

THE CHAPEL

By Rebekah Gilbertson & Derek Boyes

Storytelling Production Exercise.

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EXT. COUNTRY CHAPEL - DAY

It is a cloudy spring day, two men, dressed in Council gardening wear are hanging around the back of the graveyard.

The older of the two, SEAMUS, lights a cigarette. He is alert, carefully absorbing his surroundings. His younger companion, MATT, plays with a set of car keys, having arranged himself lazily against an old iron fence.

MATT

God, I'm sleepy, I can't keep
my eyes open.

Seamus ignores him and walks over to a large tree. He looks at his watch and then over to a Mother chatting with a friend by the road. Her young son runs into the churchyard, holding a toy aeroplane. He disappears behind a large bush.

Watching Seamus, Matt sits up and stubs his cigarette out on the iron rail.

MATT

This bloke, what's his name?

The boy re-appears from the other side of the bush weaving his plane in and out of the gravestones.

SEAMUS

Carter

MATT

Who is he?

The child throws his aeroplane in the air; it shoots off in the wrong direction and lands in front of Seamus. He takes a final draw on his cigarette and flicks the butt in Matt's direction, making him jump.

SEAMUS

M.O.D.

Seamus steps away from the tree and picks up the toy aeroplane. The boy sees Seamus and stops in his tracks.

Matt watches them intently.

Seamus re-aligns the nose of the plane.

SEAMUS

(to the boy)

You see it's bent.

As he hands it back to the boy, his mobile phone beeps. He looks at the message, then scruffs the boy's hair.

SEAMUS
Run away now laddy!

Matt!

MATT
Yea! What's up?

Seamus slips on a pair of black leather gloves and heads back towards Matt.

SEAMUS
He's coming out.

Matt gets up showing no urgency.

MATT
(defiantly)
So what!

Seamus stops in front of him.

MATT
I've had less time for bigger things.

SEAMUS
Hurry up!

They stare at each other for a moment.

Matt eventually gives in and heads over to a pile of earth. He digs his hand into the damp soil and pulls out a plastic bag, dropping it immediately as if it was hot.

MATT
Bloody hell!

The bag is covered in earthworms. He brushes them off and hurries back to Seamus.

Seamus takes the bag and starts to open it, but stops. Matt, still lingering, realises he has overstayed his welcome and reluctantly walks away.

Seamus reaches into the bag and pulls out a Browning 9mm pistol and silencer. He starts to assemble them.

INT. CAR — DAY

Matt visibly frustrated, climbs into the car and puts the keys into the ignition. He stares nervously at the glove compartment, mumbling to himself.

EXT. COUNTRY CHAPEL - DAY

The church door opens and the General comes out.

Seamus tucks himself further into one of the trees that line the path.

The General pauses to gather his music books and glances across the graveyard to see Matt in the car. Seemingly uninterested, he continues to walk leisurely along the path.

Seamus steps out behind the General and raises the gun to the back of his head. At the same moment, the little boy, with his toy aeroplane, runs onto the pathway in front.

Seamus sees him and hesitates.

A gunshot goes off unexpectedly and the General falls to the ground. Seamus is unable to take his eyes off the horrified boy, who stares back at him in shock.

The silence is broken again with more gunfire, as Matt, now in possession of a battered Smith and Wesson '38, continues to fire insanely into the dead General's body.

Seamus violently grabs the gun out of Matt's hand, dragging him away from the boy.

SEAMUS

For God's sake...

He looks into Matt's eyes. They are full of immense pain and helplessness. Seamus relaxes his grip on Matt's jacket suddenly concerned for him.

SEAMUS

(calmly)

Let's get out of here.

They disappear between the trees.

THE END