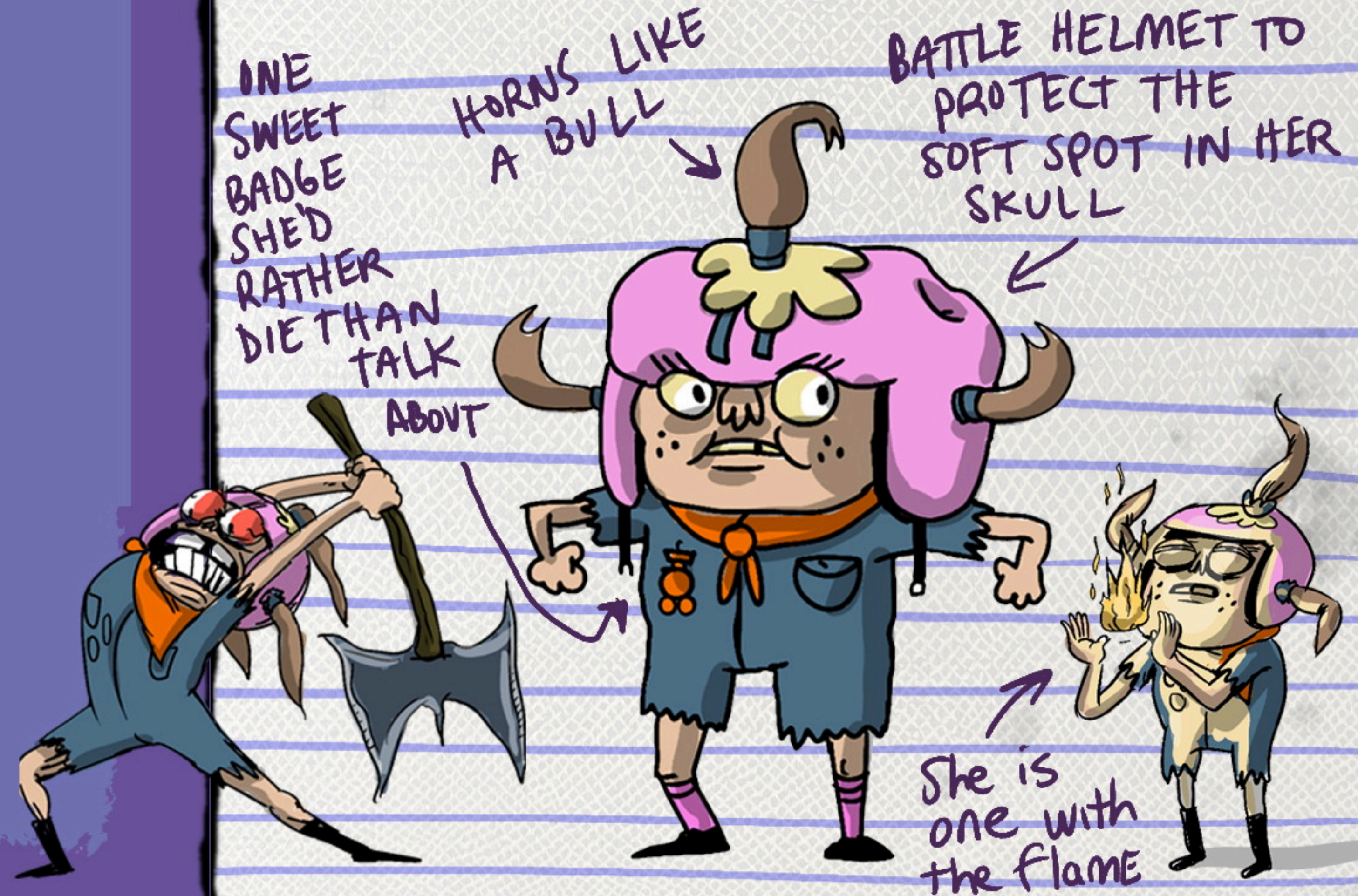


Lomax is a real badass fighter!

She is Gasko's twin sister and his complete opposite. She likes badges because they let her blow things up and unleash her inner rage. Her sash holds mostly violent badges: Axe Throwing, Human Cannonball, and Explosive Hands. But there is also one sweet badge she would rather die than talk about.

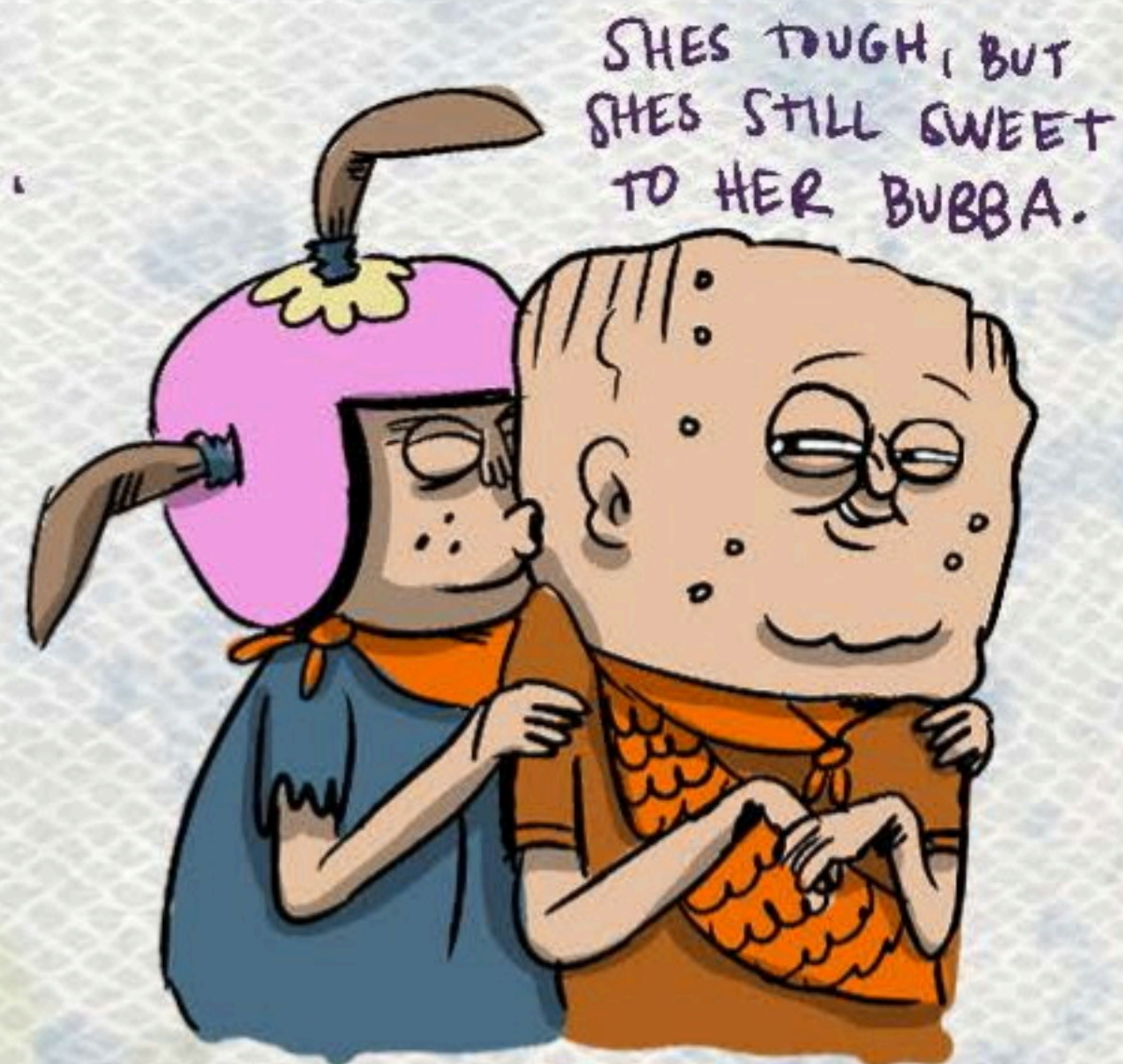
She is quiet, but never shy.

Lomax is special. She was born with the Eye Badge embedded directly in her forehead. It allows the Jr. Ranger Squad to see the path to any badge they seek. But how did the badge get there, and what is its true power?





TOO FAR TO WALK?
CALL A CAT SERVICE.



SHE'S TOUGH, BUT
SHE'S STILL SWEET
TO HER BUBBA.

♡
BABIES!
♡♡

TAKING ON THE
PIRATE
TOGETHER

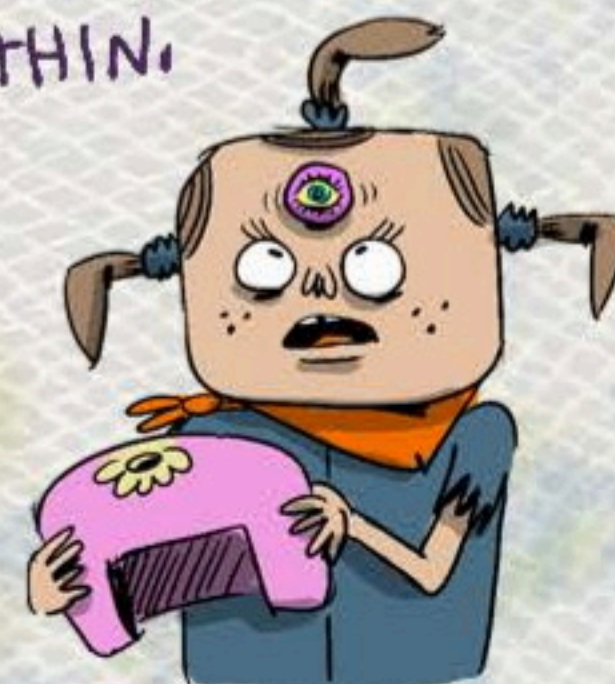


YOU SEE THESE
SWORDS?! THEY'RE
MADE OF CATFISH
BARBS!



RAYMOND
DON'T LIKE MEL.
OR LOMAX!

GASKO MAKES
DISCOVERIES IN THE
ELDER SASH BOOK
WHILE LOMAX MAKES
DISCOVERIES
WITHIN.



DIRTY RAT
BASTARD STOLE
MY BAGGED
LUNCH!

DON'T HURT HIM
LOMAX
WE CAN
REHABILITATE!

MEL IS
INDIFFERENT
TO THE
WORLD.



WHY IS HE BARKING AT MEL?!

OH PEANUT
BRITTLE!



Granny knows all!

Most days, Granny is exactly what you hope a granny will be. She hums while she cooks breakfast, kisses scraped knees, and makes sure the twins never leave home hungry. But Granny has also survived alone in monster-infested woods for years.

She has the answers to Gasko's endless questions. In a world this crazy, Granny makes it all make sense.

The twins know Granny has faced evil before. They just do not know what happened, why she stopped fighting, or what she is still trying to protect them from.

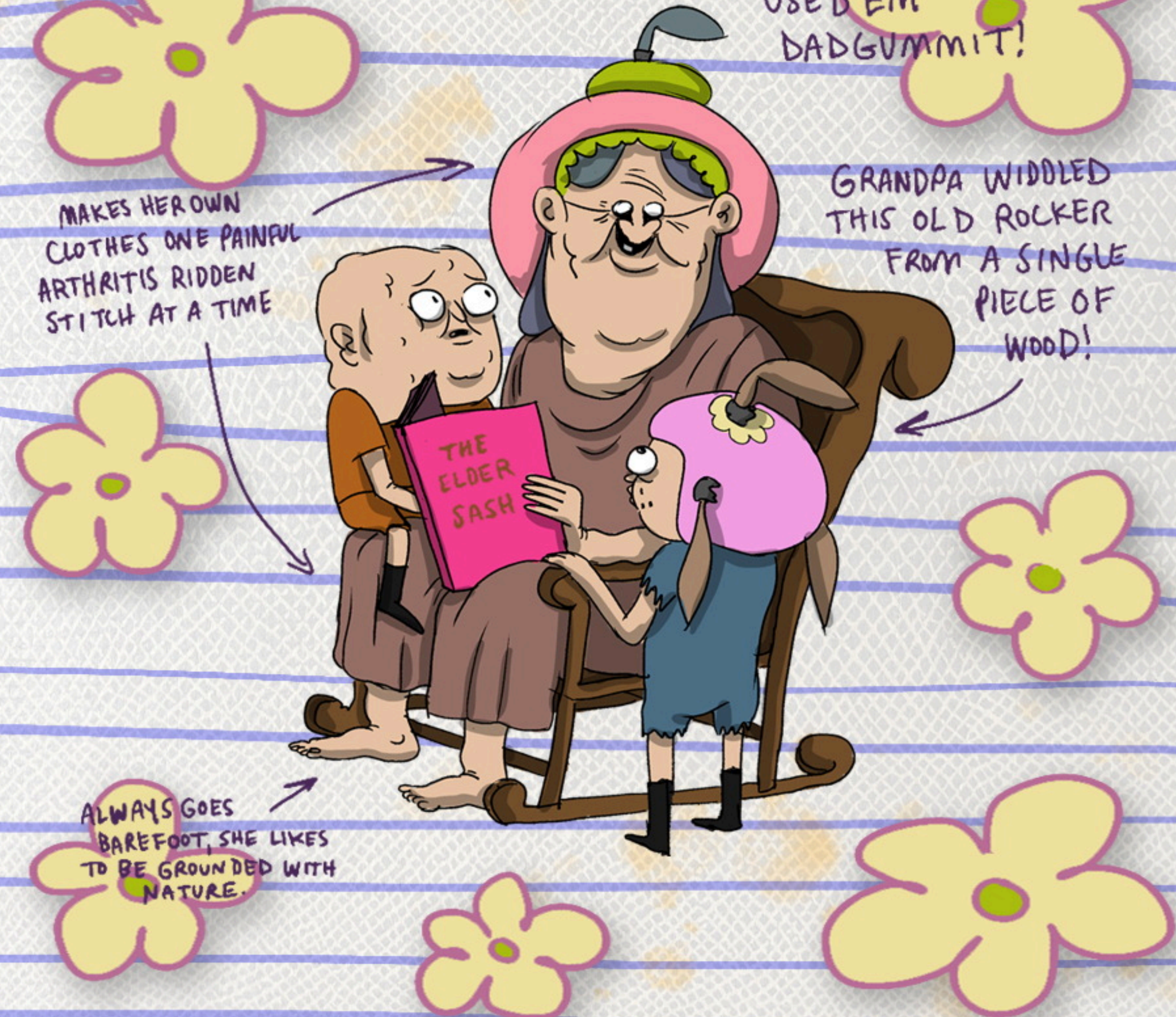
GRANNY

SHE LIKES HER DOILIES
AND COASTERS JUST SWELL
AND SHE'D APPRECIATE IF YOU
USED EM
DADGUMMIT!

MAKES HER OWN
CLOTHES ONE PAINFUL
ARTHRITIS RIDDEN
STITCH AT A TIME

GRANDPA WIDDLED
THIS OLD ROCKER
FROM A SINGLE
PIECE OF
WOOD!

ALWAYS GOES
BAREFOOT, SHE LIKES
TO BE GROUNDED WITH
NATURE.



CATFISH GARDENS

Population: Unknown

Days without unspeakable horror: 2 0

Catfish Gardens is a small lake town built on the back of a giant, ancient catfish. Yes. An actual living Catfish. It swims around the lake, and the town goes where it goes.

Everything is built lake-style: musty cottages, camping leftovers, and driftwood pulled from the shore and put to every possible use. Cozy, in a mildewy way. But don't go too far. The farther you get from Main Street, the less the island belongs to anyone. The really weird stuff lives out there.

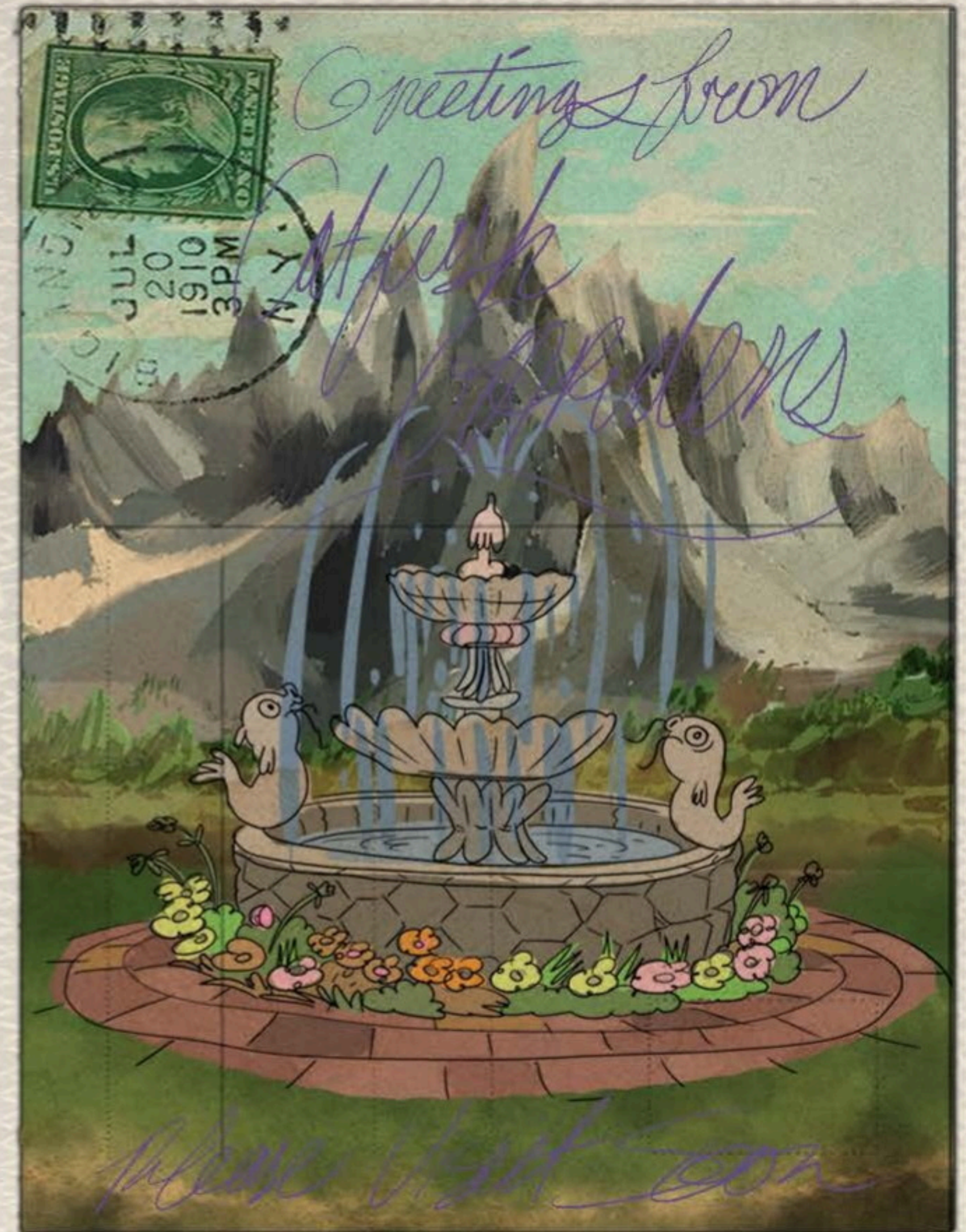
The people of Catfish Gardens live more or less like we do:

They walk to school...

They run errands...

They eat at the local diner...

And every now and then, evil monsters come out of the lake.



THE FOUNTAIN IS THE TOWN MEETING SPOT - WHERE PASSIONATE PEOPLES HOLD COURT + PREACH THEIR GOSPEL

LIFE ON THE BACK OF A LIVE CATFISH.

THE DOCKS INVITE
NEW COMERS IN THE
PASSING SEASONS

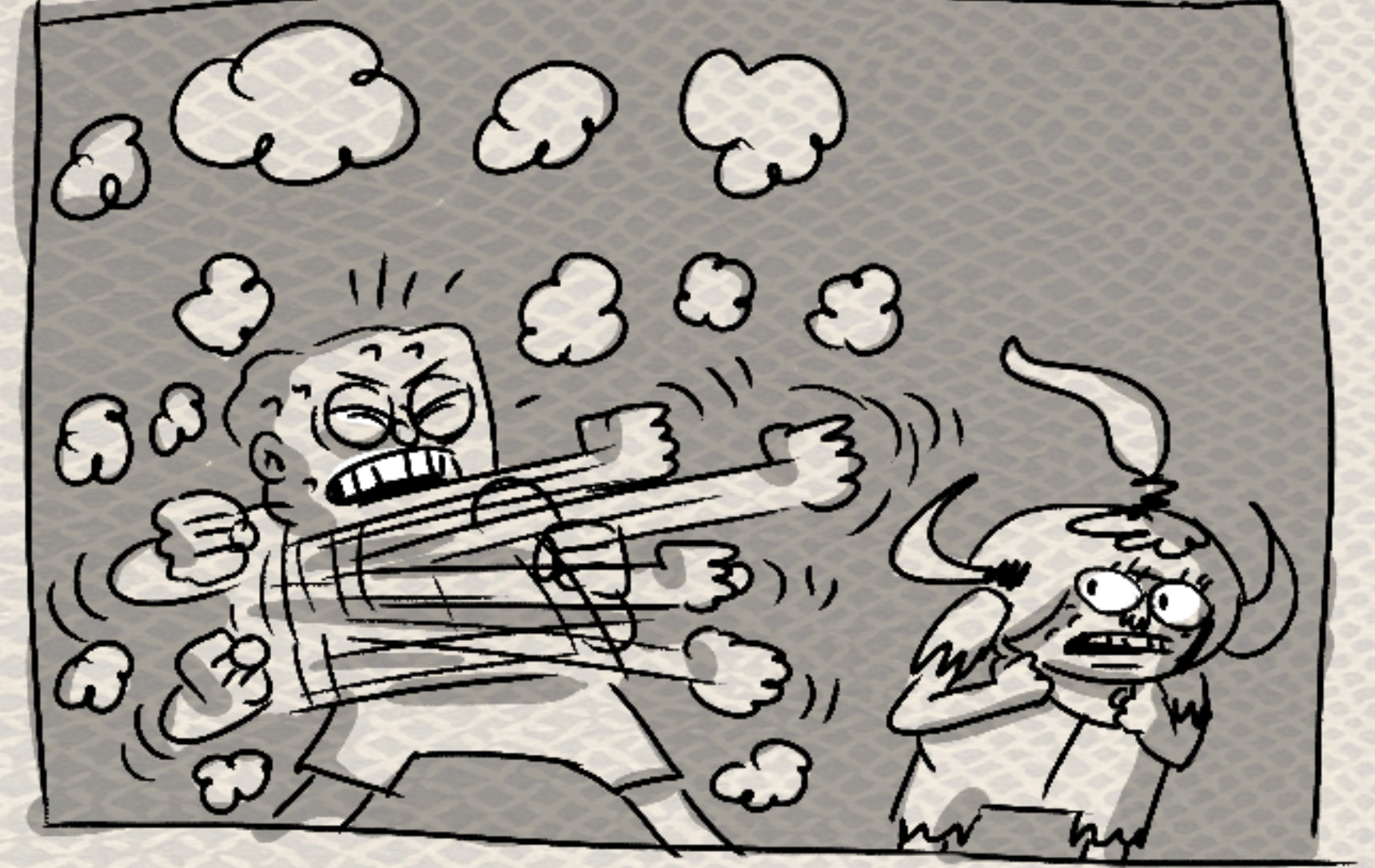
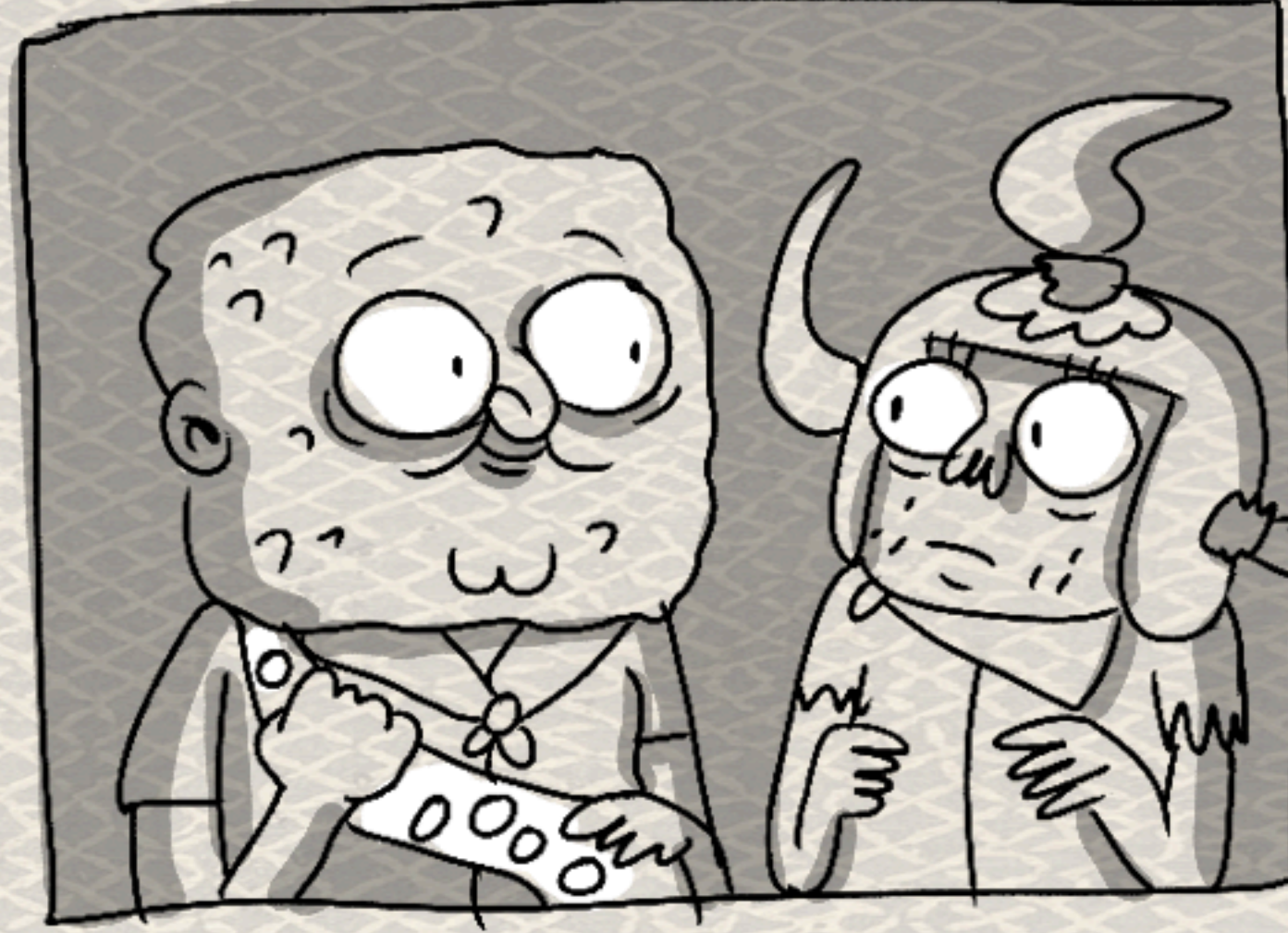
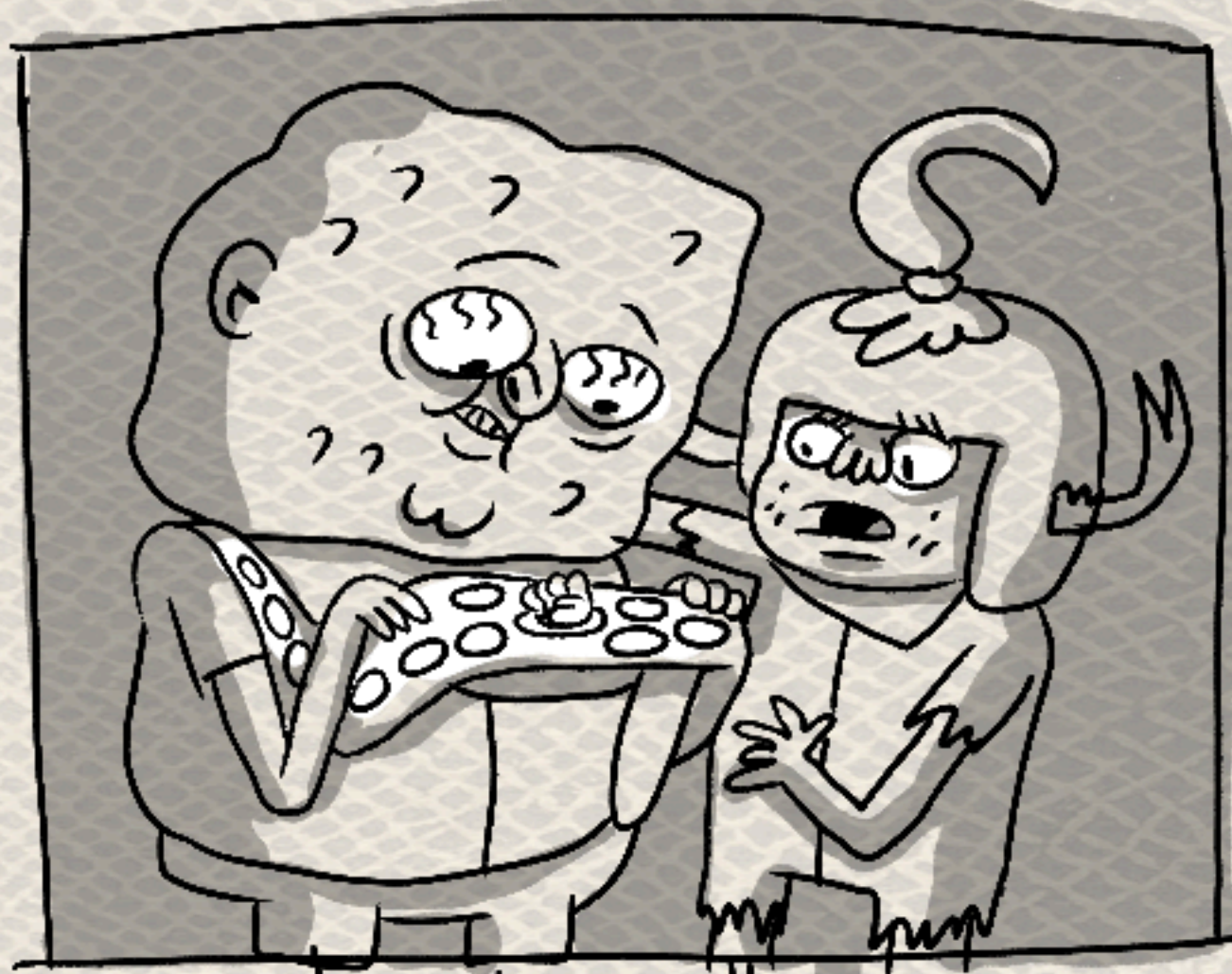


ITS DICEY ON THE
BACK OF THE TAIL
* NOT RECOMMENDED
TO TRAVEL ALONE!

HQ + THE TOWN IS SAFE
FOR THE MOST PART

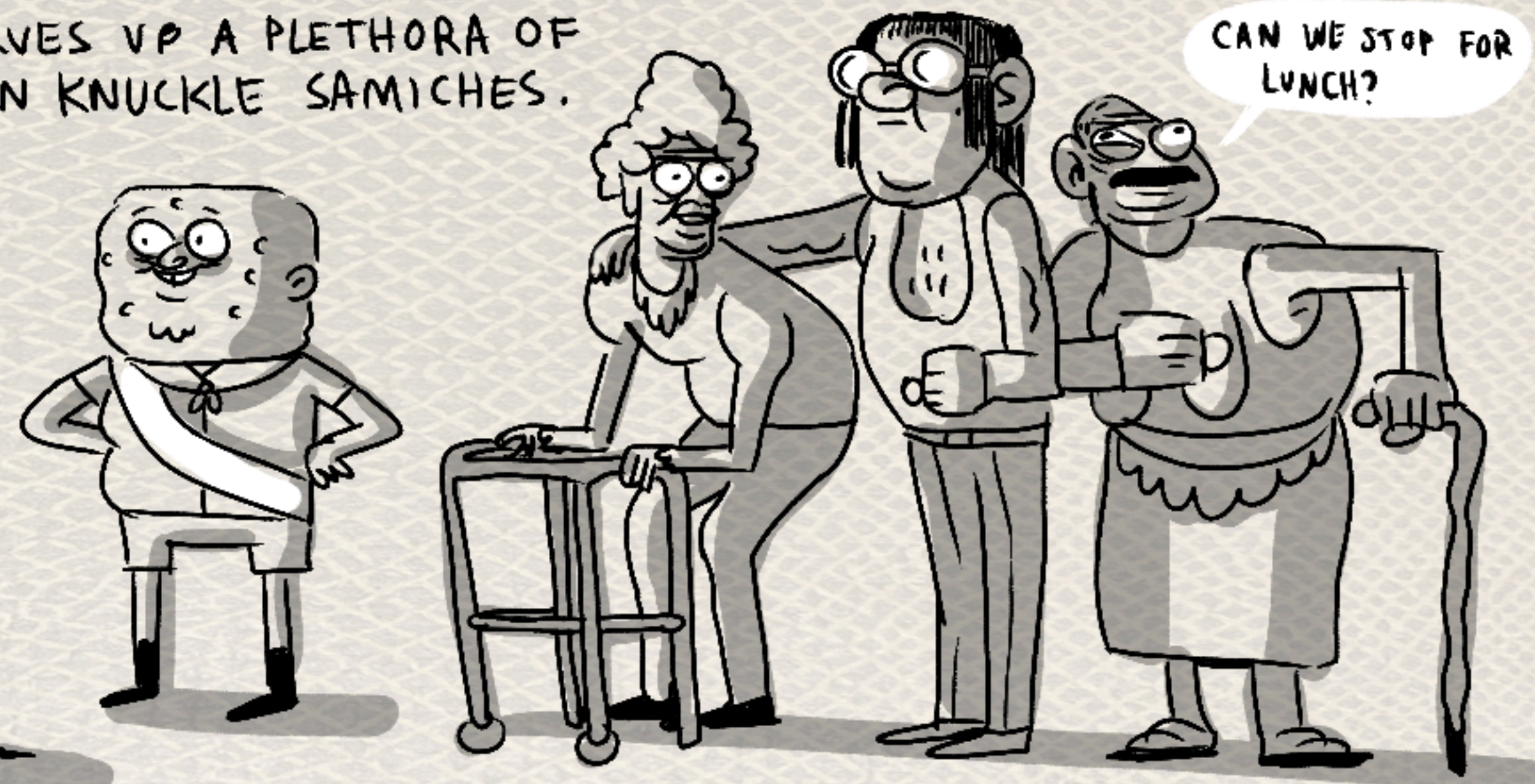


BADGES HAVE SUPER POWERS



OLD PEOPLE BADGE

SERVES UP A PLETHORA OF
MEAN KNUCKLE SAMICHES.



CAN WE STOP FOR
LUNCH?

GOTTA WATCH OUT FOR
THAT POISON VINEY...

" I HOPE THE BADGE
WAS WORTH IT "



Mayor Ballzaq is our villain!

Ballzaq loves being Mayor. He loves the sash, the parades, the ribbon cuttings, and any event where people are required to clap for him. He has declared several holidays in his own honor and still acts surprised when they come around.

He is vain, needy, and extremely sensitive. He wants everyone in town to love him, despite showing very little interest in any of them. A complaint is a personal attack. A child laughing nearby is probably laughing at him.

The Mayor wants to stop the possibility of anyone becoming a Catfish Ranger. That Ranger would be the one person in Catfish Gardens who outranks him.

His slogan: "Vote Ballzaq. What's the alternative?"

MAYOR BALLZAQ



THE SECONDARY CHARACTERS

THE THINNEST PILLOW SALESMAN →

NORMAL HARRY WILL
REVEAL OBSCURE
PHILOSOPHY IN AISLE
5 IF YOU ASK THE
RIGHT QUESTIONS

SPALE MAN COMES -
AROUND NOW + THEN
...HES NOT IMPRESSED

YOU UP FOR AN
ADVENTURE?

OLD MAN
BOY,

THIS IS THE GANG OF KIDS
WHO SLUG NERDS + FEED
ON CHAOS

EXCEPT THIS KID - HE WANTS OUT!

TEACHER TARTAR BLM
✓ FUN + GAMES PISH POSH
WE'VE GOT A CURRICULUM
TO FOLLOW!

SARGE + RALEIGH - GOOD
COP BAD COP

THE GRUB WILL HWACK
YOU WITH THE SAVLE
IF YA GET TOO CLOSE
BUT HE KNOWS THE
UNDERWORLD LIKE
THE BACK OF HIS
SCALEY NIPPLES

FERN!

DOCK HANDS HAVE
SEEN SOME THINGS!

SEASON 1 EPISODE GUIDE

1. "CATFISH GARDENS" (PILOT)

BADGE: THE EYE BADGE

Gasko and Lomax have never been allowed past the edge of Granny's woods. Then the Midge King crawls out of a pipe and starts destroying Granny's garden. The twins fight him off, and Gasko decides whoever sent him needs to answer for it. So they break Granny's number one rule and follow the pipe into town for the first time in their lives. It leads straight to the Mayor's office. That night, the badge in Lomax's forehead opens for the first time. Something in that town woke it up.

2. "POSTAL BADGE"

BADGE: POSTAL

Gasko has fallen in love with a War Lord on the far side of the tail. To send her a love letter, he needs the Postal Badge. To earn it, he has to hand-deliver a letter to someone the mailmen in this town refuse to go near: the Weeping Woman. One scratch from her puts you in a love trance forever. Lomax thinks this is the worst idea her brother has ever had. She goes anyway.



3. "SIMPLE OL' MATT"

BADGE: FISHING

Gasko needs the Fishing Badge, so he goes fishing for the first time and pulls a full-grown man out of the lake. The man's name is Matt. Matt looks normal. Matt is polite. Matt has a huge smile that never once goes away. By lunchtime, the whole town loves him. The twins are sure something is deeply wrong with Matt, but nobody in town will listen to two kids. Gasko is the one who pulled Matt out of the lake, so stopping him is Gasko's responsibility.

4. "THE SHANKING CAT"

BADGE: TRACKING

People are turning up dead on Main Street, and witnesses all describe the same killer: half man, half cat, and carrying a knife. After weeks of standing around looking official, Deputy Raleigh and the Sarge have nothing, so they ask the twins for help. The twins follow the clues, question the suspects, and track the trail to the tail end of the Catfish. Now it's time to face off against the Shanking Cat.

5. "OH PEANUT BRITTLE"

BADGE: BAKING

The town peanut brittle contest is Granny's favorite day of the year, and this year Gasko is entering beside her to earn the Baking Badge. Then the Mountain Oaf comes down off Fin Mountain to put an end to the contest. The twins try to stop him, and they can't. So Granny takes off her apron, tells the twins to stay put, and walks out to meet the Oaf alone. Nothing stops Granny from Peanut Brittle Day.

6. "THE PASSING"

BADGE: TALK TO ANYTHING

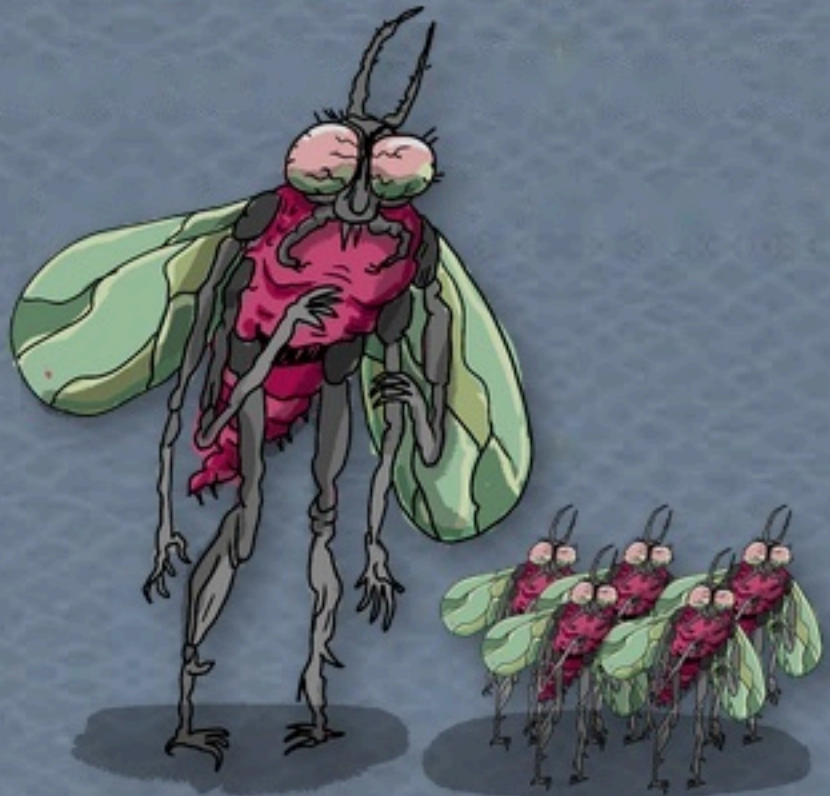
Every so often, the Catfish stops beside a new place, and for a few days the two worlds touch. This is called a Passing. During this one, Gasko uses the Talk to Anything Badge to call home a Catfish Ranger from back in the day. The Mayor wants the Ranger gone, so the twins hide him in their HQ tent. Gasko's hero turns out to be nothing but serious trouble, and only Lomax can save Gasko. We hope.

7. "THE PERFECT GRILLED CHEESE"

BADGE: COOKING

The twins take on a ship of ghost pirates in the fog, and Gasko comes home with the plague. All he wants is a grilled cheese and tomato soup. Not just any grilled cheese. The perfect one. That takes the Cooking Badge, and the Cooking Badge means a climb into the ancient mountains to find a chef who has not taken a student in forty years. Lomax goes alone. It's dangerous. But it's for Gasko.

THE MIDGE KING • EP. 1



THE MOUNTAIN OAF • EP. 5



8. "THREE CURSED BADGES" (HALLOWEEN SPECIAL)

BADGES: THREE, ALL CURSED

Much scarier tone. Granny tells the twins three stories after dark, each one about a badge somebody should never have earned, and what it cost them to wear it.

9. "VOTE BALLZAQ"

BADGE: POLITICS

Ballzaq has been talking to an AI chat bot all day and all night, and it tells him everything he has always wanted to hear. So he builds one. He rolls it out on the courthouse steps and announces it will be taking over as Mayor of Catfish Gardens, effective immediately, unless somebody wants to run against it. Gasko raises his hand. Lomax becomes his campaign manager.

10. "OFF THE CATFISH" (FINALE)

BADGE: TEAMWORK

Something comes up from under the lake and takes Granny down with it. Out of a whole town, why her? It is tearing the island apart from underneath, and no matter how badly the twins want to, they can't do this alone. It is bigger than both of them. Every badge they have earned all season comes down to this. It's time to show Catfish Gardens what the Jr. Ranger Squad is all about.

The season mystery: Every badge pulls the twins closer to the questions nobody in town will answer. Where did they come from? Why was Lomax born with a badge in her head? What curse keeps drawing the darkness from other islands to Catfish Gardens? And what is Granny still protecting them from?



THE CREATOR

Robert Bohn

Multidisciplinary artist working in animation, paint, and sculpture. His work has appeared in film, on Broadway, and on television. Currently lead welding fabricator on large-scale interactive displays for Amazon, Netflix, Google, and Louis Vuitton. Studied animation at SVA. First solo show November 2026.

PAST WORK

Liverspots and Astronots. 21-episode series, Facebook Watch.

Swams. 3 episodes, Adult Swim Smalls.

Billy Strings: Catch & Release. Animated music video.

robertbohnart.com

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* Pitch deck created by real passionate humans. NO GENERATIVE AI.

THE WRITER

Nick Rowe



Nick Rowe is a comedy writer born and raised in Los Angeles, California, in a family where comedy was the family business. His father wrote for shows like *Futurama* and *Family Guy*, so Nick grew up surrounded by funny people and great stories. He also grew up with a twin brother, and together they turned ordinary days into make-believe adventures as spies, ghost hunters, mob bosses, superheroes, and anything else they could imagine.

nick@theroweshow.com - 818-458-7591

COME BACK AGAIN REAL SOON Y'HEARD?!

Why this show, why now? Remember being a kid on a summer afternoon? You tore through the neighborhood with a Nerf gun, hunting monsters nobody else could see. A stick was a sword, and the toys on the living room floor were armies at war. Then you grow up, and the world tells you none of it was real. This show argues the kids were right. Today, kids are growing up indoors, with screens doing their imagining for them. We want to send them back outside. In Catfish Gardens, the monsters are real, and you can earn badges that give you actual superpowers. Imagine finding that out at ten years old. You would never come inside. Adults never really outgrow it either. The sash just turns into a job title. Because at the end of the day, everybody is still chasing a badge.

