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The Last SISR Play

by

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**CHARACTER BREAKDOWN**

**Characters Nature**

SECOND Time

An individual who believes time to be slow.

MINUTE Time

An individual who takes their time to grow.

HOUR Time

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.)*

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| --- | --- |
| **SECOND**  Hello. Do you have a second? | **MINUTE**  Hello. Do you have a minute? |

**HOUR**

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

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| --- | --- |
| **SECOND** | **MINUTE** |

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

*(SECOND and MINUTE skip out.)*

*Close circuit*