

KENNARD COUNTRY

"Pilot"

Written by
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COLD OPEN

OPEN ON a 2000's era video game opening scrawl (a la *Super Mario Galaxy* or *The Legend of Zelda: The Wind Waker*). A NARRATOR voices over beautifully painted stills.

NARRATOR (V.O.)

Legend has it that long ago, when the first Mormon pioneers arrived in Utah...

A painted still of MORMON PIONEERS trekking across the West.

NARRATOR (V.O.)

A faithful man named Kennard Kennedy received a vision. That vision was of a grand theme park he was destined to build in the city of St. George.

Another painted still of KENNARD KENNEDY, the quintessential Mormon pioneer, posing for his portrait. Think something out of the Haunted Mansion at Disneyland.

NARRATOR (V.O.)

But the pioneers had never built a theme park before. No matter, Kennard said, the Lord would guide their ambitious endeavor.

Another painted still of pioneers at a large build site. They're scratching their heads, holding blueprints upside down, etc. Just completely clueless.

NARRATOR (V.O.)

The process was long and arduous, spanning many seasons. But finally, it was completed.

A painted still of the finished KENNARD COUNTRY park, perched atop the red, rocky landscape.

NARRATOR (V.O.)

As if crafted by God Himself, this park was like no other, for it housed the power of the Lord -- a power the Devil himself sought to steal away.

Another painted still of a CHURCH in the center of the park. Through its open doors, resting on a pedestal, a BOOK WITH GOLD PAGES. Off to the side and in the shadows, the DEVIL lurks nearby.

NARRATOR (V.O.)

This is the story of a great hero
who rose up to cast the Devil...
from the pa-park... once a-and for--

Before another painted still can materialize, the picture
grows fuzzy before abruptly CUTTING OUT.

INT. BACK OFFICE - DAY

SIERRA (early 20s, studious, easily impressed) blinks at the
now black TV screen.

SIERRA

Sorry, I'm confused. Am... am I
supposed to fight the Devil for a
gold-colored book?

(beat, growing excited)

Am I Kennard??

Next to her is GEMMA (late 20s, tired, has seen it all).

GEMMA

You don't actually have to remember
any of that, but the rules say
every new employee has to watch it.

Off Sierra's confused look, Gemma <SIGHS>.

GEMMA (CONT'D)

Back in the early 2000s, the park
wanted a video game tie-in. But
wouldn't you know it, gamers didn't
bite for a pioneer-driven 2D side-
scroller.

SIERRA

It was a side-scroller... and not a
theme park sim?

GEMMA

Well, it ended up being neither.
The game company folded a few
months in, leaving the park with
this single intro video. So to get
their money's worth, they play it
for every new employee. With zero
context.

SIERRA

Cool. It explains nothing about the
job, yet I'm emotionally invested.

(MORE)

SIERRA (CONT'D)
(beat)
What's next?

EXT. KENNARD COUNTRY - MOMENTS LATER

They stand in the center of a very underwhelming THEME PARK.
Absolutely nothing like the intro video we just saw.

GEMMA
(shrugs)
Well. This is it.

SIERRA
Wow. Best summer job ever!

A CHYRON fades on screen like an aged neon sign:

KENNARD COUNTRY

END OF COLD OPEN

ACT ONE**EXT. KENNARD COUNTRY - DAY**

Gemma leads Sierra through the park.

GEMMA

I'm supposed to tell you the park was founded in 1896 to "bring all to God and his word through the power of thrills and spills."

(beat)

So, now you know.

SIERRA

How long have you worked here?

GEMMA

Not long. Something like 9 years, 42 days, and 6 hours... but who's counting?

They pass by a small CAROUSEL.

SIERRA

(lighting up)

Oh, I loved carousels growing up!

GEMMA

Fun fact: the horses are supposed to look sick. The artist wanted to capture the look of starvation in their eyes.

On closer inspection, she's right. The diseased-looking horses are saddled with terrified CHILDREN.

SIERRA

(still optimistic)

Oh. How... authentic!

GEMMA

The pioneers crafted this park with one thing on their mind.

SIERRA

Fun?

GEMMA

Death. A whole lotta death.

EXT. TOTTIES RESTAURANT - MOMENTS LATER

Gemma and Sierra pass by a run-down restaurant.

SIERRA
(sniffing)
Mmmmm. Something sure smells good
in there!

GEMMA
You like potatoes?

SIERRA
Who doesn't?

GEMMA
You like potatoes *with* your
potatoes?

SIERRA
I'm... not sure I follow.

Gemma points to a GIANT MENU BOARD posted outside.

SIERRA (CONT'D)
(reading)
"Potatoes with a side of potatoes,
potatoes on top of potatoes,
potatoes stuffed with potatoes..."

GEMMA
The park only serves potatoes.

SIERRA
Lemme guess. It was the only food
the pioneers had?

PULL OUT to reveal an entire street of POTATO-THEMED
RESTAURANTS AND RIDES.

GEMMA
No. Kennard just *really* liked
potatoes.

INT. OLYMPICS SHOP - MOMENTS LATER

Gemma and Sierra pass by an Olympics-themed shop, which
really stands out from the other pioneer-themed storefronts.

MAUREEN (O.S.)
Pssst! Gemma, in here!

The ladies come face-to-face with MAUREEN (mid 40s, big mom energy, careless spender). She proudly holds up a faded 2002 SLC Winter Olympics JACKET.

MAUREEN (CONT'D)
Has this fantastic little number
always been here? How have I never
seen this before?!

GEMMA
Judging by the fact it's from the
2002 Winter Olympics, I'm gonna go
with... *it's always been here.*

SIERRA
<GASPS> The Olympics were held
here???

Maureen's eyes light up. Gemma <GROANS>. *Here we go...*

MAUREEN
Of course they were held here!
Well, not here here. But Salt Lake
City here, which is still
technically "here" because Utah
state is just one big happy family!

Maureen does a double take.

MAUREEN (CONT'D)
Speaking of family, you look
roughly Dave's size. Would you mind
trying this on... uh...?

SIERRA
Sierra. And sure!

Sierra takes the jacket and tries it on.

MAUREEN
(nodding)
Thank you, dear. Now, can you lift
your arms for me?
(Sierra does)
Oh, yeah, that looks good! And if
you touch your toes?
(Sierra does)
Phew, cutting it a little close,
but that *should* work.
(getting one last idea)
And what if you just spin around a
few times?

GEMMA
We're on a bit of a schedule,
Maureen--

Maureen quickly takes the jacket back, apologetic.

MAUREEN
Say no more, say no more! The ol'
FDT, huh?
(off Sierra's look)
First Day Tour! Ugh, I'm so jealous
you get to experience it for the
first time!

SIERRA
Well hey, there's always room for
one more!

MAUREEN
(turning dark)
Sweet, sweet Sierra. How I wish I
could join you, but... the park
doesn't want me. Not after the
potgut incident.

SIERRA
I'm sorry. The what?

GEMMA
(grabbing Sierra)
A story for another time, right
Maureen? We'll catch you later!

MAUREEN
Oh. Y-yes, of course. Have fun!

She waves goodbye as Gemma pushes Sierra out the door.

MAUREEN (CONT'D)
(re: jacket)
Better get two for Davey, my sweet
little polar bear.

EXT. THE RIDE - MOMENTS LATER

Gemma and Sierra stand in front of the park's largest (and only) WOODEN ROLLER COASTER. Sierra notes the faded sign, punished by decades of rough weather.

SIERRA
(reading)
"The Ride."
(MORE)

SIERRA (CONT'D)

(beat)

I like it! Straight to the point.

GEMMA

It was the only ride back when the park first opened. Hence the name.

The CAMERA SLOWLY PANS across The Ride's mismatched track, clearly updated in sections over the years.

SIERRA

At least it isn't about death.

GEMMA

Oh no, several people died on this.

She points to a commemorative HEADSTONE out front with a laundry list of names.

SIERRA

(trying to be optimistic)

At least they'll always be remembered?

A PARKGOER sits on the headstone, popping their shoes off, scratching at their feet.

GEMMA

Sure. As a second-rate seat.

INT. THE RIDE - LOADING STATION - MOMENTS LATER

This is where the magic happens. And by magic, it's utter chaos. EMPLOYEES try to shepherd PARKGOERS onto the ride, but it's about as successful as corralling rabid mountain lions.

As Gemma and Sierra take in the scene, RAYMOND (mid-50s, natural leader, confident) approaches.

RAYMOND

Ah, you're finally here!

(shakes her hand)

Sierra, was it? Raymond, ride lead.

Lurking behind him is JED (late 30s, quiet, observational).

RAYMOND (CONT'D)

(gesturing behind him)

The shadow behind me? That's Jed.

JED

Hi.

SIERRA
Hi! It's nice to meet--

SCHNEIDER (early 30s, nosey, self-important) loudly shouts
across the station, jump scaring nearby parkgoers.

SCHNEIDER
(calling out)
Is that the intern?

RAYMOND
We've been over this, Schneider. We
don't hire interns.

BERYL (70s??, old as dirt, no patience left) sends a loaded
cart up the lift.

BERYL
Except you. Intern.

SCHNEIDER
(pouty, to himself)
I am NOT an intern...

GEMMA
(to Sierra)
Beryl and Schneider, ladies and
gents.

SIERRA
It's sooo nice meeting everyone! I
can't wait to work with y'all.

BERYL
HA! This one's got jokes.

Raymond, Jed, and Gemma awkwardly smile before--

SCHNEIDER
<OBNOXIOUS MOUTH-SIREN NOISES>

He points at something we can't see in a cart that just
unloaded.

SCHNEIDER (CONT'D)
Stand back, people! We've got a
Code Brown! I repeat, a CODE BROWN.

Sierra looks to Gemma. *That kind of 'Code Brown?'* Gemma
solemnly nods.

SIERRA
Yikes.

RAYMOND

Beryl?

BERYL

On it.

Beryl dons a thiccccc PAIR OF GLOVES.

BERYL (CONT'D)

(to Schneider)

Bucket me, intern.

SCHNEIDER

Why do I have to be Bucket Boy?

BERYL

You wanna be Glove Girl?

SCHNEIDER

No...

Schneider grabs a BUCKET, holding it at the ready.

With cheetah-like reflexes, Beryl yunks the Code Brown out of the cart, tossing it into the bucket with a nice <PLOP>!

BERYL

Thank God I lost my sense of smell
30 years ago.

SCHNEIDER

<GAGS> I haven't...

He slumps off with the bucket as Jed whips out a pair of CLEANING BOTTLES like pistols.

JED

Jed's time to shine.

He makes quick work of the Code Brown. Nods in satisfaction.

JED (CONT'D)

Good to go.

Sierra blinks in awe.

SIERRA

That was... incredible. And kind of
disgusting?

(nodding)

Incredibly disgusting!

GEMMA

Eh. It's just a little poop. You'll get used to it in no time.

INT. CONTROL ROOM - MOMENTS LATER

Sierra guffaws at the WALL OF SECURITY MONITORS showing:

- Raymond in his office, fiddling with his uniform.
- Beryl and Schneider arguing in the loading station.
- Jed hovering near the cleaning closet.
- And just about any other thing you could possibly see on a roller coaster.

SIERRA

Whoaaaa. What *don't* you see on these things? I had no clue rides had this many cameras...

Sierra suddenly spots Maureen at The Ride's entrance, waving at camera and mouthing "First Day Tour!" Sierra waves back but quickly stops.

SIERRA (CONT'D)

Wait. What am I doing? She can't see me.

(beat)

... Or can she?

GEMMA

From up here, we see everything. Even things we don't want to see.

SIERRA

Uh oh.

GEMMA

Something wrong?

SIERRA

(nervous)

Oh, uh, it's nothing. Just remembered something from when I was a teen.

Both women look knowingly at each other.

GEMMA

You did it on a ride?

SIERRA (CONT'D)

I did it on a ride.

They burst out <LAUGHING>.

GEMMA (CONT'D)
Me too. And I *knew* about the
cameras.

Out of the corner of her eye, Gemma sees an EMPLOYEE
nervously pace around the break room, terror in her eyes.

GEMMA (CONT'D)
Hmmm...

Sierra follows Gemma's eyeline. A few more employees join in
on the frantic pacing.

SIERRA
What's going on?

GEMMA
Not sure. Let's check it out.

Gemma grabs the doorknob to leave... but it immediately JAMS.

GEMMA (CONT'D)
(exasperated)
<SIGHS> Of course. This whole place
is falling apart.

She rams the door a few times with her shoulder, barely
getting it to budge.

GEMMA (CONT'D)
Little help?

Sierra nods. Together, the force of their combined body
weight throws the door open. RONNY (mid-30s, clueless, yes-
man) passes by.

RONNY
The door jam again?

GEMMA
Ronny! Just the guy I wanted to
see!

RONNY
Really?

GEMMA
Yep! I'm tagging you in.

Gemma shoves Ronny into the control room and slams the door.

SIERRA
You don't think the door's gonna
jam again, do you?

GEMMA
Honestly, you never really know.
That's half the fun.

RONNY (O.S.)
(muffled behind the door)
I'll cover the controls, no
problem. Hope you enjoy your FDT!

As Gemma and Sierra head out--

SIERRA
He seems really nice.

GEMMA
Oh no, the guy's a total asshole.

INT. BREAK ROOM - MOMENTS LATER

A group of employees crowd around a small TV screen,
listening intently to the local news report.

TV NEWSCASTER
What comes as a complete and utter
shock to the Southern Utah
entertainment scene is the recent
buyout of pioneer-founded theme
park Kennard Country.

A series of park photos over the years flash across the
screen. Through them, the park ages. Poorly.

TV NEWSCASTER (V.O.)
A place that's provided years of
fun for everyone was recently
acquired by the up-and-coming
entertainment moguls known as "The
Business Bros."

A picture of THE BUSINESS BROS appears on screen, a pair of
well-dressed, clean-shaven men in their late 30s.

TV NEWSCASTER (V.O.)
Determined to reinvigorate the
Kennard brand, Ian and Mack pledge
this acquisition will revolutionize
the concept of fun as we know it.

The Newscaster stares straight at camera, a grin on her face.

TV NEWSCASTER

I think I speak for everyone when I
say... we can't wait to see!

This causes the room to explode.

EMPLOYEES

"Why didn't anyone tell us?" / "Are
we gonna lose our jobs?" / "Ian's
kinda cute. Anyone know his deal?"

GEMMA

Sierra, I'm... feeling something.
Something I never thought I'd feel
ever again.

SIERRA

Despair? Dread? Diarrhea?

GEMMA

(surprised)
Surprised.
(beat)
And maybe a bit of diarrhea.

END OF ACT ONE

ACT TWO**INT. THE RIDE - VARIOUS - DAY**

The news impacts The Ride Crew (hereby known as "TRC") in various ways.

- IN HIS OFFICE: Raymond stares off into space until his cell phone <RINGS>. We see who's calling: "Fortune Teller."

RAYMOND

(to self)

I should have listened to her...

- IN A CLEANING CLOSET: Jed <DEEPLY INHALES> the chemicals like scented candles.

JED

(while breathing)

I'm in my happy place. I'm in my happy place.

- IN THE LOADING STATION: Beryl kicks her feet back and reads a book called "When You're Ready: Tips for Transitioning to the Grave" by Chris Harrison.

BERYL

(to self)

So wise for someone still alive.

Meanwhile, a group of TEENS pile into a cart. They don't fit, but Schneider's distracted by Beryl's reading.

SCHNEIDER

Some of us are trying to *stay*
alive, Beryl. By working.

He sends the overflowing cart through. It dangerously teeters up the lift.

BERYL

(dismissive)

No one asked, intern.

Schneider silently steams.

EXT. THE RIDE - SAME TIME

At The Ride's entrance, Sierra (under Gemma's supervision) welcomes people in.

SIERRA

Hi there! Hello! Welcome to-- whoa,
okay... Um, slow down a sec!

She's knocked out of the way by a stampeding CROWD.

PARKGOER WALLA

"This might be the last time we'll
ever ride it!" / "Go, go! Get to
the front of the line!" / "I don't
care if he's old, knock him over!"

Gemma helps Sierra to her feet.

GEMMA

Just let 'em pass. No use fighting
against a crowd.

Gemma flashes her elbow. The BONE protrudes abnormally.

GEMMA (CONT'D)

Take it from me.

SIERRA

What are we supposed to do? Just
act like everything's normal?

GEMMA

Yeah, kinda? As long as the check
clears, nothing else really
matters.

SIERRA

Wait. Is this training supposed to
be paid??

Gemma's eyes widen. Oops.

GEMMA

Uhhh, until we know what's going
on, try not to worry about it.

But Sierra's the complete opposite of "not worried about it."
She twirls her hair so hard, a giant CHUNK of it falls out.

SIERRA

Oh. So that just happened.

INT. BREAK ROOM - MOMENTS LATER

TRC looks abysmal. The mood is all doom and gloom.

SCHNEIDER
We're screwed. I knew getting an
intern was a bad idea!

RAYMOND
Sierra is not an intern. And she
has nothing to do with this...

He scans the room. Some employees look doubtful.

RAYMOND (CONT'D)
Tell me you don't believe Sierra
jinxed the park. I need to hear
everyone in this room say that.
Now.

EMPLOYEES
(mostly in unison)
Sierra didn't jinx the park.

SCHNEIDER
(under his breath)
She could have.

Raymond presses on, not having heard Schneider.

RAYMOND
Good. Now where would you go and
get a stupid idea like that?

All eyes go to Schneider. Raymond <SIGHS>.

RAYMOND (CONT'D)
Today threw us quite a curveball,
but everyone here held it together.
(beat, rethinking)
Well, everyone except Ronny, who
completely disappeared on us.

GEMMA
(to Sierra)
Asshole.

INSERT: Ronny's fingers poke out from underneath the jammed
control room door.

RONNY (O.S.)
(muffled)
Help!

SOMEONE passes by, stepping on them. <CRUNCH>!

RONNY (O.S.) (CONT'D)
(muffled)
Ow...

BACK IN THE BREAK ROOM: Raymond shrugs his shoulders.

RAYMOND
Since upper management didn't tell
us about the buyout, it's probably
not a big deal.

SCHNEIDER
Kennard Country isn't really known
for great management.
(off Raymond's look)
Aahhh, except for you, Raymond,
because everybody loves--

Raymond holds up a disapproving hand.

RAYMOND
Don't.

Schneider quivers at Raymond's raw power.

GEMMA
I really, really, *really* hate to
say it, but Schneider has a point.

Schneider glares at Gemma before realizing what she said.

SCHNEIDER
Oh... thanks, Gemma.

GEMMA
This is the same management that
installed parking meters at picnic
tables, charged park entrance and
exit fees--

BERYL
(growing excited)
Aaand removed all umbrellas and
tents to sell more soft drinks.
(beat, in awe)
Those brilliant bastards.

TRC look around and start to <GRUMBLE> their mutual
disappointment. Raymond holds up his hands to quiet them.

RAYMOND
While all of that is undeniably
true, we don't know what tomorrow
will bring.

(MORE)

RAYMOND (CONT'D)
So let's take what comes on the
chin, just like we always do.

TRC share skeptical nods. *Go team?*

HARD CUT TO:

EXT. KENNARD COUNTRY - ENTRANCE GATE - NEXT DAY

The employees stare blankly at a giant "CLOSED" sign.

GEMMA
(looking at Raymond)
Think we're taking it in the chin,
the gut--

JED
The butt?

GEMMA
Not the body part I was gonna
choose, but sure.

Raymond notices a small NOTE taped underneath the sign.

RAYMOND
(reading)
"All Kennard Country Employees:
Please report to the Beehive
Amphitheater ASA-Bee."

He and Gemma share a puzzled look.

EXT. BEEHIVE AMPHITHEATER - MOMENTS LATER

On a giant screen, the words "Welcome, Kennard Country!"
flash to the beat of HYPE MUSIC.

GEMMA
Whaaat is all this??

SIERRA (O.S.)
Gemma, over here!

Gemma, Raymond, and Jed join Sierra, Schneider, and Beryl on
the bleachers.

MAUREEN (O.S.)
Scooch over.

Maureen's somehow here too, squeezing between Gemma and
Sierra.

GEMMA
Maureen? How did you--

MAUREEN
(winking)
My sweet Dave. Besides, the Ken-
Nerds are gonna eat this delicious
scoop right up!

SIERRA
Ken-Nerds?

GEMMA
You're *still* running that blog?

MAUREEN
Shhh, it's starting!

The lights dim. The music dulls to a distant <HUM>. Front and center, "The Business Bros" strut out on stage, applauding... themselves.

MACK
(while clapping)
Yo, KC! Give it up for your new boy
toys!

There's scattered <APPLAUSE> amongst a skeptical (and very confused) crowd of employees.

BERYL
(shouting)
What? What did you say? I don't
have my hearing aids in because I
hate them!

Ian nervously tugs at his collar. Tough crowd.

IAN
Well, as you may already know,
we're "The Business Bros." I'm Ian--

MACK
And I'm Mack. Together, we're
putting the fun *back* in Kennard.

EMPLOYEE WALLA
"Where did it go?" / "Was this
place even fun to begin with?"

IAN
(nervous chuckle)
Look. We get it. New bosses. Scary,
right? You're all thinking...
(MORE)

IAN (CONT'D)
(high-pitched voice)
'Oh no, what are we gonna do?'

It's dead silent. Then, a single EMPLOYEE stands.

EMPLOYEE #1
(shouting)
This guy gets it!

IAN
(growing more confident)
Well, we know what we're gonna do
and so should you.

The flashing text on screen transforms into an over-the-top PowerPoint presentation that illustrates their plan.

MACK
How about... raises for everyone!
Uh-huh, we're going there! Extra
paid time off? Don't mind if we do!
Slick, new uniforms! Say whaaaaat?

Mack <RIPS> off his suit to reveal a SNAZZY UNIFORM underneath. The crowd is stunned. *So what's the catch?*

IAN
And right about now, you're
probably thinking to yourself...
(high-pitched voice again)
'What's the catch?'

EMPLOYEE #1
(shouting)
This guy gets--
(sitting back down)
Sorry. Continue.

MACK
Does St. George turning into the
hottest entertainment destination
in the entire Midwest sound like a
catch to you?

A rhetorical question, but the crowd seems invested...

Just then, CONCEPT ART for the KENNARD AIRPORT RESORT appears on screen. It's a beautiful entertainment complex made up of lush gardens, lavish movie theaters, high-end aircrafts, etc.

EMPLOYEE WALLA
<OOHS / AHHS>

MACK

Say hello to the Kennard Airport Resort, the first States-based megacomplex of amusement, travel, vacation, and entertainment -- all in one package!

As the employees continue to oogle over the PowerPoint, a SECOND EMPLOYEE calls out from the crowd.

EMPLOYEE #2

So how does this all work? You're just gonna turn Kennard into that thing?

IAN

(laughing)

Oh no. No, no, no, no, no.

(beat)

No. No, we're not renovating the park. We're destroying it.

The crowd absolutely loses it.

EMPLOYEE WALLA

<PANICKED WALLA>

MACK

Whoa, whoa, whoa! There's no need to panic! Believe you me, we love Kennard Country.

He looks at Ian, whose face clearly reads "not really."

MACK (CONT'D)

The BBs take care of their bbs, you feel?

(awkward beat)

... We'll try to keep the park open as long as possible.

IAN

Until the Airport Resort opens, of course.

EMPLOYEE WALLA

<BOOS> / "Oh, I hate that!"

IAN

The park will continue to operate as if we weren't even here. So let's all just get back to work and have some fun!

(chuckles nervously)

(MORE)

IAN (CONT'D)
I'm serious. Everyone here is
working a half day, so chop chop!

Beryl <CHUCKLES>, bringing Sierra out of her reverie.

BERYL
Oh that's clever.

SIERRA
What is?

Beryl hand-chops her own throat.

BERYL
Chop chop.

Sierra grimaces.

INT. THE RIDE - LOADING STATION - LATER

Gemma and Sierra tag-team loading carts. Gemma's so
distracted, she lets a KID who's way too short onboard.

GEMMA
I can't remember the last time I
was remotely excited for anything.
An airport resort? In St. George?
What a time to be alive.

SIERRA
(hushed / reverent)
But what about the children? Did
you think of the children?

A FEW KIDS tussle in the cart. The smallest of the bunch gets
punched. *Hard.*

KID #1
(in tears)
I hate you guys, and I hate this
park! I hope it closes!

GEMMA
(to kid)
Your wish will come true sooner
than you think, kid.

Gemma grins at Sierra, but she avoids eye contact.

INT. BREAK ROOM - LATER

As TRC pack it up for the day, Raymond's moved to speak.

RAYMOND

I'm so incredibly proud of everyone in this room. This is the kind of resilience The Ride Crew is known for, and as long as we stick together, we can weather any storm.

The room is pensive. Melancholy. Gemma notices Sierra, silently caught in a storm of her own.

GEMMA

(getting an idea)

Uh, Ray? With everything going on, Sierra hasn't gotten an RTI yet.

SIERRA

(sadly)

Oh, no. I definitely got one of those before.

GEMMA

(confused)

A Ride Through Initiation?

SIERRA

(blushing)

Um... Nope! Sorry. Thought you said something else.

RAYMOND

I don't see the harm. Schneider can send you.

SCHNEIDER

What? Why me?

RAYMOND

If memory serves, you always ask how to go the extra mile. Well son, this is that mile.

Raymond flashes his signature "don't disappoint me" look. Schneider can't help but concede.

SCHNEIDER

<ANGRILY MUMBLES IN THE AFFIRMATIVE>

Beryl rolls her eyes before leaning close to Sierra.

BERYL

Pffft. Interns.

INT. THE RIDE CART - MOMENTS LATER

Schneider avoids making eye contact with Gemma as he halfheartedly checks the lap bar.

GEMMA
(exaggerated sweetness)
Reeeaaaally appreciate you doing
this, Schneider. You're a real one,
you know that?

SCHNEIDER
<DISMISSIVE MUMBLING>

GEMMA
Going the extra mile without being
asked... Well, no. That's not quite
right. It's more like going the
extra mile after being forced to.
Is it still an extra mile then?

SCHNEIDER
Shut it...

Sierra, on the other hand, gives Schneider a genuine smile.

SIERRA
Thanks for doing this. It really...
<SNIFFLES> means a lot.

SCHNEIDER
Whatever.

At the ride console, he <SLAMS> the "GO" button with the full force of his palm.

SCHNEIDER (CONT'D)
Ow.

EXT. THE RIDE - CART - CONTINUOUS

The cart slowly climbs the lift. Gemma and Sierra can't help but admire the view.

SIERRA
The park is beautiful from up here.

GEMMA
<SCOFFS> That's because you're not
seeing it up close.

Sierra <SIGHS>, suddenly looking annoyed.

SIERRA
I don't buy it, Gemma.

GEMMA
Buy what?

SIERRA
Your whole 'I don't care about this park' attitude.

GEMMA
Excuse me? I don't care about this park.

SIERRA
Do you wanna know what I think?

GEMMA
Not really, no.

SIERRA
I think it's a front to mask just how devastated you'll be when the park's gone.

GEMMA
Whoa, whoa, whoa where is this coming from? It's your second day!

SIERRA
Think about it. What will you do when Kennard's no more?

GEMMA
(crazed)
What will I do? What will I do??
Whatever the f*ck I want! I'll finally be free!

The cart suddenly lurches to a HALT, giving both women massive whiplash.

GEMMA / SIERRA
<BEING WHIPLASHED EFFORTS>

END OF ACT TWO

ACT THREE**EXT. THE RIDE - MOMENTS LATER**

Time has passed. Maybe just a few minutes. Maybe a couple of hours. It's hard to tell when you might have a concussion.

GEMMA

Ugh, where's Schneider? He should've evacuated us already.

A GIANT CROW lands on the tippy top of the lift. It eyes Gemma and Sierra before <LOUDLY CAWING>.

GEMMA (CONT'D)

Oh, go caw yourself, you stupid bird. Caw! CAW!

SIERRA

(worried)

Gemma, don't! Crows are extremely territorial... and we are *extremely vulnerable*.

GEMMA

Yeah, well, this is our territory. Crows think they own this ride...
(talking directly at crow)
But you don't, do you? We own it, you hear? Us, the HUMANS!

The Crow <CAWS> again, as if to say 'no.'

GEMMA (CONT'D)

Why you little--

In her anger, Gemma <SHAKES> the lap bar... which gives slightly. She looks down, an idea forming.

SIERRA

Um, Gemma? You don't think... you don't think it's tasted human flesh before, do you? I mean, look at its little beady eyes. Don't they just scream flesh-eater?

Gemma rhythmically shakes the lap bar. Meanwhile, Sierra's rubbing her face, starting to spiral.

SIERRA (CONT'D)

I like my flesh, and I like it on me even more.

(MORE)

SIERRA (CONT'D)
I never thought in a million,
billion years it'd end like this
for me...

GEMMA
(not listening)
Uh-huh.

SIERRA
I should've listened to you, Gemma.
Got out while I still could.
(beat)
But now I'm dead. Just like the
pioneers.

Sierra puts her hands together in prayer.

SIERRA (CONT'D)
May you guide my passage into the
next life, Kennard Kennedy.

<CLICK>! The safety bar unhooks, freeing their legs.

GEMMA
(surprised)
I did it?! I did it!!

SIERRA
You... didn't hear anything I just
said, did you?

GEMMA
(guilty)
Was I supposed to?

SIERRA
NOPE. Let's get out of here!

They clamber out onto the lift stairs, but the height makes
Sierra woozy.

SIERRA (CONT'D)
Phew. After all that excitement...
and this he-height... I'm feeling a
little... woo-- woooooo--

She falls right into Gemma's arms.

GEMMA
I got you.

SIERRA
(puppy dog eyes)
See? You do care.

GEMMA
I can let go right now.

SIERRA
No! Keep holding me.

They blush. Gemma helps Sierra get back on her feet, and they make the long trek down into the --

INT. LOADING STATION - MOMENTS LATER

Gemma and Sierra sprawl out on the floor. Sierra <LAUGHS> as she points at her legs.

SIERRA
Look! They're still shaking.

GEMMA
That was sooo stupid. And kind of fun.

SIERRA
You'd never get that kind of experience at some fancy schmancy airport resort.

GEMMA
You're right. Their rides would actually be safe.

Sierra sticks her tongue out playfully. Gemma <LAUGHS>.

GEMMA (CONT'D)
I guess... and it's a BIG guess... but I guess a small, teeny tiny, microscopic little part of me...

SIERRA
Uh-huh? Go on...

GEMMA
(hesitates)
You know what? No. You almost made me say it.

SIERRA
Oh come on! It was on the tip of your tongue. Just spit it out!

GEMMA
(winking)
Nope. Not gonna happen.

Schneider suddenly rushes in, interrupting the moment.

SCHNEIDER
(out of breath)
Thank Kennard you're both okay!

GEMMA
Yeah, no thanks to you, Mr. Extra
Mile.

Schneider leans on his knees, still catching his breath.

SCHNEIDER
It's that damn door! Jams every
time, and no matter how much I
complain, it never gets fixed.

GEMMA
What door?

SIERRA
(understanding)
<GASPS> The control room door. It
jammed on us too!

INSERT: The door sticking. <CLICK!> Incredibly anticlimactic.

GEMMA
Oh. Yeah, guess that checks out.
(to Schneider)
But getting trapped on the job is
like, a negative mile. You'll have
to go an extra extra mile if you
want to counteract it.

SCHNEIDER
<NERVOUS GULP>

END OF ACT THREE

END TAG**INT. BREAK ROOM - NEXT DAY**

As TRC arrive to start their shifts, they find a PARADE OF PARK PERFORMERS waiting to greet them.

PARK PERFORMERS

(chanting)

*We welcome Sierra! Yes, we do! We
welcome Sierra, and you will too!*

SIERRA

Oh my god, I LOVE parades!

Maureen sidles up to Sierra, squeezing her shoulders.

MAUREEN

Me too!

She takes Sierra's hand, and the two women join the DANCERS.

Raymond walks in, baffled by the spectacle. He spots Schneider at the head of the parade.

RAYMOND

Schneider. Is this your doing?

Schneider eyes Gemma, who gives him *the look*.

SCHNEIDER

O-of course! Instead of only going one mile, why not two? Just like you taught me.

RAYMOND

(nodding)

I'll remember this.

SCHNEIDER

In a good way?

But Raymond doesn't answer. His attention is on the Dancers.

RAYMOND

(to Dancers)

Few have ever witnessed the "Raymond Slide," but today is your lucky day.

Sierra catches Gemma before she leaves to start her shift.

SIERRA

Thanks.

GEMMA

(mock obliviousness)

For... ?

SIERRA

For caring.

Gemma smirks and starts to walk out.

GEMMA

(over her shoulder)

You'll never hear me say it!

THE END