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The Last SISR Play

by

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## CHARACTER BREAKDOWN

Characters	Nature
<u>SECOND</u>	<u>Time</u>
An individual who believes time to be slow.	
<u>MINUTE</u>	<u>Time</u>
An individual who takes their time to grow.	
<u>HOURL</u>	<u>Time</u>
An individual who spends time being slow.	

*[Spacetime]*

*(MINUTE hopelessly waits.)*

*(SECOND proudly arrives, leaving a trail of thin dots.)*

**MINUTE**

Hello. Do you have a minute?

**SECOND**

Hell no. Do you have a second?

**MINUTE**

No. I need sixty.

**SECOND**

Come back to me when you have a period. Bye.

*(SECOND exits.)*

*(MINUTE waits a moment. They lay out a linguistic period {.} or dot. The period personifies the single long-term goal that they have accomplished.)*

*(SECOND returns, leaving periods behind.)*

**MINUTE**

Hell yeah. Now, do you have a minute?

**SECOND**

Hello. I am one sixtieth of a minute..

**MINUTE**

Sixty makes a minute.

**SECOND**

I'll come back when I have a period like yours... Bye.

*(SECOND hopelessly exits.)*

*(MINUTE picks up the thin dots and puts them together into a well-defined period.)*

**MINUTE**

Hello!

*(SECOND is offstage.)*

**SECOND**

Wait, Minute!

**MINUTE**

I have a second.

*(SECOND returns.)*

**SECOND**

A second?

*(MINUTE gifts the new period to SECOND.)*

**SECOND** (cont.)

That's the first, anytime has—

*(SECOND and MINUTE embrace. They hold their periods to form a colon {:}.)*

*(HOUR discreetly enters.)*

*(SECOND and MINUTE look upon HOUR.)*

**SECOND**

**MINUTE**

Hello. Do you have a second?

Hello. Do you have a minute?

**HOUR**

Hell. I have sixty and three thousand six hundred. Nice colon...

**SECOND**

**MINUTE**

Come back to us when you have a period. Goodbye.

*(SECOND and MINUTE skip out.)*

*Close circuit*