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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