

JURANGO

Casting Call



Gate Guard 1

Instructions:

- **DO NOT SHARE THIS DOCUMENT WITH ANYONE.** The screenplay is still in draft and will change before Season 1 recordings begin this Fall.
- Your character's lines for the audition are highlighted in yellow.
- Bring your imagination to the performances. Use the character's backstory below and their appearance to bring the character's voice to life as you envision them.
- Email the resulting audio file to me: jdhart.author@gmail.com.
- Don't forget that you can submit recordings for as many characters as you wish.
- Email me (Jim Hart) with your questions and comments, and I'll get back to you as soon as possible: jdhart.author@gmail.com
- **The deadline for submitting your audio recordings is September 3rd!**

Character's Backstory:

Gate Guard 1 has attitude, which has landed her into trouble many times. After an unfortunate recent encounter with several imperial guards, she has been assigned a boring and meaningless task: to watch over the town gate. And she hates the job with a passion.

Total # of Scenes: 1

Total # of Lines: 4

Audition Script:

Setting:

Guarding the back entrance to Jurango town is, without a doubt, the most boring assignment. On any given week, there might be one person arriving from, or leaving for, the greater empire. But on this particular day, she might have struck gold. She's been assigned the task along with one of the handsomest guards in Jurango. Hours slip by speedily; that is, until she is rudely interrupted by a green recruit.

EXT. JURANGO TOWN GATEHOUSE - DAY

SCENE 4. Set 2G, an hour later.

(Scene begins ...)

Several guards stand idly on the gateway's parapet chatting, unaware of Erik's arrival.

Erik stops and, shading his eyes from the sun, squints up at the guards.

ERIK

(shouting)

Pardon me.

Erik waits, but gets no response.

ERIK

(louder)

I say there, good morrow.

GATE GUARD 1 finally looks over the low railing, annoyed at being interrupted. She is momentarily startled by the young man's appearance.

GATE GUARD 1

What?

ERIK

Where might I find the citadel commander?

Gate Guard 1 checks the sun angle, then waves impatiently for Erik to pass through the gate.

GATE GUARD 1

At this late hour, the White
Stallion Pub.

Erik starts to give the guard a *thank you* salute, but the guard is no longer looking. With a deep breath, he steps through the gatehouse.

(Scene continues, where Gate Guard 1 notices the greenhorn is actually taking his horse into town!)

GATE GUARD 1

Ho there!

Erik turns and squints questioningly into the bright sky.

GATE GUARD 1

Thy steed. Thou shalt need to
stable it.

Erik looks about, confused.

Gate Guard 1 rolls her eyes and thumbs off to her right to a large stable across from the market.

(Scene continues ...)