```xml
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      <Text> the word </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
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Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold"> </Text>
      <Text>blinks on, barely alive </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
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      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
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      <Text>". That word lights up fine. But "</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">SALVATION</Text>
      <Text>" continues to </Text>
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Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">flicker</Text>
      <Text> like it's dying. Now we see where we are--</Text>
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SalVATION thrift - niGHT</Text>
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    </Paragraph>
    <Paragraph Type="General">
      <Text>Someone just turned on the sign-- the start of another night.</Text>
    </Paragraph>
    <Paragraph Type="General">
```

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      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
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backwards</Text>
      <Text> to reveal the building and the street. Shoppers walk past a </Text>
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person</Text>
      <Text>, a </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">drug
addict</Text>
      <Text>, a single </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
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mom</Text>
      <Text>... a tableau of urban subsistence. </Text>
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      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
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      <Text>.  </Text>
    </Paragraph>
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      <Text>The whole scene is oddly beautiful... or at least peaceful.</Text>
    </Paragraph>
    <Paragraph Type="General">
      <Text>Then we hear a jarring CLANG!  And we-- </Text>
    </Paragraph>
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TO:</Text>
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          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
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angeles Men's correctional facility - niGHT</Text>
    </Paragraph>
    <Paragraph Type="Action">
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      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
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Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">slammed
shut</Text>
      <Text> and we continue tracking backwards (as if that gate just locked us
in). Our beauty shot has become an "ugly" shot.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>We drift (still back-tracking) through a catalogue of establishing
shots blanched in overhead fluorescence: municipal hallways, processing cages and
holding cells; antiseptic, cold and </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">loud</Text>
      <Text>. It's like the DMV with thirty hour waits and hand cuffs. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">SFX</Text>
      <Text> OF Gates buzzing open and </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">ratcheting</Text>
      <Text> closed, doors click and slam, garbled announcements blare over bad
speakers. Hand-cuffed </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+AllCaps">perps</Text>
      <Text> are moved in and out, most fresh off the streets, bloody, tweaking and
scared. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Cholo</Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">S</Text>
      <Text>, </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">gang-bangerS</Text>
      <Text>, </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">white-trash
</Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
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Style="AllCaps">meth-heads</Text>
      <Text>; the </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">cast-offs</Text>
      <Text> of humanity stand against walls, lie on benches and droop  behind
shatterproof glass wondering if they'll survive until their arraignments. After
hours in purgatory their booze and drugs are wearing off. Welts swell, wounds ache,
broken bones throb. They spit blood, cry and pray to God, Satan and their jailors
(in that order). Hell on linoleum.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Conversely: uniformed </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
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      <Text> and well dressed </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
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```
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+AllCaps">detectives</Text>
      <Text> jibe each other as they pass, ignoring the suffering around them. This
is their </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">work
place</Text>
      <Text>: a municipally organized bureaucracy of damnation. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Close on</
Text>
      <Text> one bruised and scratched face as he </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">walks</Text>
      <Text> down a hallway (camera still tracking backwards-- a come-hither
invitation into the underworld). Steel blue eyes. Angular features, dark, shoulder-
length hair. Equal parts Vigo Mortensen, Jesse James and Jesus. He's staring ahead
but aware of his surroundings. He's trying to appear unafraid and with his hardened
looks, he's managing all right. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>This is </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
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Style="Bold+AllCaps">Eddie</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold"> </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+AllCaps">Wilkins</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps"> (26)</Text>
      <Text>; jeans and a plaid shirt holding his induction papers in his cuffed
hands. He's being led by his arresting officer,</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps"> MCGINNIS
</Text>
      <Text>who has</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps"> </Text>
      <Text>the look of a closet white supremacist as he proudly leads his arrest
into-- </Text>
    </Paragraph>
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          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
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      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
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Men's - booking lab - cONTINUOUS</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>A cold room full of bolted down tables. Eddie is sat down across from</
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Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold"> D</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">etective
monica Hendrix</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold"> (</Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold">30s</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold">) </Text>
      <Text>mixed race, her true self barricaded behind the badge on her belt.
She's an armored, hard-working woman whose diligence is half confidence, half need
to prove herself. She's got a well-managed imposter complex.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Monica opens Eddie's file without looking at him.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DeTECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Stolen vehicle, high speed chase, evading arrest... </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
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      <Text> arrest.  No ID?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I didn't resist.</Text>
    </Paragraph>
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Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">mcGINNIS</Text>
        </Paragraph>
        <Paragraph Type="Dialogue">
          <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Bullshit</Text>
          <Text>.</Text>
        </Paragraph>
        <Paragraph Type="Character">
          <Text>DetECTIVE HENDRIX</Text>
        </Paragraph>
        <Paragraph Type="Dialogue">
          <Text>No ID?</Text>
        </Paragraph>
      </DualDialogue>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
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```xml
      <Text>Nope. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>What's your name?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Champ.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She consults the arrest report.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>"Champ Barrow..?"</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She looks at him incredulously.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DetECTIVE HENDRIX (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>What kind of name is that?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I was named after a race horse.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Can you prove it?  </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>The horse?</Text>
    </Paragraph>
    <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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        <Paragraph Type="Character">
          <Text>DETECTIVE HENDRIX</Text>
        </Paragraph>
        <Paragraph Type="Dialogue">
          <Text>Your name.</Text>
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        </Paragraph>
        <Paragraph Type="Character">
          <Text>MCGINniS</Text>
        </Paragraph>
        <Paragraph Type="Dialogue">
          <Text>State your fucking name.</Text>
        </Paragraph>
      </DualDialogue>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Hendrix looks at him-- "</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Let me do
this.</Text>
      <Text>"</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(right at McGinnis)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Champ. Barrow.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DeTECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Residence?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Under the Five freeway at the Two.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Pretty clean for a homeless guy.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie just stares, "</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">And</Text>
      <Text>?"</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Mcginnis</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Answer the question.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
```

```xml
      <Text>Is there a question?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>McGinnis looms over Eddie.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>mcGINNIS</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Who else was in the car?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She consults the report.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DeTECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>There was an accomplice? Who was with you?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I was alone. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Mcginnis</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>That's fucking bullshit.</Text>
    </Paragraph>
    <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
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        <Paragraph Type="Character">
          <Text>DeTECTIVE HENDRIX</Text>
        </Paragraph>
        <Paragraph Type="Dialogue">
          <Text>Says here--</Text>
        </Paragraph>
        <Paragraph Type="Character">
          <Text>eddie</Text>
        </Paragraph>
        <Paragraph Type="Dialogue">
          <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">He's</Text>
          <Text> wrong.  </Text>
        </Paragraph>
      </DualDialogue>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>mcGINNIS</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(To Hendrix)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
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        <Text>There was a passenger. It's possible he bailed when I lost
sight--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>--You lost sight?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>McGinnis</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>He took some real fast corners--</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She shoots him a look--</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic"> nice work
stupid.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(reading)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Evading the police; Korea Town, Kenmore, Hollywood Boulevard...  who
were you with?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EddIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I was alone.</Text>
    </Paragraph>
    <Paragraph Type="Transition">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
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TO:</Text>
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        </SceneArcBeats>
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Salvation thrift - day</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>On screen: </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold">THREE WEEKS AGO </
Text>
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    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie walks through the aisles looking at old cowboy boots.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>He looks a bit more raggedy, more like a guy who's been sleeping in his
truck for six months. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>His eye is caught by </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Arla
Garret(25)</Text>
      <Text>; She presents as a bad-ass, street wise, punk rocker but locked inside
is a poetess with dreams of romance and luxury. She's the love child of Debbie
Harry and Kurt </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Cobain</Text>
      <Text>, Jim Morrison and </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Salome</Text>
      <Text>. She's confidant, damaged, rebellious and getting better all the time
at managing the wanted and unwanted attention that her beauty brings her. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>He stops and watches her. She doesn't notice him. She comes closer. He
watches as she sorts through jackets. She turns, practically face to face with
him.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You went to Van </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Nuys</Text>
      <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She glances up. Looks away. Ignores him. Keeps shopping.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You're Harley Garret, right? Van </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Nuys</Text>
      <Text> High?  </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She stops. Glares at him, trying to figure out his game.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You remember me? Eddie Wilkins? I played baseball...</Text>
    </Paragraph>
```

```xml
<Paragraph Type="Action">
  <Text>She moves on.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>EDDIE (CONT'D)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>And guitar.  </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ARLA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Right... I think I remember the baseball.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Mean. She walks off-- </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Eddie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Yeah... I sucked at guitar. </Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You were in the, uh... the </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Italic">cheerleaders</Text>
  <Text>? Right?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ARLA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Wrong. It was pep squad for about ten seconds.  </Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She moves on.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>Eddie</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I heard you went to college?  </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ARLA</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(darkly)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Nope. </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Must've</Text>
  <Text> been someone else.</Text>
</Paragraph>
<Paragraph Type="Character">
```

```xml
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Oh. Me either.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Fuck off</Text>
      <Text>, dude.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She's going for the doors.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Whoa. Just saying hi, Harley.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>It's </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Arla</Text>
      <Text>. Has been for a while.  </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EddiE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Sorry, I didn't mean nothing.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(Sarcasm)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Well that's good because I only go out with drummers.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She cruises out the doors. </Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1 5/8" Page="6" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Ext.
```

SalVATION THRIFT - cONTINUOUS</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>He follows despite the chill. She stops. Not sure what to do now. For
some reason she doesn't keep walking.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>eddiE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>What do you call a drummer with no girlfriend?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She looks at the city and pretends to not care.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Homeless</Text>
      <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Silence. If she's amused, she's hiding it. The world passes.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I heard you were hooked on </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">meth</Text>
      <Text> or some shit.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Not </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">meth</Text>
      <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(Directly)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>What were you on?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(Simply)</Text>
    </Paragraph>
    </Paragraph>

```
    <Paragraph Type="Dialogue">
      <Text>Heroin.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Why not </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">meth</Text>
      <Text> or something fun?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>It was fun. For a while.  </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You don't look high.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>edDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I'm not anymore; </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Six
months.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Where'd you do that?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>In my truck.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>What? No shit, really?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Yeah. Down in Frog Town. By the river.  </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
```

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    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Bullshit</Text>
      <Text>. How did you do it?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I just did. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She's looking at him. Is he for real? She starts to go. He might never
see her again.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>eddie (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Kid says to his father, "Daddy, when I grow up I want to be a drummer."
</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She waits... </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">and</Text>
      <Text>?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EddiE (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Dad says, "Well, son, you can't have it both ways."</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Beat. She doesn't get it. He blew it. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Then she </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">gets it</Text>
      <Text> and, though she tries to hold it in, she cracks a smile. It's the
first in a long time.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX (o.S.)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Who else was in
the car, Champ?</Text>
    </Paragraph>
    <Paragraph Type="Transition">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">CuT back
TO:</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
```

```
    <SceneProperties Length="1 6/8" Page="7" Title="">
      <SceneArcBeats>
        <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
        <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
        <CharacterArcBeat Name="MCGINNIS"></CharacterArcBeat>
        <CharacterArcBeat Name="PHOTOGRAPHER"></CharacterArcBeat>
      </SceneArcBeats>
    </SceneProperties>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. L. A.
MEN'S - booking lab - niGHT</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>Eddie</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>I told you, I was alone.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>DETECTIVE HENDRIX</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>What's your real name?</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>Eddie</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>I told you that too.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>DETECTIVE HENDRIX</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Your father
named you for a horse...  </Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>Eddie</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>He liked to bet the races.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>DETECTIVE HENDRIX</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Where's your father now?</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>Eddie</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Dead.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>DETECTIVE HENDRIX</Text>
  </Paragraph>
```

```
    <Paragraph Type="Dialogue">
      <Text>Mother?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Dead.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Everybody dead?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>The horse might still be alive.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>McGinnis enters with Eddie's finger-print scans.  </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I got to say, </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Champ</Text>
      <Text>, for a guy getting arrested for the first time, you seem pretty...
</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>--Sanguine?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>What?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Were you going to say, </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">sanguine</Text>
      <Text>?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
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      <Text>Where'd you go to high school?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I didn't.  </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>So no college I'm guessing.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie shakes his head, looks at McGinnis who wants to beat the shit out
of him.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You just sit under the Five Freeway teaching yourself </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">S.A.T</Text>
      <Text>. </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">words</Text>
      <Text>?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I read a lot. Is that a crime?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Another look at McGinnis who appears not to read a lot.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>mCGINNIS</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Stealing cars is. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>What about ending a sentence with a preposition?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>McGinnis </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">belts
him</Text>
      <Text> in the back of the head. </Text>
    </Paragraph>
    <Paragraph Type="Action">
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      <Text>Hendrix puts up a hand to stop him. She stares at Eddie. Calculates her
next move.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Just give us a name. Someone who can corroborate your ID. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(shrugs)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I got no one.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Hendrix gets up, takes the fingerprints and starts walking out through
the doors toward the--</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="7/8" Page="9" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
          <CharacterArcBeat Name="MCGINNIS"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. L.a.
Men's - detective's pool - cONTINUOUS</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>It's where detectives have their desks. McGinnis follows her.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DeTECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(to Morales)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>No priors, no prints on record...</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She goes over to the coffee/stale donut kitchenette and pours herself a
cup. There's a </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">bulletin
board:</Text>
      <Text> </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">wanted posters,
</Text>
      <Text>gang activity, sobriety counseling, time share opportunities, ski boats
for sale etc...</Text>
    </Paragraph>
    <Paragraph Type="Character">
```

```
        <Text>DeTECTIVE HENDRIX (CONT'D)</Text>
      </Paragraph>
      <Paragraph Type="Dialogue">
        <Text>You buy that this kid just woke up under the freeway in clean clothes
and decided to steal a car?</Text>
      </Paragraph>
      <Paragraph Type="Action">
        <Text>McGinnis leans in close.</Text>
      </Paragraph>
      <Paragraph Type="Character">
        <Text>McGINNIS</Text>
      </Paragraph>
      <Paragraph Type="Dialogue">
        <Text>I can get him to spill.</Text>
      </Paragraph>
      <Paragraph Type="Action">
        <Text>It's a challenge as much as an offer. If Hendrix says no, she looks
weak. She hides a flicker of conflicted ethics.</Text>
      </Paragraph>
      <Paragraph Type="Character">
        <Text>DeTECTIVE HENDRIX</Text>
      </Paragraph>
      <Paragraph Type="Dialogue">
        <Text>How about we start with an internet search. Work our way up to water
boarding.</Text>
      </Paragraph>
      <Paragraph Type="Action">
        <Text>McGinnis shrugs. </Text>
      </Paragraph>
      <Paragraph Type="Character">
        <Text>mcGINNIS</Text>
      </Paragraph>
      <Paragraph Type="Dialogue">
        <Text>You want me to do that?</Text>
      </Paragraph>
      <Paragraph Type="Character">
        <Text>DETECTIVE HENDRIX</Text>
      </Paragraph>
      <Paragraph Type="Dialogue">
        <Text>You ready to learn to </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Google</Text>
        <Text>?</Text>
      </Paragraph>
      <Paragraph Type="Action">
        <Text>He takes the file from her--</Text>
      </Paragraph>
      <Paragraph Type="Character">
        <Text>DETECTIVE HENDRIX (CONT'D)</Text>
      </Paragraph>
      <Paragraph Type="Dialogue">
        <Text>And let's share the prints with county and state. See if they have
anything on this guy. </Text>
      </Paragraph>
      <Paragraph Type="Action">
        <Text>McGinnis nods, though he'd rather water board Eddie...</Text>
      </Paragraph>
      <Paragraph Type="Scene Heading">
        <SceneProperties Length="2 5/8" Page="10" Title="">
```

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      <SceneArcBeats>
        <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
        <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
        <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
        <CharacterArcBeat Name="PHLEBOTOMIST"></CharacterArcBeat>
      </SceneArcBeats>
    </SceneProperties>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. clown
burger - hollywood - night</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Homeless people and psychopaths linger in booths. Street punks,
hustlers and </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Scientologists</Text>
    <Text> stand in line. </Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Eddie and Arla eat burgers and fries at a table (it's an hour after
they met at the thrift store).</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>Eddie</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>You want anything else? A pie or something?</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>ARLA</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>I'm good. So, if you live in your truck, how come you have money to
take me out on this swanky date? </Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>Eddie</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>You said this isn't a date.</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>She laughs. Then-- </Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>Eddie (CONT'D)</Text>
  </Paragraph>
  <Paragraph Type="Parenthetical">
    <Text>(flatly)</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>I stole it.  </Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>ARLA</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>From who?</Text>
  </Paragraph>
```

```xml
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Whom</Text>
      <Text>. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Fuck you.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Guys I used to run with.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Ooh</Text>
      <Text>. Mysterious. What guys? Like the mafia? </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Eddie, did you
drop out of high school and join the CIA</Text>
      <Text>?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(laughs)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>No. (Beat. He shies) No: it wasn't like that... </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She's waiting. A test to see if he can be real.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EddIE (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You want another burger or anything?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You already asked me that.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EddIE</Text>
    </Paragraph>
```

```xml
    <Paragraph Type="Dialogue">
      <Text>It was a cult. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ArLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>What; Like Scientology?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Not exactly. Mostly just misquoted bible verses and selling heroin to
</Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">M13</Text>
      <Text>. It was a shit show. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>He's scoring points.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EdDIE (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Anyway. I decided to get clean and needed money so... I left (he's
hiding the rest of the story but--) bought my truck, clothes, some books and this
here happy meal.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>It's not a </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">happy
meal</Text>
      <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>It is for me.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She just rolls her eyes.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>What about you? You still live with your dad?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>That hits a hot nerve. She stuffs it down--</Text>
    </Paragraph>
    <Paragraph Type="Character">
```

```
    <Text>ARLA</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>No. He's married. Re-married.  Whatever.  </Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>Eddie</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>He still ride his motorcycle?</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>ARLA</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>He's pretty much done with all that.</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Bad memories. Eddie clocks her </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">vibe</Text>
    <Text> and leaves it. </Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>ArlA (CONT'D)</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>So, this cult you were in. Were there girls in it?</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>EddIE</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>No. All guys.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>ARLA</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>So. Were you, like... </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">celibate</Text>
    <Text>?</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>He hesitates only a minute. This answer could ruin it all.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>EDDIE</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Mmm</Text>
    <Text>... </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">yeah</Text>
    <Text>.</Text>
  </Paragraph>
  <Paragraph Type="Action">
```

```xml
      <Text>She's intrigued and a little relieved. Here's her point:</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Me too.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>WHAT?!</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ArlA (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Someone told me that, if you're celibate for seven years, then you're a
virgin again. So: six years and a few months to go.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>O k a y...  Eddie keeps an open mind.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EddIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Who said that?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(unsure)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Jesus?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>They smile at her fucked-up-kid logic and--</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1 3/8" Page="13" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int.
Truck/Ext. heart of the city shelter - later niGHT</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie's truck pulls up to-- </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>This is it.</Text>
```

```
    </Paragraph>
    <Paragraph Type="Action">
      <Text>It's a shelter for runaways and teens caught up in the sex trade; a
nondescript, urban, stucco masterpiece of utilitarian architecture.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(Honestly)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Looks nice.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She glares at him. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You know what this place is?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Nope.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>If he doesn't get it, she won't tell him. She goes--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Bye. Thanks.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Okay. Bye.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She comes back-- kiss good night? </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Look. Can we just be friends? No pressure? No countdown to "the hook
up." </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I hate that expression. </Text>
```

```
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Me too. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>(He nods agreement) </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Platonic</Text>
      <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>That means no sex, right?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Mostly it means dialogues about virtues, ethics, epistemology...</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(considers.)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Cool.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Maybe he believes himself.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You have to go. They can't see me with you.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She turns. He starts to go but waits and watches her walk to the
building. She buzzes at the gate, looks back and waves him off: "go on... </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">scat</Text>
      <Text>." As she enters the gate, the motion sensor turns on </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">bright lights</
Text>
      <Text> that nearly blind Eddie as--</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="3/8" Page="14" Title="">
```

```xml
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
          <CharacterArcBeat Name="PHOTOGRAPHER"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. Los
ANGELES MEN'S CORRECTIONAL FACILITY - as BEFORE</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>POP! Lights flash in Eddie's eyes. </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">mug
shots</Text>
      <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Close on Eddie, chin up, defiant. Sometimes Eddie is handsome and
guileless, almost childlike, and other times, like now, he's stone cold and
menacing, like a criminal.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>McGinnis hates him... or he's jealous. He leans over and mutters
something to the photographer.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Photographer</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(to Eddie)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Shirt off.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie glares coldly at McGinnis as he begins to undress. McGinnis
watches the show...</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1 1/8" Page="14" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
          <CharacterArcBeat Name="LT. THOMAS"></CharacterArcBeat>
          <CharacterArcBeat Name="MCGINNIS"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. L. A.
MEN'S CORRECTIONAL FACILITY - offices</Text>
      <Text> -</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps"> as
beFORE</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Hendrix knocks on the door jam of her Supervisor's office.  </Text>
```

```
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Lt. Ray
Thomas</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold"> </Text>
        <Text>is a level headed, African American (more on him in series). He looks
up over his glasses.</Text>
      </Paragraph>
      <Paragraph Type="Character">
        <Text>Lt. Thomas</Text>
      </Paragraph>
      <Paragraph Type="Dialogue">
        <Text>What's up?</Text>
      </Paragraph>
      <Paragraph Type="Character">
        <Text>DetECTIVE HENDRIX</Text>
      </Paragraph>
      <Paragraph Type="Dialogue">
        <Text>We're getting pictures on the white guy McGinnis brought in, "Champ
Barrow."</Text>
      </Paragraph>
      <Paragraph Type="Character">
        <Text>LT. THOMAS</Text>
      </Paragraph>
      <Paragraph Type="Dialogue">
        <Text>Got to be a made up name.</Text>
      </Paragraph>
      <Paragraph Type="Character">
        <Text>DETECTIVE HENDRIX</Text>
      </Paragraph>
      <Paragraph Type="Dialogue">
        <Text>Yeah, but we got nothing else. He's a ghost.  </Text>
      </Paragraph>
      <Paragraph Type="Character">
        <Text>LT. THOMAS</Text>
      </Paragraph>
      <Paragraph Type="Dialogue">
        <Text>Issue his summons and move on.</Text>
      </Paragraph>
      <Paragraph Type="Character">
        <Text>DETECTIVE HENDRIX</Text>
      </Paragraph>
      <Paragraph Type="Dialogue">
        <Text>Seriously? Grand theft auto? </Text>
      </Paragraph>
      <Paragraph Type="Character">
        <Text>LT. THOMAS</Text>
      </Paragraph>
      <Paragraph Type="Dialogue">
        <Text>Issue the summons. Let the judge have him.</Text>
      </Paragraph>
      <Paragraph Type="Action">
        <Text>She steps in.</Text>
      </Paragraph>
      <Paragraph Type="Character">
        <Text>DETECTIVE HENDRIX</Text>
      </Paragraph>
      <Paragraph Type="Dialogue">
        <Text>There's something about this kid. He's smart and... hiding something.
```

```
He just feels like--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>LT. THOMAS</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>--"</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">feels
like</Text>
      <Text>?"  </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>He says he lives under the freeway but he's wearing a clean shirt from
The Gap, he's got an A.P. vocabulary and he doesn't smell like piss--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>LT. THOMAS</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Good will.
Dollar showers at the shelter... There's</Text>
      <Text> kids with college degrees living on the board walk-- </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">it's the
economy</Text>
      <Text>. (Meeting over) Pictures, prints and a summons. We need the
beds.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She hesitates, then folds up her tent and goes.</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="2/8" Page="15" Title="">
        <SceneArcBeats/>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Ext. L.A.
river - day </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie is in the back of his truck reading a second hand copy of </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Kafka's</Text>
      <Text> The Castle. The pick-up is covered with a </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">cap</Text>
      <Text> and lined with a </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">futon</Text>
      <Text>. </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">books</Text>
      <Text> are stacked neatly around him, notes sticking out of the pages. Milk
crates serve as storage for his few items of clothing, neatly folded. There's
```

```xml
</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">candles</Text>
      <Text>, </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">notebooks</Text>
      <Text>, photos of </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Bukowsky</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">, JOYCE,
Melville</Text>
      <Text>. It's very clean and spare and orderly, like a five foot by eight foot
</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">monastery</Text>
      <Text>. For all his outlaw edge, he's kind of a nerd.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>He sits up when he hears someone outside. He peeks through the home-
made curtain and sees--</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1 3/8" Page="16" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
          <CharacterArcBeat Name="MCGINNIS"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Outside
the truck</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Arla walking cautiously toward the truck. She's unsure if she should be
here. Unsure if he's crazy. Unsure about everything she's doing. Yet she warily
approaches.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>The gate opens, it's Eddie. He looks at her just as warily. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Hi.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Hi.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
```

```
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Well... you didn't lie about where you live.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She takes a look around. The area is a mini rust-belt of light
industrial buildings and old junk yards. The truck is parked in front of a
dilapidated, overgrown, WAREHOUSE. There's a rusted FOR RENT sign amidst the
vines.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Arla (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You want to take me to the beach?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Beach?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I haven't been to the beach since senior year.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She holds up a </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">credit
card</Text>
      <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I'll pay for gas.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Where'd you find that?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>It's mine. My dad covers expenses... so long as I stay at the shelter.
Nice huh?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Which beach?</Text>
```

```
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. Men's
corrections - photography room</Text>
      <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>FLASH of </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">mug
shots</Text>
      <Text>. Hendrix watches. She clocks Eddie's tattoos: A </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">rattlesnake</Text>
      <Text> wound around his neck, like a necklace or a </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">noose</Text>
      <Text>. Beneath his throat, </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">its mouth bites
its tail</Text>
      <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Below is a nasty BATON SHAPED WELT. She hates to see that.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>McGinnis joins her.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Did you contact county and state?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>McGINNIS</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>They were useless, as usual.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>They look at Eddie and see his back: the snake winds around a large
</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">crucifix</Text>
      <Text>. Below that, in block letters: "BUYER BEWARE."  </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DeTECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Let's send what we got to the </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">feds</Text>
      <Text>.</Text>
    </Paragraph>
```

```
    <Paragraph Type="Action">
      <Text>Off McGinnis: </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">That's
unusual.</Text>
      <Text>  </Text>
    </Paragraph>
    <Paragraph Type="Transition">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">PreLAP:
waves</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="2" Page="17" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Ext.
crystal cove - dAY </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>The glittering </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Pacific</Text>
      <Text> stretches to the horizon, the breakers gallop in the sunset, their
manes blown back by the breeze. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie and Arla walk along. No Shoes, wind tugging their clothes. Eddie
has doffed his usual plaid shirt for a </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">white
shirt</Text>
      <Text> that glows in the sunlight. For the first time, we're someplace truly
beautiful.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>This isn't a </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">montage</Text>
      <Text> but more of a </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">DREAM</Text>
      <Text>. We see and hear the action in facets; V.O., then dialogue, then voice
again. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>It's a memory that might be lost forever.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Flash on</
Text>
      <Text> the sun through Eddie's shirt: his </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
```

```
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">tattoo </Text>
      <Text>shows through the white fabric.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Must've</Text>
      <Text> hurt.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Never felt a thing. What hurts is having it removed.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Don't. I like it.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+AllCaps">LAter:</Text>
      <Text> </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Water's
edge</Text>
      <Text>. She's looking out, struggling in her mind, deciding how much to tell
him...</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>So... you going to ask about the celibacy thing?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>What's up with the celibacy thing?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She takes a breath. Looks right into his eyes.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>After high school, I got mixed up with this guy... and I guess I was a
bit out of my mind. And (beat) I did a porno.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>No reaction. </Text>
    </Paragraph>
```

```xml
    <Paragraph Type="Character">
      <Text>ArLA (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>A few. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>He's listening.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I was "searching." </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She looks away. The wind blows her hair...</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Actually that's bullshit. I knew what I was doing. I guess I wanted to.
Who knows? I was scratching some itch or something... and the guy, my boyfriend,
whatever he was, he fucking </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">saw me coming,
</Text>
      <Text>boy</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">.</Text>
      <Text> I don't tell people this. That's a lie. I tell the people at Heart of
the City, I have to. Three times a week-- </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">what the fuck
are you smiling about?!</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EddIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Am I smiling?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Don't make fun of me.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(dead serious)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I'm not, Arla. I don't know why I'm smiling. I guess I always thought
you were this perfect, pep-squad girl who no one could talk to back then.</Text>
    </Paragraph>
```

```xml
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You could have talked to me.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Maybe I didn't want to.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Ouch.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EddIE (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>But I do now.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Corny but she likes it.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You're not </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">creeped</Text>
      <Text> out?  </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Me</Text>
      <Text>? Fuck, I spent three years in a </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">cult</Text>
      <Text>. Takes a lot to creep me out.  It's nice not to be the only one who
did stupid shit. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She doesn't know if she should smile or not. They walk on, glance at
each other. </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">a storm of
birds</Text>
      <Text> flies in the sunset.</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="3" Page="19" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
```

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        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int.
Eddie's truck/ext. Mini-mart - niGHT</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>The truck is parked outside a mini-mart. Arla's waiting. She keeps
looking... a little anxious. What's going on? </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Then Eddie comes out, walking quickly, a bag in his hands. Did he rob
this place? He gets in, hands her the bag.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I got mango. I wasn't sure what you liked.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Excited like it's drugs, she pulls out a </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">VAPE</Text>
      <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>My favorite!</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Really?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>No.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">VAPES</Text>
      <Text> UP as he drives. Offers it to him. He hesitates.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ArlA (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>It's just </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">vape</Text>
      <Text>, dude! You'll still be clean. Come on, all the cool kids are doing
it.</Text>
```

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    </Paragraph>
    <Paragraph Type="Action">
      <Text>He takes a hit. Coughs. She laughs. He drives on. Throughout, she's
</Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">vaping</Text>
      <Text> and </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">glancing at her
phone</Text>
      <Text> (</Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">GPS</Text>
      <Text>)--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Go left up here. So, you were telling me about the cult?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EdDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Right. Well, I didn't want to do shit for them anymore. I realized
that, not so deep down, I was getting used.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>'Know that feeling. Go right.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>It was all just about money and greed in the end. The leader, turns
out, was just trying to get guys like me to do his gnarly shit. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Like what?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Robbing and stealing. Money for Jesus, baby. Fucking shit show. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Like: </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
```

```
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">people</Text>
      <Text>? </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Mostly houses, banks, pharmacies. Fucking dentists office once. That's
when I realized I was done.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(interested)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You robbed banks?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>A few.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You ever get caught? </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Nope. I was too good at it. But like I say, I quit while I was ahead.
Never again.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Take a right.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She's soaking this all in. Takes a hit--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>What about you? Did you lose your dad?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Kinda</Text>
```

```
  <Text>.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>EDDIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What happened?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ARLA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I got robbed.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>EDDIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Really? By who?</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ARLA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Whom.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>EDDIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Actually it's "who".</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>She punches him in the rib.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ARLA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>My dad's new wife. Go left.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>He obeys. Listening. </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ArlA (CONT'D)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>She convinced the judge that I was unfit to manage my mom's life
insurance and so, off I went to Heart of the Street Shelter for hustlers, runaways,
teen hookers and girls who's boyfriends video taped them in bed. Left up
here.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>EddIE</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>She took your money?</Text>
</Paragraph>
```

```xml
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Yup</Text>
      <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Didn't your dad do anything?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Oh he sure did. He got clean and sober and sat there in the glow of her
blonde fucking halo.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>That's awful.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I was fucking loaded at the time.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>How much did they take? </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>A million dollars.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Holy
shit.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text> Turn here.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>He reels as they park. Her eyes are </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
```

```
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">locked</Text>
      <Text> on </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">something</Text>
      <Text> across the street. Eddie follows her look, POV:</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="6/8" Page="22" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Ext. The
GLASS CHAPEL - cONTINUOUS</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>It's</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic+AllCaps"> </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">a modern mega
church.</Text>
      <Text> Arla's eyes soak it in, half wonder, half disgust.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>What is this place?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Suddenly she crouches deep under the dashboard. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>A shiny, well-dressed </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">family</Text>
      <Text> just came out of the building. The </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+AllCaps">father</Text>
      <Text> and </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+AllCaps">mother</Text>
      <Text> are </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">coiffed</Text>
      <Text> and bejeweled. The </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">son</Text>
      <Text> (20) is preppy and handsome, the </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">daughter</
Text>
      <Text> (18) is conventionally  pretty. They are about to get into their
</Text>
```

```
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Rolls
Royce</Text>
      <Text> when the father is approached by a </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">fan</Text>
      <Text>.    </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie watches Arla who is near tears as the well-dressed "Dad" across
the street puts his hands on the fan's head and </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">says a
prayer</Text>
      <Text> over the guy. Obviously, the dad is the </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Italic+AllCaps">mega</Text>
      <Text>- </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Italic+AllCaps">preacher</Text>
      <Text>. They get in their Rolls Royce and drive off. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EddIE (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You okay?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She isn't but won't show any tears. He understands now--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>This is why you wanted a ride to the O.C.?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ArlA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Can we go now?</Text>
    </Paragraph>
    <Paragraph Type="Transition">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">PRELAP:
CLANG!</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1 7/8" Page="23" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
          <CharacterArcBeat Name="PHLEBOTOMIST"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
```

```xml
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. L. A.
MEN'S - booking lab - daY</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Hendrix glances at her computer screen. His mug shots. She clicks on
one of him </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">shirtless</Text>
      <Text>. His muscular torso, the rattlesnake tattoo. His ice blue
eyes...</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You got a girlfriend?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie shakes his head.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You got to have a girl somewhere.  </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Nope. No one.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I'll make you a deal. You cooperate, and I'll issue your summons to
appear, and you can go.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I am cooperating.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Who's your dealer?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>What?</Text>
    </Paragraph>
```

```
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Who do you buy from? We can go ask him what your name is.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I'm clean.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Homeless under a freeway stealing cars and you </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">don't use</Text>
      <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Nope.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Alcohol?  </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Nope.  </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Well! You're the first homeless guy I've ever met who doesn't have a
chemical dependency problem.  </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Congratulations. Can I go now?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DeTECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I want a blood sample.</Text>
    </Paragraph>
    <Paragraph Type="Character">
```

```
    <Text>Eddie</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>So you can run DNA?</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>DETECTIVE HENDRIX</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Is that a problem... </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Champ</Text>
    <Text>?</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>Eddie</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Can I refuse?</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>DETECTIVE HENDRIX</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>You afraid of needles?</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>He smiles to himself, "you have no idea..." </Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>DeTECTIVE HENDRIX (CONT'D)</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>You can volunteer and be out on bond. Or I can I can keep you for up to
21 days.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>Eddie</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>That's not true. You have to allow me the earliest--</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>DETECTIVE HENDRIX</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>You're withholding your identity.  For all I know, you're on a </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">terrorist watch
list</Text>
    <Text>. This could be a case for the NSA. Or ICE. De </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">donde</Text>
    <Text> </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">eres</Text>
    <Text>, hombre?</Text>
  </Paragraph>
  <Paragraph Type="Action">
```

```xml
      <Text>Eddie squirms a bit.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DetECTIVE HENDRIX (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You want to make a phone call? Who'd you like to call? Just give me a
number.</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="3/8" Page="24" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="DETECTIVE CARL ROSSMAN"></CharacterArcBeat>
          <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
          <CharacterArcBeat Name="MARY"></CharacterArcBeat>
          <CharacterArcBeat Name="REVEREND DALE GARRET"></CharacterArcBeat>
          <CharacterArcBeat Name="SOCIAL WORKER"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. Heart
of the city shelter - daY</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Arla is at the pay-phone (no cell phones allowed). She has her credit
card in hand, just typed in the number. Waits.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ArlA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Yeah, hi. Hello. Arla Garrett. So, I tried to use my card today at the
</Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">CVS</Text>
      <Text>, and they said it's been cancelled? What? Why? How come?  </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Her face tells us enough-- </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">she's been cut
off.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Well that's fuckin stupid--! All I did was buy gas-- Hello?
Hello?</Text>
    </Paragraph>
    <Paragraph Type="Transition">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">PRELAP
sounds of a bus hissing...</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="2/8" Page="25" Title="">
```

```xml
        <SceneArcBeats/>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Ext. the
glaSS CHAPEL - day</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>A bus comes to a stop and Arla steps off. She takes in the mega church,
the manicured lawns, the sparkling tall windows. She's actually never stepped foot
in here before so she walks as if in a mine field. She hesitates at the big doors.
She tries one. It's locked. Tries another. Locked. Goes around the side and finds a
little door that's open.</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="2 7/8" Page="25" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="BEVERLY"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. The
GLASS CHAPEL, sanctuary - cONTINUOUS</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Big glass windows surround the sanctuary of this mega church. At one
end is a huge depiction of a handsome, blue eyed Jesus. He's resolute and menacing
as he leads a multitude out of a dark valley. In his fist, he holds a gleaming,
white cross. His halo is vaguely red white and blue-ish.  </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>The stage/altar is flanked by lights and cameras and above it are neon
words in a kind of arched rainbow: "Acceptance" "Forgiveness" "Salvation"
"Redemption"</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>The place is dead silent as Arla enters.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Arla</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I'm </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">hooommme</Text>
      <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Nothing. Then a door opens near the stage and in comes </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">security
guard. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Arla (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Hi. Is Dale here? The Reverend? Dale?</Text>
    </Paragraph>
```

```xml
    <Paragraph Type="Action">
      <Text>The guard goes back to get Dale but, instead, </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+AllCaps">bEVERLY</Text>
      <Text> (</Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">40s</Text>
      <Text>) appears. She's blonde and pretty and intelligent. Her hair and nails
and teeth gleam and her fit, erect frame holds her chin high. She's not Tammy Faye
Baker, this is the O.C., she's elegant and stylish and ruthless and cunning; the
power behind the power. She takes one look at Arla and arms herself with a
"compassionate warrior's" face--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Beverly</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Well hello, Arla.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Hello Beverly.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>BEVERLY</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Have you left the shelter?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I tunneled my way out. Is my father here?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>BEVERLY</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>What do you need?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I want to talk to my dad.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>BEVERLY</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>He's not here. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
```

```
<Paragraph Type="Dialogue">
  <Text>Why the fuck is my credit card shut off?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Beverly is a cool rock.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEVERLY</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Well: as I understand it, there was an agreement which you violated--</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ARLA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Well it wasn't exactly an "agreement"--</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEVERLY</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>And it didn't include trips with strangers and it didn't include purchases at liquor stores--</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ARLA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>I bought a </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">vape</Text>
  <Text>! And it wasn't a "trip", we went to </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">the beach</Text>
  <Text>.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEVERLY</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>You knew the rules.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Arla realizes something.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>ARLA</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>It's because I came here, isn't it? Because I came to the O.C.? What are you afraid of, Beverly? </Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>BEVERLY</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>Honey we're not afraid of you. We're afraid </Text>
```

```
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">for</Text>
      <Text> you.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You're terrified. Guilty conscience?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>BEVERLY</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Your father believes that, until you are-- </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">clean</Text>
      <Text>-- and move on with your life, then you can't be trusted to be
here.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Clean!</Text>
      <Text>? I am clean!</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>BEVERLY</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Not in your heart.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Don't fucking "Jesus-talk" at me. I just want to see my dad.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Beverly literally steps into Arla's face, blocking her.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>BEVERLY</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>We wish we could help you, Arla. We really do. But we can't help you if
you're going keep breaking our trust.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Arla shoves past Beverly but Beverly is strong enough to resist.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>DAD? Daddy?</Text>
    </Paragraph>
```

```
    <Paragraph Type="Action">
      <Text>Security Guard reappears. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>BEVERLY</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You need to leave now.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Or what? You'll have me arrested?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Beverly holds her ground. The guard awaits commands.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You'd love that wouldn't you? So: what? I get my credit card back when
I accept Jesus? </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Beverly's smile is gone. Nose to nose, out come the talons--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>BeVERLY</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(close)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Oh honey. You could never convince me.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Arla wants to claw Beverly's eyes from her face.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Tell my dad that his dye job looks like shit. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>With her</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps"> middle
finger</Text>
      <Text> erect, Arla back pedals away. A defiant, tough-chick exit.</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1/8" Page="28" Title="">
        <SceneArcBeats/>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Ext. Glass
```

CHAPEL - cONTINUOUS</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>But once outside, she's holding in a sea of tears as she rummages in
her purse for change for the bus.</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="4/8" Page="28" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="BEVERLY"></CharacterArcBeat>
          <CharacterArcBeat Name="DALE"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. Glass
CHAPEL, office - momENTS LATER</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Back inside, Beverly enters the back offices. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Standing just inside the door is REV. DALE GARRETT, </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Arla's
dad</Text>
      <Text>. He's a cleaned up, ex-biker with </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">tattoo-removal
scars</Text>
      <Text> on his neck and old tracks on his arms and blonde, surfer hair groomed
for his new job. He's undeniably handsome and charismatic and (as we'll see) a very
convincing preacher.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Dale</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You did good, baby.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>BEVERLY</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>But next time you talk to her.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DALE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I will.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>They head back to work--</Text>
    </Paragraph>
    <Paragraph Type="Transition">
      <Text>CUT TO:</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1" Page="28" Title="">

```xml
      <SceneArcBeats>
        <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
        <CharacterArcBeat Name="DETECTIVE CARL ROSSMAN"></CharacterArcBeat>
        <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
        <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
        <CharacterArcBeat Name="MARY"></CharacterArcBeat>
        <CharacterArcBeat Name="SOCIAL WORKER"></CharacterArcBeat>
      </SceneArcBeats>
    </SceneProperties>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int.
eddie's truck - nigHT</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Eddie is startled awake by a sound. It's Arla, crawling in through the
back. She kneels next to his futon. </Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>Arla</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Will you show me how?</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>He sits up and looks in her eyes.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>ARLA (CONT'D)</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Will you show me how to rob a bank?</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>They're alone. He's half naked in his bed. She's vulnerable.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>EDDIE</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Bank's don't have a million dollars sitting in their drawers.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>ARLA</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>They got enough to hire a lawyer?</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>He considers. Something in him is coming alive--</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>EDDIE</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>They might. </Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>ARLA</Text>
  </Paragraph>
```

```xml
    <Paragraph Type="Dialogue">
      <Text>So: will you show me?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>No. (Beat) We'll do it together.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(amazed)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I thought you were done with all that.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>His honest eyes betray him-- </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">he'll do
anything for her</Text>
      <Text>. He breaks into a huge, slightly </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Italic">mischievous</Text>
      <Text> smile.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>And with that, our heros just made their pact. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>What now? Kiss? Fuck? </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>A beat and, finally, she </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">puts her hand
out</Text>
      <Text>. </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">They shake
hands</Text>
      <Text>. </Text>
    </Paragraph>
    <Paragraph Type="Transition">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">CUT
TO:</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="2 4/8" Page="29" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
```

```xml
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int.
Warehouse - momENTS LATER</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Whap</Text>
      <Text>! A door crunches open letting a slice of light into the murky, dusty
WAREHOUSE. It's an old, abandoned wood shop full of rusting machinery and iron
shavings and cobwebs. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie enters, knows his way around, Arla hesitates by the door as he
replaces the big combination lock on the hasp.</Text>
    </Paragraph>
    <Paragraph Type="Character">
     <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
     <Text>I've been using the bathroom for a month.</Text>
    </Paragraph>
    <Paragraph Type="Character">
     <Text>ArLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
     <Text>Did you pick the lock?</Text>
    </Paragraph>
    <Paragraph Type="Character">
     <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
     <Text>No, they gave me the combination.</Text>
    </Paragraph>
    <Paragraph Type="Character">
     <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
     <Text>Why would they do that?</Text>
    </Paragraph>
    <Paragraph Type="Character">
     <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
     <Text>I called and said I want to rent the place.</Text>
    </Paragraph>
    <Paragraph Type="Character">
     <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
     <Text>You lied?</Text>
    </Paragraph>
    <Paragraph Type="Character">
     <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
     <Text>No. It's a pretty cool space, don't you think? </Text>
    </Paragraph>
    <Paragraph Type="Action">
     <Text>She glances around the gloom and dust... it might take some
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convincing.</Text>
    </Paragraph>
    <Paragraph Type="Transition">
      <Text>JUMP CUT TO:</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>He's at an old chalkboard where the workers once tracked jobs and kept
schedules. He diagrams (in medias res)--  </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>So: you're here, across the street. Once I go in--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(interrupting)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>--What if you get caught?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(simply)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Run.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(beat. Nods.)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I can do that.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(resuming)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>So: in the highly unlikely event that I </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">don't</Text>
      <Text> get caught, you come back here and wait.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>And you come with the money.</Text>
```

```
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>That's right. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>How do I know you'll show?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(</Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">WTF</Text>
      <Text>?)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Well. Arla. I could have robbed banks any time I wanted. I'm only doing
this for-- </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Me?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You need money.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She scans him. Finally asks the obvious.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You're into me.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(Honestly--)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Yes.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
```

```xml
    <Paragraph Type="Dialogue">
      <Text>But I told you-- we're not going there. It's not going to
happen.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I heard you.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She grabs her bag. This was a mistake.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>So what? I like you Arla. Obviously. But I heard you. That's what
platonic means. It just doesn't mean that I'll lie. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ArlA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You never do, do you?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Only to cops.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Beat. She comes back. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EdDIE (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>We good?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ArlA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Good. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>So: once you see me come out--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I head here. </Text>
    </Paragraph>
```

```xml
    <Paragraph Type="Parenthetical">
      <Text>(looks around)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>And find a nice clean place to wait...</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Off their excited, nervous looks we-- </Text>
    </Paragraph>
    <Paragraph Type="Transition">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">CUT
TO:</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1 3/8" Page="32" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. l.a.
men'S - booking lab - dAY</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I get a lawyer, right?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Absolutely. You get a P.D. on Monday... or Tuesday... or
Wednesday.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie looks away as if listening to the waves...</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Unless you have money for bond. But that means you have to make a phone
call. Who you going to call, Champ? </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Hendrix takes a frustrated breath.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You know what--</Text>
    </Paragraph>
    <Paragraph Type="Action">
```

```
    <Text>She slams the file closed.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>DETECTIVE HENDRIX (CONT'D)</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>I'm through trying to help you.</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>She gets up to go.  </Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>EDDIE</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>You're trying to help me?</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>DETECTIVE HENDRIX</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>I could have you transferred to county. There's a bus at dawn.</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>That's a BIG threat. Eddie hides his fear.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>DETECTIVE HENDRIX (CONT'D)</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Tell me the truth.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>EDDIE</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>I did. I told you, I--</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>DETECTIVE HENDRIX</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Yeah, </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">you live by the
river.</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>He looks at her with something approaching pity. Then speaks very
honestly and simply, reiterating his story.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>EDDIE</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>I'm a homeless, ex-junkie. I saw something I knew I couldn't have and I
took it. You ever do that?</Text>
  </Paragraph>
  <Paragraph Type="Action">
```

```xml
      <Text>That touches a nerve.  </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I'm not hiding anything, Monica.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She's momentarily at sea. Eddie isn't exactly being seductive, he's
just staring at her with his eyes. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Monica doesn't get lots of honesty in this place, let alone heart
melting looks from beautiful men... She shakes it off. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DetECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>No one's coming for you, Champ. So I'll keep you as long as it takes.</
Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She goes. Off his look. </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Is Arla coming
for me</Text>
      <Text>?</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="2/8" Page="33" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="BLACK GUY"></CharacterArcBeat>
          <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
          <CharacterArcBeat Name="GUARD #1"></CharacterArcBeat>
          <CharacterArcBeat Name="LT. THOMAS"></CharacterArcBeat>
          <CharacterArcBeat Name="REVEREND DALE GARRET"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. L. A.
MEN'S - hallways - niGHT</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>In extreme </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">SLO</Text>
      <Text> MO, we follow over Eddie's shoulder, his hands cuffed, carrying his </
Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">manila folder</
Text>
      <Text> as</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps"> </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">guard #1</
Text>
```

```xml
      <Text> leads him down the </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">hallway to
hell</Text>
      <Text>. He passes other perps, more bloody, broken, walking dead. At the end
of the hall are big ugly </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">doors</Text>
      <Text> to the true lock up. Eddie steels himself as--</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="2/8" Page="33" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="BLACK GUY"></CharacterArcBeat>
          <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
          <CharacterArcBeat Name="GUARD #1"></CharacterArcBeat>
          <CharacterArcBeat Name="LT. THOMAS"></CharacterArcBeat>
          <CharacterArcBeat Name="REVEREND DALE GARRET"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. L. A.
MEN'S - cafeteria - night</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>The big ugly doors BUZZ. </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">guard #1</Text>
      <Text> leads Eddie into the worst room on earth. We see now that this is
actually a </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">cafeteria</Text>
      <Text> that's been "re-purposed" as housing for 50 men-- the definition of </
Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Italic">overcrowding</Text>
      <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Guard #1 leads him to a bunk and leaves. Eddie sits. Then looks up at
the barred </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">windows</Text>
      <Text>. He's totally alone. The sounds of buzzing, howling, crying, and
shouting as--</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="2/8" Page="34" Title="">
        <SceneArcBeats/>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Ext.
SalVATION thrift - niGHT</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">close on</Text>
```

```
        <Text> the broken, flickering sign again: </Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">"</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Italic+AllCaps">Salvation</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">" </Text>
        <Text> </Text>
      </Paragraph>
      <Paragraph Type="Action">
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+Italic">This is the
continuation of our opening tableau</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">. </Text>
        <Text>The front of the store is exactly as it was. </Text>
      </Paragraph>
      <Paragraph Type="Action">
        <Text>Only now </Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Eddie's truck</
Text>
        <Text> is parked out front.</Text>
      </Paragraph>
      <Paragraph Type="Action">
        <Text>As Eddie and Arla </Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">exit</Text>
        <Text> with shopping bags... </Text>
      </Paragraph>
      <Paragraph Type="Scene Heading">
        <SceneProperties Length="6/8" Page="34" Title="">
          <SceneArcBeats>
            <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
            <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
          </SceneArcBeats>
        </SceneProperties>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Ext.
wilshire boulevard - day </Text>
      </Paragraph>
      <Paragraph Type="Action">
        <Text>Eddie and Arla stand on a busy corner in a whirlwind of traffic and
people. They're stock still, watching... Eddie wears a second hand </Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">suit</Text>
        <Text>, trying to look nondescript but it doesn't work. These two just can't
help but look amazing.</Text>
      </Paragraph>
      <Paragraph Type="Action">
        <Text>Eddie is deep in thought, his mind working. He's also </Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">scared shit-
less</Text>
        <Text>. Over his shoulder is a second hand </Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">shoulder bag </
Text>
```

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        <Text>bearing a logo</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps"> </Text>
        <Text>from some defunct airline, circa 1975. They look across the street and
we see:</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Pov: The
mulholland bank</Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold">.</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Eddie puts on a pair of </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">boxy</Text>
        <Text> sun-glasses and a trucker hat--</Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>ArlA</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
        <Text>(lying)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>You look good.</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Actually, even in this goofy outfit, </Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">he almost does</
Text>
        <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>His eyes are all over her. He smiles--</Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>ArLA (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>What are you smiling about?</Text>
    </Paragraph>
    <Paragraph Type="Character">
        <Text>EdDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
        <Text>I can't help it.</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>He tears his eyes from her and starts to cross the street--</Text>
    </Paragraph>
    <Paragraph Type="Action">
        <Text>Suddenly she </Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">grabs
him</Text>
        <Text> </Text>
```

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      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">and pulls him
back</Text>
      <Text>. For a second we think she's going to </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">kiss him</Text>
      <Text>. But no (not yet), she's just saving him from getting </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">run over by a
car</Text>
      <Text>--</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1/8" Page="34" Title="">
        <SceneArcBeats/>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int.
mulholland bank - cONTINUOUS</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>We follow Eddie entering the bank. He goes to the kiosk and feigns
filling out a deposit slip. He looks up. </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Rack
focus</Text>
      <Text>: there's Arla across the street. </Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1/8" Page="35" Title="">
        <SceneArcBeats/>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Ext.
across wilshire blvd. - cONTINUOUS</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Arla stands looking at Eddie. Then she looks up Wilshire. Then back at
Eddie. Shakes her head "</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic+AllCaps">not
yet</Text>
      <Text>".</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1/8" Page="35" Title="">
        <SceneArcBeats/>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int.
mulholland bank - cONTINUOUS</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie takes her signal. Waits. Fills out another form. He catches sight
of the </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">FDIC plaque
guaranteeing deposits</Text>
      <Text>...</Text>
```

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    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1/8" Page="35" Title="">
        <SceneArcBeats/>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Ext.
across wilshire blvd. - cONTINUOUS</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Arla looks up the street. Clocks </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Three city
buses</Text>
      <Text> coming two blocks away. She looks at Eddie. Nods: "</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Italic+AllCaps">Now</Text>
      <Text>!"</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1/8" Page="35" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int.
muLhollAND BANK - cONTINUOUS</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie takes a breath. This is it. Turns</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">, </Text>
      <Text>and </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">GETS IN
LINE</Text>
      <Text>!</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1/8" Page="35" Title="">
        <SceneArcBeats/>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Ext.
acROSS WILSHIRE BLVD. - cONTINUOUS</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Arla can barely believe her eyes. </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">What the
fuck</Text>
      <Text>?  </Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="5/8" Page="35" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
```

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          </SceneArcBeats>
        </SceneProperties>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int.
mulHOLLAND BANK - cONTINUOUS</Text>
      </Paragraph>
      <Paragraph Type="Action">
        <Text>Eddie is nervous as he steps up to the teller. He hands her a note. On
it is written: "LOOK". She looks.  </Text>
      </Paragraph>
      <Paragraph Type="Action">
        <Text>He lifts his shirt and there, in </Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">block letters</
Text>
        <Text> across his </Text>
        <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">abs</Text>
        <Text> is written, "A GUN" and an </Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">arrow</Text>
        <Text> pointing down to what looks like the </Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic+AllCaps">handle
of a gun</Text>
        <Text> in his belt.</Text>
      </Paragraph>
      <Paragraph Type="Action">
        <Text>The teller, startled and afraid but not too surprised, immediately
hands him all the money in her drawer, including coins, just like she's trained to
do. </Text>
      </Paragraph>
      <Paragraph Type="Action">
        <Text>Eddie shoves it in the shoulder bag, zips it and turns to go. </Text>
      </Paragraph>
      <Paragraph Type="Character">
        <Text>EDDIE</Text>
      </Paragraph>
      <Paragraph Type="Dialogue">
        <Text>Thank you.</Text>
      </Paragraph>
      <Paragraph Type="Action">
        <Text>She nods, not really sure what to say. Then she takes two steps back,
hands up and gets on her knees (per protocol)--</Text>
      </Paragraph>
      <Paragraph Type="Action">
        <Text>Immediately, all the other </Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">tellers</Text>
        <Text> (seeing) slam their drawers and drop to the floor at their stations.
The </Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">managers</Text>
        <Text> and </Text>
        <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">loan officers</
Text>
        <Text> all dive under their desks or bolt into offices. An alarm starts to
ring. Customers freeze and gasp. Eddie quickly walks to the door--</Text>
```

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    </Paragraph>
    <Paragraph Type="Action">
      <Text>There aren't any guards to stop him. He </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">pauses</Text>
      <Text> to rummage in the</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps"> shoulder bag</
Text>
      <Text> for some change.</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1/8" Page="36" Title="">
        <SceneArcBeats/>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Ext.
AcrOSS WILSHIRE BLVD. - cONTINUOUS</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Arla wants to scream--</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="2/8" Page="36" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int.
mulholland Bank, vestibule - cONTINUOUS</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>A woman entering, oblivious of what's going on, holds the door for
Eddie. He exits quickly.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Thanks.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>He bolts out onto the street.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>We hear </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">sirens</Text>
      <Text> wailing across Korea Town. </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">sfx</Text>
      <Text> of </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">Helicopters</Text>
      <Text> coming this way--</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
```

```
      <SceneProperties Length="4/8" Page="36" Title="">
        <SceneArcBeats/>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Ext.
wilshire BOULEVARD - cONTINUOUS</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>What is in front of every bank in the city? </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">A </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic+AllCaps">bus
stop</Text>
      <Text>. This one is on the corner, just out of view of the tellers.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie barely breaks stride as one of the three </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">busses</Text>
      <Text> that Arla clocked, </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">hisses</Text>
      <Text> open its loving doors. He jogs up the steps, drops his coins in the
slot, and heads to a seat--  </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>The cops swarm up and </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">close off the
street</Text>
      <Text>. A helicopter hovers, pedestrians and motorists are all stopped,
detained, no one leaves the area--</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Except a big,
smelly city bus blocking the front of the bank</Text>
      <Text>.  </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>As </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+AllCaps">cops</Text>
      <Text> cordon off the block, shotguns ready, one </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">cop</Text>
      <Text> literally </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">waves the
driver of the bus to move on.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>...And Eddie </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">watches from
his seat</Text>
      <Text> as the bus drifts through the roadblock. Eddie actually catches eyes
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with the cop--</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Cop's
POV:</Text>
      <Text> Everyone on a bus looks like a fucking criminal...</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="2 4/8" Page="36" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="BLACK GUY"></CharacterArcBeat>
          <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
          <CharacterArcBeat Name="GUARD #1"></CharacterArcBeat>
          <CharacterArcBeat Name="LT. THOMAS"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int.
warehouse - later</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>The door scrapes open and Arla enters. She's out of breath and scared.
Then her eyes fall on: </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>One of the little, old offices has been cleaned up and there's a cot
and a sleeping bag and a lamp and a chair. A heroic attempt at making it nice for
her. Eddie's doing. She takes it in. Not bad. It's actually sweet...</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Just then, Eddie bombs in, out of breath and carrying the shoulder bag
full of money. Their eyes meet.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie drops the bag on a table--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ArlA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Holy shit</Text>
      <Text>!</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie is hyperventilating like he's high. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA (CONT'D) </Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">can</Text>
      <Text> </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
```

```
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">not</Text>
      <Text> fucking believe that just happened!   </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(giddy)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I believe it--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Show me!</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>He opens the bag.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Wait. We should celebrate.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She glances into a dilapidated old office. Goes in, rummages and, sure
enough, in a desk drawer, finds an ancient bottle of Jim Beam.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>This shit never goes bad, right?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EdDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>No, it's like formaldehyde. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She finds some old Dixie cups next to a dried up water cooler, cracks
the rusty top and pours whiskey. They toast.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EddiE (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>To...</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ArlA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">A life of crime
```

```
and delinquency</Text>
      <Text>?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>He raises his glass to that! She drinks. But he </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">sets his
down</Text>
      <Text>. They turn to the </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">money</Text>
      <Text> on the table and-- </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Quick
cuts</Text>
      <Text> as they count and she drinks. They're like kids sorting candy on
Halloween. But suddenly she stops. Scowls--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ArLA (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>This is only like six thousand? And... </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">a few hundred!?
</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Beat. Eddie shrugs.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I think that's actually pretty good for one teller.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>It's not enough to get a lawyer.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She backs off.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Sorry: thank you. </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">This is
awesome</Text>
      <Text>. I just meant...</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
```

```xml
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>We can do it again. There's lots of banks.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>What if we go in together, we can hit more tellers--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>No. Guys get caught taking too much time. And teams are easier to
catch. The cops will play teams off each other. It's better like this.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Okay.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She's staring at him.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>What?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She lets through just flicker of vulnerability--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Team?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I hope so...</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She likes that word. Smiles. Awkward... she turns to the stack of money
and starts counting--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(happy again)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
```

```xml
      <Text>It is a </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">LOT</Text>
      <Text> of money.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She counts. Eddie takes a few hundreds--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I'll go grab food.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>He steps out.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EddIE (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>What do you like to eat?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ArlA</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(hint of apology)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Anything but clown burger.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Huh. Who knew? He goes.</Text>
    </Paragraph>
    <Paragraph Type="Transition">
      <Text>CUT TO:</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="5/8" Page="39" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="BLACK GUY"></CharacterArcBeat>
          <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
          <CharacterArcBeat Name="GUARD #1"></CharacterArcBeat>
          <CharacterArcBeat Name="LT. THOMAS"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. L. A. MEN'S CORRECTIONAL FACILITY - offices - niGHT</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Hendrix takes one last look at the photos of Eddie on her laptop. His muscular torso with the rattlesnake tattoo. She lingers on him in his </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">boxers</Text>
      <Text>. Lt. Ray Thomas walks over. </Text>
    </Paragraph>
    <Paragraph Type="Character">
```

```
      <Text>Lt. THOMAS </Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You're spending a lot of time staring at that perp in his
undies.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Fuck off.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Realizes who it is.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DeTECTIVE HENDRIX (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Sorry Lieutenant.  </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>lT. THOMAS</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>This the guy with the snakes? </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She scrolls to a new photo: the BUYER BEWARE tattoo but most of the
frame is filled by Eddie's </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">ass</Text>
      <Text>. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>lt. THOMAS (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Quit and go home, Monica. He'll be here in the morning. You can strip
search him.</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="3/8" Page="39" Title="">
        <SceneArcBeats/>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int.
warehoom, office/bedroom - night</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Arla wakes up. Something's wrong... she goes to the window and looks
out. </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">The truck is
gone.</Text>
      <Text> FUCK. She looks for the shoulder bag. IT'S GONE. She panics. </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Looks around;
there it is, under the table</Text>
```

```
      <Text>-- she grabs it, unzips it --</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps"> all the money
is there</Text>
      <Text>. What's going on?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Then there's a </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">flashing</Text>
      <Text> at the windows, the room is flooded with light. She freezes. Then the
light </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">blinks</Text>
      <Text> on and off.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She creeps to the window, peeks out.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Arla's POV: a gleaming silver </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">dodge
Challenger</Text>
      <Text> is parked outside. At the wheel, in his </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">boxy</Text>
      <Text> sunglasses, is Eddie.</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="5/8" Page="40" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Ext/Int.
Car - momENTS LATER</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She comes out, amazed. Plays it cool--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ArlA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>What: they didn't have white?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EdDIE</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(smile)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Want to go for a ride?</Text>
    </Paragraph>
    <Paragraph Type="Character">
```

```
    <Text>ArlA</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>You stole me a fucking car?</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>EDDIE</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>You said you wanted to celebrate.</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>She gets in and notices the remnants of a </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">sales sticker
</Text>
    <Text>and, in the back seat, a pile of 30 or 40 </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">key fobs</Text>
    <Text> (one of them is working). She is truly touched and a little freaked
out.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>ArlA</Text>
  </Paragraph>
  <Paragraph Type="Parenthetical">
    <Text>(playfully)</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>I'm still not going to sleep with you.</Text>
  </Paragraph>
  <Paragraph Type="Character">
    <Text>EddiE</Text>
  </Paragraph>
  <Paragraph Type="Dialogue">
    <Text>Should have got a white one.</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>He pulls out and--</Text>
  </Paragraph>
  <Paragraph Type="Scene Heading">
    <SceneProperties Length="4/8" Page="40" Title="">
      <SceneArcBeats>
        <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
        <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
      </SceneArcBeats>
    </SceneProperties>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int./Ext.
challenger/streets of L.A. - cONTINUOUS</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Eddie and Arla happily cruise in the Challenger. Sun roof open, tunes
on the radio. It's a beautiful night--</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>Suddenly they pass an </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Lapd</Text>
```

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      <Text> </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">cruiser.
</Text>
      <Text>She ducks down.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>It's</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps"> M</Text>
      <Text>cGinnis. (</Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">SLO</Text>
      <Text> MO) he eyes the Challenger as it passes, notices the </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Dealer plates</
Text>
      <Text> and the shreds of the </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">price sticker</
Text>
      <Text>  and Eddie's crazy sunglasses at night--</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Back in
the Challenger:</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Shit...  </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie calmly drives past. McGinnis isn't following. Eddie and Arla
watch in the mirrors, growing more hopeful with every turn of their wheels.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Then the cruiser </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic+AllCaps">pulls a
U-turn</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps"> </Text>
      <Text>in the middle of the street.  </Text>
    </Paragraph>
    <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.50" RightIndent="7.50" SpaceBefore="12" Spacing="1"
StartsNewPage="No" Type="General">
      <DualDialogue>
        <Paragraph Type="Character">
          <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="AllCaps">Eddie
(CONT'D)</Text>
        </Paragraph>
        <Paragraph Type="Parenthetical">
          <Text>(sot</Text>
          <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
```

```
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">t</Text>
          <Text>o)</Text>
        </Paragraph>
        <Paragraph Type="Dialogue">
          <Text>Fuck.</Text>
        </Paragraph>
        <Paragraph Type="Character">
          <Text>ARLA</Text>
        </Paragraph>
        <Paragraph Alignment="Left" FirstIndent="-0.12" Leading="Regular"
LeftIndent="3.00" RightIndent="5.50" SpaceBefore="0" Spacing="1" StartsNewPage="No"
Type="Parenthetical">
          <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style="">(re the cop)</Text>
        </Paragraph>
        <Paragraph Type="Dialogue">
          <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Asshole</Text>
          <Text>.  </Text>
        </Paragraph>
      </DualDialogue>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie turns onto a side street, keeping it slow.</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="3/8" Page="41" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int./ext.
Car/streets of Hollywood - cONTINUOUS</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>A few more slow turns, another alley, back in traffic. Eddie is
watching the rear view. McGinnis is losing them, traffic getting between. Then
</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">red and blues</
Text>
      <Text> bloom. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Oh shit...</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>As McGinnis speeds up, Eddie starts to hand Arla his </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">wallet</Text>
      <Text>, his </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">rings</Text>
      <Text>, his </Text>
```

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      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">necklace</Text>
      <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ArLA (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Fuck, Eddie--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>It's going to be all right. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She takes his things as he floors it--</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1" Page="41" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">INT./EXT.
CHALLENGER/HOLLYWOOD BLVD. - CONTINUOUS</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>They take a couple</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="1" Size="12" Style=""> </Text>
      <Text>more turns, using corners--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Are they still back there?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie looks, maybe they lost them. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>But the cruiser rounds the corner, gaining--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>We got to bail.  </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie glances in the mirror. Considers.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
```

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    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You jump, I'll keep them going.  </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Cold beat. He waits for her decision.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Fuck. Alright. You lose this asshole, okay?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>The right decision but it suddenly feels very bad. Eddie looks at her.
</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Will he ever see
her again?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I will.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Their joy ride just turned tragic. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Another corner and he </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">screeches up to
a curb</Text>
      <Text>, she opens her door and jumps out-- no time for anything but a weak--
</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Bye Eddie.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>To make this moment even worse, we're on </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Hollywood
Boulevard</Text>
      <Text>-- </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She disappears into the throng of </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">tourists</
Text>
      <Text> and </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+AllCaps">weirdos</Text>
```

```xml
      <Text> dressed as super heroes. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">floors
it</Text>
      <Text> and the cruiser shrieks after just as (</Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">SFX</Text>
      <Text> police chopper) the Challenger is lit by a </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">sun gun</Text>
      <Text>. </Text>
    </Paragraph>
    <Paragraph Type="Transition">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Flare out
to:</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="4/8" Page="42" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="CHECK OUT WOMAN"></CharacterArcBeat>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
          <CharacterArcBeat Name="GUARD #1"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. L. A.
MEN'S CORRECTIONAL FACILITY, cafeteria - niGHT</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Bright lights illuminate the cafeteria. Eddie lies on a cot. Around
him, guys tweak, sleep, sit lost. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>GUARD #1 approaches. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>GUARD #1</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Get up.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>What?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>GUARD #1</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>CUFF. UP.</Text>
    </Paragraph>
    <Paragraph Type="Action">
```

```xml
      <Text>Eddie stands, turns and offers his hands for cuffs.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Where am I going?</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="3/8" Page="42" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
          <CharacterArcBeat Name="GUARD #1"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Ext.
American value motel - niGHT</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Arla flies in the door, closes it, doesn't turn on lights. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She takes the place in: Eddie's jacket on a chair, a couple of his
books on the bedside table, the </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">white
shirt</Text>
      <Text> hanging-- </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>What should she do? A momentary struggle in her head, she hears a
</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">chopper</Text>
      <Text> overhead somewhere, it spooks her enough to--</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She grabs clothes and stuffs a </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">suitcase</Text>
      <Text>; grabs her makeup, her toothpaste -- </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Italic">everything</Text>
      <Text>, LIKE SHE'S NOT COMING BACK. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>LASTLY she grabs the </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">shoulder
bag</Text>
      <Text> full of cash, zips it and she's gone--</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1" Page="43" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
```

```
      <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
      <CharacterArcBeat Name="GUARD #1"></CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. lOS
ANGELES MEN'S CORRECTIONAL FACILITY - pre dawn</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Release
vestibule: </Text>
      <Text>Eddie, in cuffs, waits at a gate while guard #1 opens a manila envelope
and flips through papers and, one by one, passing them under a</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps"> bar-code
scanner</Text>
      <Text>--</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>It's a lot of papers... might take forever. Eddie is scared. No idea
what's happening.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>A </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">big gate
(</Text>
      <Text>one of several</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">)</Text>
      <Text> just unlocked. Eddie can see one of those horrible, black SHERIFF'S
BUSSES waiting in the portico outside. It's like the raft across the River </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Styx</Text>
      <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>GuARD #1</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Step through.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie, hesitates, then steps...</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>He's in a sort of cage between worlds. One more gate to go. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>GuarD #1 (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Turn around.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie, scared, turns his back. He's UN-CUFFED--</Text>
    </Paragraph>
    <Paragraph Type="Character">
```

```xml
      <Text>guaRD #1 (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Sign here.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie signs. The next gate </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">buzzes</Text>
      <Text>. The bus hisses. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>GUARD #1 (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Step through.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Before stepping through the last gate, Eddie looks down at the papers
in his hands: DISCHARGE FORMS... SUMMONS TO APPEAR... RECEIPT OF BOND...</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">WHAT?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>He looks up. The gate hisses open but it's </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic+AllCaps">not the
one that leads to the bus</Text>
      <Text>. It leads to </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">a side</Text>
      <Text> door. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>GuarD #1 (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Go on.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>The door clicks open. Eddie steps through and, amazingly, </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic+AllCaps">he's
OUT.</Text>
      <Text> </Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="4/8" Page="44" Title="">
        <SceneArcBeats/>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Ext. LOS
ANGELES MEN'S CORRECTIONAL FACILITY - niGHT</Text>
    </Paragraph>
    <Paragraph Type="Action">
```

```xml
        <Text>In the pre-dawn light, bleakly colored by the halogens surrounding the
building, Eddie steps out onto Bauchet Street with nothing but a manila envelope to
show for his troubles. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>He looks around, still not knowing why or how...</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Then his eyes land on the best thing he's ever seen--</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Arla is across
the street hidden in a shadow</Text>
      <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She's </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">barely
recognizable, dressed conservatively and proper, (even a blonde wig) a little like
her </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic+AllCaps">step-
mother</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic"> only sexier. </
Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline">It's a
disguise</Text>
      <Text>, we'll find out why in a minute--</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie wants to run to her. But she shakes her head "no" almost
imperceptibly. He glances up.  </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Angle on the</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps"> CC
cameras</Text>
      <Text> that surround L.A. Men's. </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Watching</Text>
      <Text>.  </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She looks left, telegraphing him to </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">meet her around
the corner. </Text>
      <Text>They have good communication skills.</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="6/8" Page="44" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
```

```
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">ext.
street - minutes laTER</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>A few blocks away, Eddie comes around a corner and finds her.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You came for me.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ArlA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>We're a team.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Smiles, nerves... </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">platonic</Text>
      <Text>... </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>The shoulder bag is empty.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>We're out of money.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Eddie</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>We'll get more.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>ARLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Where?</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I know a place...</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>He goes to walk on but she grabs him and pulls him back. It's like when
she stopped him from crossing the street--</Text>
    </Paragraph>
    <Paragraph Type="Action">
```

```xml
    <Text>But this time, she holds him and they </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">kiss</Text>
    <Text>. </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Fuck
"platonic"</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">This is their
first kiss</Text>
    <Text> but we don't see it in sepia, </Text>
    <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">70s</Text>
    <Text>, sun-flared loveliness. Instead, we cut to a LONG SHOT: Eddie and Arla
together in the middle of the city, the last thing growing amidst the sprawl.
</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>We leave them making out warmly as the first light of dawn glimmers
over the buildings, it's the last moment of quiet before the madness of another
L.A. Day...  </Text>
  </Paragraph>
  <Paragraph Type="Scene Heading">
    <SceneProperties Length="5/8" Page="45" Title="">
      <SceneArcBeats>
        <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
      </SceneArcBeats>
    </SceneProperties>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. LoS
ANGELES MEN'S CORRECTIONAL FACILITY - morninG</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>We're back in the underworld; the start of another day.  Camera pushes
</Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">forward</Text>
    <Text> (opposite of all those reverse tracking shots at the top) as we drift
through scenes of cops greeting each other, pouring coffee, downing </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">aspirin</Text>
    <Text> and </Text>
    <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">Alka-seltzer</Text>
    <Text> to ward off hangovers. Doors slam, gates buzz horribly, announcements
blare over loudspeakers. It never ends.</Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>We pick up Detective Hendrix arriving for work. She powers up her
computer, takes off her jacket, drops her handbag in her desk drawer and locks it
(workplace theft even here).  </Text>
  </Paragraph>
  <Paragraph Type="Action">
    <Text>She grabs her empty coffee cup as the screen lights up. She scrolls
past rosters etc.,</Text>
  </Paragraph>
```

```
    <Paragraph Type="Action">
      <Text>Lands on Eddie's mug shots, his blue eyes, his thick arms, his...
she's lingering again. Shakes it off, back to work.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She scrolls down and reads the night sheets; sees </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">something</Text>
      <Text>.  Her face falls off her skull.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DeTECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(Sotto)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Fuck...</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She smacks the "</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">print</Text>
      <Text>" key as she jumps up and we follow her out. She crashes through
</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">more
doors,</Text>
      <Text> down hallways of glorious fluorescence and antiseptic white. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She slams through the last door and into--</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1 1/8" Page="45" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
          <CharacterArcBeat Name="CITY CLERKS"></CharacterArcBeat>
          <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
          <CharacterArcBeat Name="MONROE"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. L.a.
Men's - sectioning room - cONTINUOUS</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>This is where the public meets the underworld. It's where you come to
pay fines, bonds, bail and to receive loved ones who are lucky enough to get out or
dare to hope they will.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>On the other side of the bulletproof glass are </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">families</Text>
      <Text> lined up waiting; wives, children, some men. Mostly </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">African
American and Latino</Text>
```

```xml
      <Text>, all looking worried and hopeful, clutching </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">papers</Text>
      <Text> and </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">court
orders</Text>
      <Text> and </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">money
orders</Text>
      <Text> and </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">cash</Text>
      <Text>.    </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>On </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">this</Text>
      <Text> </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">side</Text>
      <Text> of the glass are the</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps"> clerks </Text>
      <Text>(all races and colors, mostly women with amazing hair and nails).
They're trying to explain the labyrinthine bureaucracy to people who don't speak
English, sending dejected families back to the drawing boards, sometimes stamping
papers and taking money.    </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>City clerks </Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(FOLEY hubbub/</Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">improv</Text>
      <Text>)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>I'm sorry ma'am, you have to take this back to the Court Clerk</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">...</Text>
      <Text> ...once you get this notarized, then you come back here so someone
can...  Do you have your ID? ...I need the pink copy. Do you have the pink
copy? ...Do you speak English? ...I know that, sir, I am aware this is your third
try...</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Hendrix storms in, grabs her print-out from a printer and--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DeTECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic+AllCaps">Monroe</
Text>
```

```xml
      <Text>-- what the fuck is this?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+AllCaps">Monroe</Text>
      <Text> is a sharp dressed, very efficient </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">black
man</Text>
      <Text>. The ruler of this fiefdom. She shoves the document at him.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>Monroe</Text>
    </Paragraph>
    <Paragraph Type="Parenthetical">
      <Text>(Unfazed)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Discharge forms. Someone bonded him out at </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">five twenty
eight AM</Text>
      <Text>. Says right there.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Who? Who got him out?</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>He flips through the papers like a kindergarten teacher.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>MONROE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Margaret
Davidson</Text>
      <Text>. A lady from his church?</Text>
    </Paragraph>
    <Paragraph Type="Transition">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Slam to:</
Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="3/8" Page="46" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="ARLA"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. L.a.
Men's - sectioning room - </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+Italic+AllCaps">the
```

```
night bEFORE</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Italic+AllCaps">Arla,</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic"> in her
conservative get up</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic+AllCaps">,</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic"> is smiling and
charming the </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+Italic+AllCaps">night worker,</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic"> a droopy guy
with no life. Over her shoulder is the BAG OF MONEY.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Italic+AllCaps">ArLA</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Like a lot of
guys, he came to us for help and... well, this is how we help!</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Her shirt is
open down to there, her smile is bright, her eyes make the guy want to hang
himself... He stamps the release forms.</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="3/8" Page="47" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
          <CharacterArcBeat Name="MONROE"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. L. A.
Men's - sectioning room - current time</Text>
    </Paragraph>
    <Paragraph Alignment="Left" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.50" RightIndent="7.50" SpaceBefore="12" Spacing="1"
StartsNewPage="No" Type="General">
      <DualDialogue>
        <Paragraph Type="Character">
          <Text>DeTECTIVE HENDRIX</Text>
        </Paragraph>
        <Paragraph Type="Dialogue">
          <Text>Who was she?! Do you have pictures? An ID?  </Text>
        </Paragraph>
        <Paragraph Type="Character">
```

```xml
      <Text>MonrOE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Check the night tapes-- yeah, she gave a driver's license--</Text>
    </Paragraph>
  </DualDialogue>
</Paragraph>
<Paragraph Type="Action">
  <Text>He's pointing to the forms, a driver's license number--</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>DetECTIVE HENDRIX</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text>What was the name of the church?</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Monroe flips papers again, a little less condescending now, fearing his department might have fucked up.</Text>
</Paragraph>
<Paragraph Type="Character">
  <Text>MOnrOE</Text>
</Paragraph>
<Paragraph Type="Parenthetical">
  <Text>(reading)</Text>
</Paragraph>
<Paragraph Type="Dialogue">
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Salvation Road</Text>
  <Text>...</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Hendrix feels cold hands on her soul.</Text>
</Paragraph>
<Paragraph Type="Scene Heading">
  <SceneProperties Length="6/8" Page="47" Title="">
    <SceneArcBeats>
      <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
    </SceneArcBeats>
  </SceneProperties>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">INT. L. A. MEN'S - DETECTIVE'S POOL - MOMENTS LATER</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Hendrix bursts in and, needing a fix, grabs her coffee cup and goes to the </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="">kitchen-ette</Text>
  <Text>.</Text>
</Paragraph>
<Paragraph Type="Action">
  <Text>Her eyes drift across the bulletin board that she's been staring at for months. </Text>
  <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Faces of </Text>
  <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000" Font="Courier Final Draft" RevisionID="0" Size="12"
```

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Style="Italic">gang-bangers</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">... a dead Jane
Doe... invitation to AA... sexual harassment awareness... </Text>
      <Text>and then her eye hitches on </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">something</Text>
      <Text>:</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She sets down her coffee and pushes aside a pamphlet for </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Racial
Sensitivity in the Workplace</Text>
      <Text> and we PUSH IN very close on A BRAND NEW </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">wanted poster</
Text>
      <Text>:</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Grainy bank surveillance photos depicting an unidentified </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">robber</Text>
      <Text> in a </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">cheap suit and
</Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">boxy</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps"> glasses</Text>
      <Text>. We push in closer and closer and finally see what has stopped
Monica's heart: </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Peeking out from the collar of his jacket is the </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">head of a
rattlesnake biting its tail.  </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She can't breathe.  </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Above the pictures, we see, in big letters:</Text>
    </Paragraph>
    <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.50" RightIndent="7.50" SpaceBefore="12" Spacing="1"
StartsNewPage="No" Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+Underline+AllCaps">Fbi</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps"> </Text>
    </Paragraph>
    <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.50" RightIndent="7.50" SpaceBefore="12" Spacing="1"
StartsNewPage="No" Type="Action">
```

```xml
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Underline+AllCaps">Wanted for bank robbery </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+Underline+AllCaps">
</Text>
    </Paragraph>
    <Paragraph Alignment="Center" FirstIndent="0.00" Leading="Regular"
LeftIndent="1.50" RightIndent="7.50" SpaceBefore="12" Spacing="1"
StartsNewPage="No" Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+Italic+Underline+AllCaps">the rattlesnake bandit.</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Bold+Underline+AllCaps">..</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>And below, descriptions and instructions but that's all lost as she
</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">rips the poster
</Text>
      <Text>off the wall and runs to</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Her
computer</Text>
      <Text> where she hits keys, calling up a </Text>
      <Text AdornmentStyle="-1" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="">Google</Text>
      <Text> page.  Her reaction is like the one you have in the instant between a
nuclear explosion and your face melting off your skull.  </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Jesus</Text>
      <Text>...</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1 1/8" Page="48" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="DETECTIVE HENDRIX"></CharacterArcBeat>
          <CharacterArcBeat Name="MCGINNIS"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int.
locker room - momENTS LATER</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Monica bombs past naked and half dressed cops until she finds McGinnis
suiting up for his shift. She flourishes the papers.</Text>
    </Paragraph>
    <Paragraph Type="Character">
```

```
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Champ Barrow?! Next time you do a search, try </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">scrolling down</
Text>
      <Text>-</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She shoves a printout in front of him--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Champ
Barrow</Text>
      <Text> was </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Clyde's</Text>
      <Text> real name. As in Bonnie and-- </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Blank stare. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DeTECTIVE HENDRIX (CONT'D)</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>The perp with the snakes? He's  wanted by the FBI. The</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps"> </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic+AllCaps">rattle
snake bandit.</Text>
      <Text> He and his accomplice robbed the Mulholland Bank last Monday.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>mcginnis</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>So that's good, right? We go charge him.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She shoves the discharge papers at McGinnis--</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Some woman from his "</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">church</Text>
      <Text>" bailed him out at five thirty this morning. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Long pause. McGinnis reads the discharge papers as Hendrix just waits
```

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for him to realize-- </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>mcgINNIS</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>His accomplice is female...</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Fucking brilliant. </Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>McGINNIS</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>You missed it too </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Detective</Text>
      <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>DETECTIVE HENDRIX</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>Get dressed and meet me at my desk. I have to notify the FBI and then,
</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">both of
us</Text>
      <Text> will go eat shit from Thomas.</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>She turns and, like a colt cutting through a heard of bulls, fords the
crowd of half dressed cops.  </Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="1/8" Page="49" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">INT./Ext.
car/GLASS CHAPEL - niGHT</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Close
on:</Text>
      <Text> </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">dealer plates
</Text>
      <Text>from </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">arcadia Dodge
```

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Dealership</Text>
      <Text> </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">of
Irvine.</Text>
      <Text> Now up on the rest of the car: It's another, brand new </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Dodge
Challenger</Text>
      <Text>. </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">Stolen</Text>
      <Text>. </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">This one is
</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Italic+AllCaps">white</Text>
      <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Scene Heading">
      <SceneProperties Length="3/8" Page="49" Title="">
        <SceneArcBeats>
          <CharacterArcBeat Name="EDDIE"></CharacterArcBeat>
        </SceneArcBeats>
      </SceneProperties>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps">Int. White
challenger - cONTINUOUS</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>Eddie and Arla sit in silence staring ahead at </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Italic">something</Text>
      <Text>.</Text>
    </Paragraph>
    <Paragraph Type="Character">
      <Text>EDDIE</Text>
    </Paragraph>
    <Paragraph Type="Dialogue">
      <Text>More money. Less security...</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">Reverse
angle,</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps"> </Text>
      <Text>we see what they see:  </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Underline+AllCaps">The
glass chapel</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+AllCaps"> </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>We push </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
```

```
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">forward</Text>
      <Text> and float past our heroes, </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">through</Text>
      <Text> </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">the</Text>
      <Text> </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="AllCaps">windshield</Text>
      <Text>, across the </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">parking
lot</Text>
      <Text> toward the </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="AllCaps">glass
chapel</Text>
      <Text>. </Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>It's dark, no service tonight. But as we press ever closer, one word is
coming into focus through the darkened windows--</Text>
    </Paragraph>
    <Paragraph Type="Action">
      <Text>One neon word over the altar: </Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold">"</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12"
Style="Italic+AllCaps">salvation</Text>
      <Text AdornmentStyle="0" Background="#FFFFFFFFFFFF" Color="#000000000000"
Font="Courier Final Draft" RevisionID="0" Size="12" Style="Bold+Italic+AllCaps">"</
Text>
    </Paragraph>
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```xml
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```xml
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        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
        <ActivateIn Element="New Act"/>
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        <ActivateIn Element="Teaser/Act One"/>
        <ActivateIn Element="Show/Ep. Title"/>
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        <ActivateIn Element="Character"/>
        <ActivateIn Element="Parenthetical"/>
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        <ActivateIn Element="Action"/>
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        <ActivateIn Element="Parenthetical"/>
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      <ActivateIn Element="Transition"/>
      <ActivateIn Element="Shot"/>
      <ActivateIn Element="New Act"/>
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      <ActivateIn Element="Character"/>
      <ActivateIn Element="Parenthetical"/>
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      <ActivateIn Element="Transition"/>
      <ActivateIn Element="Shot"/>
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      <ActivateIn Element="Character"/>
      <ActivateIn Element="Parenthetical"/>
      <ActivateIn Element="Dialogue"/>
      <ActivateIn Element="Transition"/>
      <ActivateIn Element="Shot"/>
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          <ActivateIn Element="Parenthetical"/>
          <ActivateIn Element="Dialogue"/>
          <ActivateIn Element="Transition"/>
          <ActivateIn Element="Shot"/>
          <ActivateIn Element="New Act"/>
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          <ActivateIn Element="Teaser/Act One"/>
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Text="interrupting" Transition="Dialogue">
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          <ActivateIn Element="Action"/>
          <ActivateIn Element="Character"/>
          <ActivateIn Element="Parenthetical"/>
          <ActivateIn Element="Dialogue"/>
          <ActivateIn Element="Transition"/>
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          <ActivateIn Element="New Act"/>
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          <ActivateIn Element="Scene Heading"/>
          <ActivateIn Element="Action"/>
          <ActivateIn Element="Character"/>
          <ActivateIn Element="Parenthetical"/>
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```xml
        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
        <ActivateIn Element="Shot"/>
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        <ActivateIn Element="End Of Act"/>
        <ActivateIn Element="Teaser/Act One"/>
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TO:" Transition="Scene Heading">
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        <ActivateIn Element="Character"/>
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IN:" Transition="Scene Heading">
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        <ActivateIn Element="Character"/>
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        <ActivateIn Element="Dialogue"/>
        <ActivateIn Element="Transition"/>
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Text="FADE OUT." Transition="Scene Heading">
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        <ActivateIn Element="End Of Act"/>
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```xml
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Text="DISSOLVE TO:" Transition="Scene Heading">
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            <ActivateIn Element="Character"/>
            <ActivateIn Element="Parenthetical"/>
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Text="BACK TO:" Transition="Scene Heading">
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            <ActivateIn Element="Scene Heading"/>
            <ActivateIn Element="Action"/>
            <ActivateIn Element="Character"/>
            <ActivateIn Element="Parenthetical"/>
            <ActivateIn Element="Dialogue"/>
            <ActivateIn Element="Transition"/>
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Text="MATCH CUT TO:" Transition="Scene Heading">
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            <ActivateIn Element="Character"/>
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```xml
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      <ActivateIn Element="Dialogue"/>
      <ActivateIn Element="Transition"/>
      <ActivateIn Element="Shot"/>
      <ActivateIn Element="New Act"/>
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      <ActivateIn Element="Character"/>
      <ActivateIn Element="Parenthetical"/>
      <ActivateIn Element="Dialogue"/>
      <ActivateIn Element="Transition"/>
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      <ActivateIn Element="Dialogue"/>
      <ActivateIn Element="Transition"/>
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      <ActivateIn Element="End Of Act"/>
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      <ActivateIn Element="Parenthetical"/>
      <ActivateIn Element="Dialogue"/>
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      <ActivateIn Element="Shot"/>
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      <ActivateIn Element="Show/Ep. Title"/>
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```xml
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WordOnly="No">
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Transition="Scene Heading">
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WordOnly="No">
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        <ActivateIn Element="Action"/>
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    </Macro>
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Transition="Scene Heading">
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```xml
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Transition="Scene Heading">
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    <Macro Element="New Act" Name="Start Act 4" Shortcut="E" Text="ACT FOUR"
Transition="Scene Heading">
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WordOnly="No">
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```xml
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Ñ{DEST"/>
      <Actor MacVoice="" Name="Man 2" Pitch="Normal" Speed="Medium" WinVoice="`]√≈D/—
±Ò"/>
      <Actor MacVoice="" Name="Woman 1" Pitch="Normal" Speed="Medium"
WinVoice="pQ|«g(–Ñ{DEST"/>
      <Actor MacVoice="" Name="Woman 2" Pitch="Normal" Speed="Fast" WinVoice="'ëPO|u—
è˙"/>
      <Actor MacVoice="" Name="Boy 1" Pitch="Very High" Speed="Medium"
WinVoice="`Q|«g(–Ñ{DEST"/>
      <Actor MacVoice="" Name="Boy 2" Pitch="High" Speed="Slow" WinVoice="'ëPO|u—è˙"/
>
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WinVoice="pQ|«g(–Ñ{DEST"/>
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u—è˙"/>
      <Actor MacVoice="" Name="Old Man" Pitch="Low" Speed="Slow" WinVoice="`]√≈D/—
±Ò"/>
      <Actor MacVoice="" Name="Old Woman" Pitch="Low" Speed="Slow" WinVoice="pQ|«g(–
Ñ{DEST"/>
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        <Element Type="Character"/>
        <Element Type="Dialogue"/>
      </Narrator>
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      <Member Actor="Man 1" Character="Detective hendrix"/>
      <Member Actor="Man 1" Character="Spc agent bunker"/>
      <Member Actor="Man 1" Character="Arla"/>
      <Member Actor="Man 1" Character="Monica"/>
      <Member Actor="Man 1" Character="Photographer"/>
      <Member Actor="Man 1" Character="Phlebotomist"/>
      <Member Actor="Man 1" Character="Reverend tad garret"/>
      <Member Actor="Man 1" Character="Congregation"/>
      <Member Actor="Man 1" Character="Social worker"/>
      <Member Actor="Man 1" Character="Mary"/>
      <Member Actor="Man 1" Character="Associate"/>
      <Member Actor="Man 1" Character="Black guy"/>
      <Member Actor="Man 1" Character="Guard #1"/>
      <Member Actor="Man 1" Character="Check out woman"/>
      <Member Actor="Man 1" Character="Monroe"/>
      <Member Actor="Man 1" Character="MORALES"/>
      <Member Actor="Man 1" Character="Eddie"/>
      <Member Actor="Man 1" Character="Lt. Thomas"/>
      <Member Actor="Man 1" Character="Other detective"/>
      <Member Actor="Man 1" Character="Teller"/>
      <Member Actor="Man 1" Character="Cop"/>
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```xml
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    <Member Actor="Man 1" Character="GuARD"/>
    <Member Actor="Man 1" Character="Release officer"/>
    <Member Actor="Man 1" Character="Mcginnis"/>
    <Member Actor="Man 1" Character="Reverend dale garret"/>
    <Member Actor="Man 1" Character="E"/>
    <Member Actor="Man 1" Character="Ed"/>
    <Member Actor="Man 1" Character="Edd"/>
    <Member Actor="Man 1" Character="Beverly"/>
    <Member Actor="Man 1" Character="Mrs. Gohagan"/>
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    <Character Color="#FFFFFFFFFFFF" Name="DALE" Visible="No"/>
    <Character Color="#FFFFFFFFFFFF" Name="DETECTIVE HENDRIX" Visible="No"/>
    <Character Color="#FFFFFFFFFFFF" Name="EDDIE" Visible="No"/>
    <Character Color="#FFFFFFFFFFFF" Name="GUARD #1" Visible="No"/>
    <Character Color="#FFFFFFFFFFFF" Name="LT. THOMAS" Visible="No"/>
    <Character Color="#FFFFFFFFFFFF" Name="MCGINNIS" Visible="No"/>
    <Character Color="#FFFFFFFFFFFF" Name="MONROE" Visible="No"/>
    <Character Color="#FFFFFFFFFFFF" Name="PHOTOGRAPHER" Visible="No"/>
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</FinalDraft>
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