

A Time and a Place

A short film script

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Written for Newcastle Film Club's

Blueprint script challenge, 2024

Note:

This script consists of one scene, written to be as open to interpretation as possible whilst still providing a framework to work with.

- The scene uses specific but quite generic dialogue combined with very non-specific action, so it can be transplanted into a wide range of contexts.
- It makes no reference to specific locations or props, to style of production, or to how lines should be delivered.
- The two characters in the script, **MAC** and **CHEESE**, have no specific age, gender or physicality so there are no specific casting requirements.
- The required line of dialogue is included (twice!).
- The use of the stuffed toy is deliberately not specifically mentioned in order to give a little more leeway as to where it can be worked in, but I have included a few obvious places where it could appear (flagged up in bold). There are plenty of other opportunities for it to be included, too, if you want to get creative with it.

1.

MAC has just done something they really shouldn't have done.

What was it? A crime? Something immoral? Something that'll get someone else into trouble? Something potentially embarrassing?

Whatever it was, they really, REALLY shouldn't have done it.

But now it's done, they feel ... what? Guilty? Gleeful? Ashamed? Powerful? However they feel, they're now very vulnerable, because if someone catches them now, they're going to be in deep trouble...

And at that exact moment, **CHEESE** appears. **MAC** is caught red-handed. There's no denying it - the incriminating evidence is right there (perhaps it's the **stuffed toy**?).

CHEESE

What have you done?

MAC

It's not what you think.

CHEESE hesitates - what should they do?

There's only one thing they can do... Maybe they turn to leave. Maybe they pull out a gun. Or a phone. Or a **stuffed toy**... Or...

MAC

Wait. What are you going to do?

CHEESE

What do you think I'm going to do?

MAC

Look. Let me explain, I -

CHEESE

There's a time and a place for that; this is neither.

MAC

You'll regret it.

CHEESE

Yeah?

MAC

Yeah.

Physical action of some kind follows, all without dialogue. What does MAC do? Attack CHEESE? Offer them money as a bribe? Drop to their knees to beg? Use magical powers on them? Or...

Whatever it is they do, it doesn't work out well. When the action is over, CHEESE remains in charge.

CHEESE

Oh, you're in such deep shit.

CHEESE is now more determined than ever to take action, but as they try to do so...

Suddenly, something entirely unexpected happens, again without dialogue. What is it? Maybe a phone rings? Or a gun jams? Or an alien spaceship appears? Maybe it's something to do with a **stuffed toy** (or a seagull). Or...

Whatever happens, it's a total game-changer, and when it's over, MAC suddenly has the upper hand. Maybe they've used the distraction to over-power CHEESE? Or maybe the unexpected event has revealed something new, some new (visual) information, something they can use against CHEESE?

MAC

Right. So, now what are you going to do?

CHEESE

Look. No-one needs to know. We could just forget about it, Yeah? Deal?

MAC

There's a time and a place for that; this is neither.

MAC, now in charge and with all the power, takes one final action, one that solves their problem for good. What do they do? Whatever it is, it's definitely...

THE END.