



High School Year 2: The Government, Your Rights, & You

Featuring a play on your students' rights as private citizens!



Class-time: A 90-minute viewing/reading of our play, over 3 class-periods.

Topics: The value of knowing constitutional rights, the proper way of exercising those rights, & best-practices for engaging with law enforcement.

Worth noting: After students have completed a table performance or viewing of our 3-act play, teachers may work with Project REAL to schedule a day or two for a lawyers to come to your classroom! Teachers may also request a pocket constitution for the entire class!

For more information or to request a resource, contact our Senior Director at
mkamer@projectrealnv.org or 702.703.6529

Or visit:
<http://projectrealnv.org>



Government, Rights, & You: 3-Period Lesson Summary

Project REAL's *Government, Rights, & You* High School Year 2 experience takes place over the course of a single week and is available to any high school class in Nevada that requests it – for free! Using the resources we provide, you will teach your students concepts about the rights they possess and how to use it. It is undoubted that the subject of police interaction is a sensitive topic, but through our 3-period lesson plan, your students will be able to form their own answers to the complex questions that surround police interactions. More detailed instructions are available, but here's a summary of how to use the materials we'll be providing you over the course of a week.

Step 1: Profile and Initial Interest

- Interested teachers work with Project REAL to create a profile

Step 2: Pick up & Prep

- After we have connected, you'll come to the Project REAL office.
- At the office, you will be provided with your student books and teachers' guide.
- When you are ready to use the materials, you'll review the teachers' guide on introducing the activity and more!

Step 3: Using our materials!

Day 1: Introducing the play, & Act I

- Before using the materials, teachers will administer a pre-test to prepare students for the lessons.
- Students will either read the play in class or they will watch the recorded video of the play.

Day 2: ACT II & Reflections

- Students will either read the play in class or they will watch the recorded video of the play.

Day 3: Act III & Wrap-up

- Students will finish either reading or watching the recorded video of the play in class.
- After the play has been completely finished, you'll administer our post-test to wrap up the lessons the students have learned.
- Note that all days end with answering lingering student questions.

Step 4: Request a guest speaker and additional materials!

- After using our materials, teachers may contact the Project REAL program director to help schedule a day for a lawyer to speak to your class! While scheduling a day for a guest speaker to come to you, you may also request a copy of a pocket constitution for your entire class!

Step 5: Reuse

- The materials you have received from Project REAL are yours to keep, so reuse the materials the following school year with your new students!



presents

Government, Rights, & You

*A Discussion About Interactions
with Law Enforcement
When it Happens to You*



CAST

Roles & Casting:

Ideally we will have a diverse cast of on-screen narrators to illustrate that the information is relevant to people from all backgrounds, and that the officers helping to present the information are equally diverse in nature.

The roles for each scene should avoid preconceived notions. While many of the problematic videos that are addressed in the first act tend to feature victims that are male people of color, not all of them do, and that's the point:

The audience should be able to see themselves in at least 2 cast members – one of the officers, and one of the students, and that means being equitable in who is assigned each role. We want the audience to see themselves on both sides, and needing the information regardless of who they are.

Roles by Act:

Act 0: Prologue

Volunteer X
Adrian

Act I: Driving

Officer 1
Kendall
Devin

Act II: Gas Station

Officer 2
Parker
Cameron
Voice Over Operator

Act III: Park Life

Officer 3
Dallas
Logan
Averi

Act 00: Epilogue

Volunteer X
Adrian

Title Cards

Act X.0 :: Title Cards

On Screen: *Black screen, white writing*

Each cards lasts for 5-8 seconds

ALT: *Entire cast is on screen, each cast member reads one card at a time, ending with ALL saying "Thank you".*

- Card 1:** The following presentation is for informational purposes only.
- Card 2:** The presentation has been created to inform the public of policing practices and to share perspectives held by some in the law enforcement community.
- Card 3:** None of the information contained in this presentation should be construed as professional legal advice, or a replacement for information or professional opinions of law practice professionals.
- Card 4:** For legal advice, always contact an attorney. For a list of attorneys or lawyer referrals, contact your state's bar association, a local bar association, or a lawyer referral service.
- Card 5:** For more information on policing and police practices specific to your community, please contact your local law enforcement agencies.
- Card 6:** This presentation has been designed to help you gain perspective into the points of view law enforcement officers may have during interactions with members of the public, including you.
- Card 7:** It is also meant to teach some best-practices for interacting with police officers which you can employ when you have encounters with them.
- Card 8:** It is not meant to be a how-to guide for – or critique of – policing.
- Card 7:** Therefore, many of the police practices represented in this presentation have been greatly simplified or exaggerated to communicate the message. Please keep this in mind during your viewing experience. Thank you.
- Title Card:** **Government, Rights & You**

After 7 seconds, the following text fades in under the title:

A discussion about interactions with law enforcement When It Happens to You

Hold for 10 seconds

Title Card 2: Produced by Project REAL (with logo).
<http://projectrealnv.org>

*This material is authorized for in-class use without restriction in Nevada.
To request permission for script for use as a live or filmed performance,
or to show this footage in classrooms outside of Nevada, written permission must be obtained from Project REAL*

Individuals may view at home without restriction.

Please visit projectrealnv.org or projectrealnv.org to contact us for more information

ACT 0

Prologue

Act 0 :: Prologue

Adrian & Officer 3 are now on-screen standing next to each other.

Officer 3 is in full uniform and Adrian is dressed like a typical teen. They're standing close, showing solidarity and partnership. Adrian is dressed with a bit of 'edge' so that the audience recognizes a rebellious streak in the student.

Either someplace friendly and comfortable, or put them 'Between Two Ferns' as a small joke to get some of the students chuckling and willing to listen.

Adrian: Hi, we're two of the many volunteers you'll see today representing average high school students and law enforcement officials. Whether you've just gotten into your car or are about to turn 18 and go off to college, the actors you'll see today are here to represent you: a young adult that is about to begin exploring the world on their own.

Volunteer X: This presentation has a few goals. One of those is to positively and accurately represent many of the law enforcement officials you will encounter as you go about your lives... today, and every day after.

The voices given to officers in this presentation – the words you'll hear them say – weren't created by a PR person in a local law enforcement agency, but they were shaped in a way that is meant to capture the spirit of a number of officers that do public interviews and presentations. That's why we asked the actors not to break character during the discussions you'll listen in on between each scene.

In fact, the voices our characters take on reflect the voices the authors heard when listening to hours upon hours of interviews, press conferences, and more.

Adrian: Specifically, the lines our actor-portrayed officers deliver are especially meant to capture the voices of active members of law enforcement that talk about these issues.

Getting official participation in a project like this is a long and understandably complicated process when dealing with law enforcement agencies, but the information we'll be providing you with in the presentation isn't something that you should have to wait for.

That's why, for now, we've moved ahead and created the production you'll be watching.

We should also mention our production was created with the idea in mind that you as the audience would be made up of mostly teens and young adults.

ACT 1

Drive Time: Do's & Dont's

Act 1, Scene 1.a (Toss'em!)

Setting: Kendall and Devin are two teens riding in a car.
Devin is driving while Kendall hangs out in the passenger seat.

Kendall: Oh man, what a great game that was! I thought we were going to lose!

Devin: I know, it was pretty close, but luckily you nailed that last goal!

Kendall: Yeah, I know right? That came in real clutch!

*Suddenly red & blue lights flash inside the car,
A single "whoop-boop" 2-horn warning sound goes off.
Devin looks up in the mirror and back to the road, beginning to pull over.
Kendall is starting to get nervous & twitchy.*

Devin: Ugh, a cop is behind me. My mom is going to kill me if I get a ticket!

Kendall: Um....Devin? Your mom is the least of your concerns right now.
I kinda need to tell you something.....
I have a *lot* of drugs on me, and none of them are legal!

Devin: WHAT?!? Why would you have that? Why would you bring it in my car without telling me?!

Kendall: Not the concern right now! What do we do?

Devin: (*panicked*) Uh...I dunno.... Throw it out!

*Kendall throws the drugs out the window:
Devin pulls over, turns off the engine, places the keys on the dash, then rolls down the window holding out papers.
The officer has one hand on their hip and the other placed cautiously low (or whatever the officer on-site suggests would be training / policy for a semi-escalated situation.*

Devin: Oh, hey there officer... what seems to b....(*gets cut off*)

Officer 1: (*sternly*) One at a time, I need you both to follow my instructions. Driver, exit the car and put your hands on top of the vehicle.

Passenger, you are going to stay exactly where you are and do not move.

The Fade: "Record Scratch Sound" / 66' style Batman-transition to Conversation

Act I, Scene 1.b (Toss'em Breakdown)

Setting: Devin, Kendall, and Officer 1 are seated 'Between 2 Ferns' style, or at a café-like setting. Close, on stools or at a table, but set up for a friendly, informative conversation. These 'breakdown settings' can be unique for each breakdown scene, or consistent for all of them depending on time and resources.

Officer 1: Alright, so pulling someone over for something like speeding isn't going to get an officer to immediately instruct a driver to get out of a car.

The kids did a few things right, but something went wrong. Any ideas on what-was-what?

Kendall: So, before this I never thought to put my keys on the dashboard...but I guess that says you're not going to be able to just floor the gas and take off. So, like...it shows you're there and ready to just talk....Right?

Officer 1: Kind of: See we're trained to pay attention to detail, and if I notice that it's one less thing to worry about. That person is signaling they'll comply. I still had you two exit the vehicle though. Just because someone's being cooperative at first, that doesn't mean they plan to stay that way. We don't know who we'll be interacting with, so we always have to be somewhat on guard.

In fact, keys on the dashboard – while nice – isn't something I'd normally see, so I might be a bit more suspicious in that situation. The car being off was a great decision by the driver, but the keys might've been trying too hard, and we know that's the case here.

Devin: But when Kendall was holding the license and registration out the window with one hand and had the other hand on the steering wheel – those were all smart moves, right?

Officer 1: Exactly. That clearly shows where your hands are. If you're fumbling around looking for paperwork, or even calling your parents from your phone because you're freaked out, it might look like you're looking for a weapon or hiding drugs. Showing you don't have anything dangerous in your hands and keeping them clearly visible is a way to signal you're not being an immediate threat.

THAT was something your character did that *should* be standard, and it was a great decision on their part.

One thing to remember is that everything with a stop can be moment-by-moment for an officer, so it helps that you continue taking instructions and cooperating as they're given.

Officer 1 (cont.): Back to the scene though: Car was off, one hand was on the wheel, the other was holding paperwork out the window. Seems like a great reason for the officer to run it like a normal stop and let you stay in the car. Why did the kids get ordered out then?

Devin: Because the drugs didn't go out the window as discreetly as we thought?

Officer 1: Exactly. Even at night, once those lights are on we can see quite a bit. During the day, stuff going out the window is one of the first things we watch for. And if you think you're good because you slipped it out one side of the car when I walked down another, think about traffic stops; the officer typically goes back and forth a few times while issuing the ticket. We're also scoping the ground around the car each time. If something new shows up, we notice.

These two dummies are going to jail, and all they did was get me more frustrated, so on top of any of the other charges they would've faced, I might ticket them for littering while I'm at it. Here's how it may have gone down:

I probably would have pulled them over, saw the drugs go flying, wondered why they had to throw anything out the window: was it a Weapon? Drugs? Evidence of a murder? I don't know who I'm dealing with, and I'm going to have to find out. For now though, I need to take precautions.

I'll have them get out of the car, ask them what was thrown away, they'll lie, and then they'll both end up locked in the back of my patrol car while I call for backup and search for whatever went out the window.

Kendall: Ok, so what if my character played dumb and claimed to not see anything? Wouldn't there be fingerprints that showed I didn't touch the bag of drugs?

Officer 1: You would think that, but because they were in your vehicle you'd still be responsible. At the least, you'd have to fight it in court since you had control of the vehicle. Think about it like this: if I pull over a van with a family in it and all the kids are unbuckled, who's getting the ticket? Here's a hint: it's not the 4 year old.

But the kids are actually in even more trouble. Do either of you know why?

Devin: The thing you said about littering?

Officer 1: Well, that could be one thing, but not what I was getting at. Lying to an officer could be considered obstruction of an investigation which would also be a crime. So, what could have been one passenger getting arrested for drug possession has now ballooned into possession, littering, and obstruction... and there could likely be more charges tacked on!

Devin: (*turns to camera*) Ok, so don't throw drugs out the window...or – you know – just don't have them near you at all. Let's see what else could happen in a situation like this.

The Fade: (*Officer + Kendall also turn towards the camera as the screen fades to black*)

“Reverse record scratch” sound plays while the next scene fades-in...

Act 1, Scene 2.a (Eat'em!)

Setting: *The scene picks up with Devin pulling over, lights flashing in the car.*

Devin: Kendall! What the heck! I should just tell the officer!

Kendall: No no no... I got this!
(Kendall takes all the pills and swallows them)

Devin: Kendall, are you insane?!?

Devin finishes pulling over, turns off the keys, leaves the keys in the ignition, and puts the papers out the window with one hand while their other one is on the steering wheel.

The Fade: "Record Scratch Sound" / 66' style Batman-transition to Conversation

ACT 2

You don't know what you don't know

(until you find out you didn't know it!)

Act 2.00 :: Interlude II

Adrien & Volunteer X are now on-screen standing next to each other.

Volunteer X and Adrian are both dressed as generic teens. They're standing close, showing solidarity and partnership. Adrian is dressed with a bit of 'edge' so that the audience recognizes a rebellious streak in the student.

Either someplace friendly and comfortable, or put them 'Between Two Ferns' with a black backdrop as a small joke for the kids who'll get it.

Adrian: Hi again. Welcome back!

Volunteer X: Today we'll be continuing the conversations we began in the first portion of this film, but in an entirely different setting.

Adrian: Remember that if you have any questions come up during today's viewing you should be sure to write them down.

Volunteer X: While there's no guarantee, your class may have the chance to ask an attorney questions after you've viewed the entire presentation... depending on its schedule.

Adrian & VX: Thank you, and enjoy!

Act 2, Scene 1.a (Watch Those Hands!)

Setting:

*Parker is a teen cutting across the parking lot of a gas station.
Cameron is in the area, and has a phone handy.*

*Parker is not dressed like a TV-Suspect. The jeans being worn are a bit too loose, but there's a brightly colored hoodie with the hood not worn on the head, no hat...nothing that matches a stereotypical 'young criminal type' on TV. The audience sees Parker adjusting earbuds – **NOT over-ear headphones** – while crossing a parking lot in front of the gas station.*

Officer 2 pulls their vehicle into the gas station, lights flashing, but turns them off when pulling in. Parker looks up and notices the officer, but turns away and keeps walking. Officer 2 steps out of the car.

Officer 2:

Excuse me.

*Parker keeps walking not hearing the officer.
The officer raises their voice, and – a bit more tensely – tries again.*

Officer 2:

Hey! Excuse me!

That gets Parkers attention – and the attention of Cameron, who's about 20 yards away, with Cameron being closer to the gas station than Parker. Cameron begins to film on their phone, unbeknownst to the officer.

[**The rest of this scene is shown as a vertical video.**]

Parker wisely pulls out the ear buds – which have cords on them – and begins to place them into the pockets of the hoodie being worn. While Parker starts to speak the next line, in unison each hand slips into one of the hoodie's pockets to put the ear buds away. To the officer though, it appears as if Parker is reaching for something in the pockets.

Parker:

Oh hey officer, can I help you with so...? [cut off from saying 'something']

Officer 2 reaches for either their taser or [if that's too much for the Metro communications officer providing input/oversight, then] their pepper spray.

The officer never draws out the device, but it is clear they are prepared to quickly pull it from the holster and deploy it... We don't want these scenes to be too explicit, but the officer's body language is making it VERY clear that Parker has done something VERY, VERY, VERY WRONG.

(Officer shouts with a tinge of anger and some clear anxiety, in a commanding manner that could be easily misinterpreted. One hand is on their holster, the other is at the end of their straightened arm in front of them in a clear and apparent 'stop right there' position)

Officer 2:

Woah, Woah, Woah! Freeze! DO. NOT. MOVE. YOUR. HANDS!!! DO YOU UNDERSTAND!?!?!?

The Fade:

"Record Scratch Sound" / 66' style Batman-transition to Conversation

Act 2, Scene 1.b (Watch Those Hands! - Breakdown)

Setting: *Either the same 'Breakdown' setting as the previous act's one, or a new conversational setting with a similar tone and setup, but adding some non-distracting variety.*

Cameron: Woah! That escalated quickly! I mean... I realize you didn't know my character was filming, but why on earth would you take part in a production like this?! That looks terrible for police...and for you!

Officer 2: How it looks is exactly why my fellow officers and I want to take part in this presentation. Let's consider what was shown, and what you two know.

(Officer turns towards Parker)

What would you say happened?

Parker: I was minding my own business listening to music, you got angry cause you thought I was ignoring you, and then you went for a [taser or pepper-spray] even though I wasn't doing anything wrong!

Officer 2: You're right. I would say that based on what we saw, that's exactly what it looked like!

The student actors look completely dumbfounded – they cannot believe what they are hearing the officer say.

Alright now, and what about you?

Cameron: I mean... I think you pretty much said it like it is. You rolled up, thought you were getting disrespected, and then acted like one of those cops that ends up on the news for hassling people.

Officer 2: Perfect!

*The camera pans / focuses on the kids faces which are clearly illustrating their total disbelief of what they just heard....
After a quick not-too-comical beat, camera returns to the 'interview' like framing.*

As you'll see, what the two of you are saying now is a great illustration of something that happens with videos of police encounters that end up posted online. I'm not saying that this is the explanation for every single incident that goes viral, but let's take a look at what happened a few seconds earlier to show you what I'm talking about...

The Fade: Camera pans to black, "Reverse record scratch" sound plays while the next scene fades-in...

Act 2, Scene 2.a (Background Info)

Setting: *Officer is driving in the evening*

v/o operator: All units, be advised: Robbery with assault vic in the area of Main and 15th. Be on the lookout for [*VOICE ACTOR adlibs a description close to the race, gender, height, and clothes of 'PARKER' actor*] . Vic said suspect appeared to be armed.

Officer 2 picks up radio after spotting Parker and Cameron. Parker is either a girl that fidgets with a purse or a boy with super-saggy jeans – not full bum exposed, but the kid clearly needs a belt. The officer responds to the call on the radio while pulling over after spotting the kids.

We see the same scene as before, but the footage is from the professional / non-cellphone camera, and the focus is on Cameron.

Officer 2 and Parker can be seen having their encounter from the first sequence in the background, while the camera is focused on Cameron, who we now see filming the encounter on their phone from a third person perspective (rather than the cellphone footage from the previous version).

Cameron: Oh man! Are you guys seeing this? I just saw my friend Parker get stopped by a cop and now the officer is shouting for no reason.... What is going on?! This is total abuse of....oh man they're reaching for....

Officer 2: Woah, Woah, Woah! Freeze! DO. NOT. MOVE. YOUR. HANDS!!! DO YOU UNDERSTAND!?!?!?

The Fade: *"Record Scratch Sound" / 66' style Batman-transition to Conversation*

Act 2, Scene 2.b (Background Info - Breakdown)

Setting: *Background Setting for Act II.*

Cameron: So, wait.... That doesn't really explain....

Parker: Oh... Oh, woah... So when I went to put the earbuds in my pockets....

[Parker trails off while Officer 2 cuts in...]

Officer 2: Exactly: You matched the **description** of a suspect that may've been armed, in an area reasonably close to where that person could've been after they'd just harmed someone, and were reaching into your pockets. Now let me ask you this, what did you characters know in the situation?

Cameron: A cop was stopping some kid for no apparent reason...

Parker: Yeah, and I was just going about my business.. I guess they really didn't know much of anything...at least, not about what information the officer was approaching the situation with.

Officer 2: Right, now tell me what I knew in that scenario.

Parker: Ok, so someone that looked like me and that was dressed like me had hurt someone during a robbery.

Officer 2: Uh huh...What else?

Cameron: The radio person....

Officer 2: The dispatcher...

Cameron: Yeah, the dispatcher said someone mentioned the person you were looking for might be armed, and near the area where we were.

Officer 2: Excellent choice of words there – might be. Let's go with that...so we talked about some of things I did know. Now, why don't we explore something else though. What **didn't** I know?

Parker: You weren't sure if I was the suspect you were looking for or not?

Officer 2: Not exactly...think about the word 'suspect'. In a criminal investigation, that's like having a hypothesis that someone is responsible for an action you're investigating. So, just by matching some of the description, wouldn't that make you kind of '**suspect**' as an individual in this situation?

Parker: Ok...so I was already a suspect in the moment, but you weren't certain if I was the person that had just robbed and hurt someone or not?

Act 2.99 :: Interlude III

Adrian and Volunteer X are now on-screen standing next to each other.

Volunteer X and Adrian are both dressed as typical teens. They're standing close, showing solidarity and partnership. Adrian is dressed with a bit of 'edge' so that the audience recognizes a rebellious streak in the student.

Either someplace friendly and comfortable, or put them 'Between Two Ferns' as a small joke to get some of the students chuckling and willing to listen.

- Adrian:** Hi again. We realize that was a lot of information, and potentially (but also hopefully) a lot of class-time!
- Volunteer X:** Yeah, and we also know there was a lot of talking...again!
- Adrian:** You're done for today, but hopefully you'll be back to take in part 3, which will conclude our production.
- Volunteer X:** If you have any questions about what you've seen today, or if any come up in the remaining final part, be sure to write them down!
- Adrian:** While there's no guarantee, your class may have the chance to ask an attorney questions after you've viewed the entire presentation.
- Volunteer X:** And if you are unable to watch the entire presentation in class but wish to, ask your teacher for the link! The entire production is available for free online.
- Adrian & VX:** Thank you, and hopefully we'll see you back here soon!

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ACT 3

Park Life & Playground Problems

Act 3.00 :: Interlude IV

Adrien & Volunteer X are now on-screen standing next to each other.

Volunteer X and Adrian are both dressed as typical teens. They're standing close, showing solidarity and partnership. Adrian is dressed with a bit of 'edge' so that the audience recognizes a rebellious streak in the student.

Either someplace friendly and comfortable, or put them 'Between Two Ferns' as a small joke to get some of the students chuckling and willing to listen.

Adrian: Hi again. Welcome back!

Volunteer X: Today we'll be concluding the conversations we began in the first two portions of this film, in yet another setting.

Adrian: Remember that if you have any questions come up during today's viewing, you should be sure to write them down.

Volunteer X: While there's no guarantee, your class may have the chance to ask an attorney questions after you've viewed the entire presentation... Even if an attorney isn't available, there may be other ways of getting the answers you're hoping for as well.

Adrian & VX: Thank you, and enjoy!

Act 3, Scene 1.a

Parks & Wrecked – Duck, Duck, Goosed!

Setting: *It's a park at night if possible. If budgetary / schedule constraints make that an issue, change it to a park with 'caution tape' all around it. Point is, it's a place where three kids should not be, and yet, that's what we come upon: three young adults in a forbidden area.*

Averi, Dallas, and Logan are swinging, leaning...they look like exactly what you'd expect from three teens in a stoner-burnout comedy loitering around: Not bothering anyone, but to a cranky ole passer by, it seems like they know they're disregarding the rules and couldn't care less.

As the kids are hanging out, an officer approaches and addresses them in a calm and friendly tone.

Officer 3: Hey you three...what's going o....

Averi: Oh crap, the cops.... Run!

All three kids immediately jump up and start to run in different directions.

Dallas: Awww [TV CENSORING BLEEP LIKE THIS KID IS SWEARING]

Logan: YeahOkByeeeeeeeeeeeeeeeeeeeeeeee!!!!!!!!!!!!!!!!!!!!!!

The camera pans to Officer 3, who shakes their head like 'Damnit these idiots', wipes their forehead, huffs, and looks back up.

Officer 3: You're going to make me run, aren't you?

[Officer pauses, then huffs]

Yeah, you're making me run.... Alright, here we go.....

The officer chases after Averi, and tackles the student by overtaking him/her: the officer's body is parallel to the ground and Averi looks like he/she'll bend in half backwards because of the take down

Averi: Gahhhhhh! Get off.....

Officer 3: Stop resisting, I'm placing you under arrest!

The Fade: "Record Scratch Sound" / 66' style Batman-transition to Conversation

Act 3, Scene 1.b

Breakdown: Parks & Wrecked – Duck, Duck, Goosed!

Setting: Either the same 'Breakdown' setting as the previous two acts if they were the same, or a new conversational setting with a similar tone and setup if we're able to have different breakdown settings for each act.

Dallas & Logan: Bwahahahahahahaha

[Dallas and Logan improvise ribbing Averi since they fell to an epic takedown by Officer 4]

Averi: You guys don't even know: This officer here is made of gym weights and rocks or something! We were just acting, but that scene hurt!

Dallas and Logan are still cracking up.

Averi: Ok....it was pretty cool though.

Officer 3: So *filming* it might have been cool, but can you tell me why it would've been such a bad call for each of your characters to make?

[Looks to Dallas] How about you? What would you say went wrong here, and what are the consequences?

Dallas: *[Gesturing towards Logan]* Ok, well... our characters were fine cause we got away....but maybe the character that got caught would rat the two of us out later and we'd still end up in trouble?

Officer 3: *[through amused laughs]* Oh ho ho.....there's so much more to it than that....keep going.

Logan: Um.... Is it against the law to run away? So we'd get charged with trespassing after we were tracked down, and other stuff too? Is that what you're implying?

Officer 3: Good call! On the charges... not the running away that your character did. But yeah – in most places the charge will be something like 'evading an officer' or something along those lines. When you know we're looking to speak with you and you intentionally avoid it – that's a lot different than asking for an attorney and refusing to speak to us.

On that note, I'd argue the acceptability of insisting on an attorney during a preliminary investigation is debatable just as my fellow officer mentioned in the first Act: Preliminary investigations are there for a simple conversation, when you are not under arrest. So, the choice to just not speak to us might be acceptable in a law office, on the street it can be

problematic. But there's even more to consider here. What about the kid I managed to tackle?

Averi: What?! Me again?! But all I did was take a massive hit and go to the ground. Besides, my character was being arrested: they'd already been punished enough!

Dallas: Ooh! Oh! I know this! Resisting arrest! Right?!

Officer: Exactly! That character I took down could be facing a number of charges including trespassing, resisting arrest, and evading an officer. Heck, there could've been even more. For example, if I'd been scratched during the incident and documented it, you might've been charged with assaulting an officer too!

Averi: *(in a curious but calm / willing-to-listen tone)* But...my character didn't even try to hurt you...?

Officer 3: I understand that, but I wouldn't even need to exaggerate it in my report. I'd report that I was scratched and it would be up to the DA to decide if they wanted to try and prove you had the intent to scratch me, which would be the assault charge. The law says assault requires intent, but you've already clearly shown disregard for the law by trespassing and evading an officer, which didn't help your case. That additional charge would probably add more time to your sentence if you were convicted.

I'm not saying those additional charges would be fair in terms of the situation, but they would be fair in the context of the law. The point is, resisting arrest will have additional consequences and you need to be aware of those things. I'm not saying you need to know every law or that every person on the street is at risk by not having a law degree, but as you start driving and living as independent adults, you need to get in the habit of thinking about your choices and actions within the law.

Averi: Thinking within the law?

Dallas: Yeah, I understand the words, but not exactly what you're trying to say.

Officer 3: Ok, think about it like this: if it seems like something you can get in trouble for, you can probably end up facing charges or dealing with legal liability of some kind.

Logan: So even if our characters had just walked off and ignored you instead of running while they were hanging out in that park....

- Officer 3:** Exactly. But that was with an officer present, and since we're technically authority figures, you can at least expected to act reasonably when we're around, if only to avoid getting caught doing something you shouldn't be doing.
- What about when we're not though? In bad college movies where kids throw toilet paper on trees and egg a house, all it takes is one security camera to get the kids arrested and charged with vandalism, harassment, littering, and any number of charges. That's what I'm hoping you and a lot of your peers pick up from this presentation.
- Dallas:** I think I'm starting to understand how this can work and how serious it is. Could you help with some other examples though? Like, let's say I throw a party and some kids I don't know bring alcohol and sneak it into a punch bowl like in those movies you were talking about.
- Now let's imagine someone at the party ends up drinking something not realizing there's alcohol in it, and then that attendee ended up driving under the influence without realizing it....and then they get in a car wreck and someone dies. What would happen in a situation like that?
- Officer 3:** Depending on the laws in the community you're in and the age of the driver, you might end up facing charges with prison time attached. Serving alcohol to a minor, criminal recklessness or endangerment... Those all might sound like generic terms from TV, but they're all very real charges you could face for throwing a party.
- Your scenario brings up another good point though: You can't really know all the possible outcomes of the risk you face. In a situation like that, you'd have detectives investigating the situation and then District Attorneys deciding what charges to file, if any. Then there are the kid's parents – so even if the kid survives, you and your family could be sued by the driver and their family, and the families of anyone else involved in the crash.
- Averi:** So this whole thing....you're saying 'thinking within the law' is like...just expecting to get in legal trouble for things, instead of say...just getting grounded or whatever?
- Officer 3:** Right, so when you're thinking within the law, it means making decisions after wondering 'Is there a chance I could go to jail if I'm found doing this, or as result of something I'm about to do going wrong?'

Dallas: Ok, but like...we're not lawyers. If we've learned anything, it's that there are way too many laws to know them all – that's why there's even different lawyers for different kinds of cases, just like how doctors focus on certain things.

What I'm getting at is that since there's so much to know about the law, what happens if we break a law but don't realize we just broke a law? Do we get a do-over or something like that? How would police even keep track of that sort of thing?

Officer 3: That's a great point you bring up, and it leads to a lesson I REALLY need each of you to understand....

(Officer 3 turns to the camera, and in as somber and serious a manner as possible delivers the following bit)

I hope you all learn to think within the law after watching this. I hope students learn proper ways to engage with police and what to expect from this. But the one thing – the one thing we NEED you to know after watching this is this:

(Brief but dramatic pause, followed by clear, stern, sharp, but not 'angry / aggressive' delivery)

Ignorance of the law is not a defense for breaking it. If you break a law, you are legally responsible for the consequences, no matter what the situation is.

(Officer 3 turns back to our 3 student actors) Got it?

Averi & Logan: *(nodding while agreeing)* Yeah, we get it!

Dallas: Um... yeah...except....

Officer 3: *(small 'I expected this' laugh)* Let me guess....what if you're doing it at gunpoint or have a bomb wrapped around your neck like that one person that one time from some Netflix documentary, or some crazy movie?

Dallas: Actually that's crazy! That's exactly what I was thinking!

Officer 3: In the highly unlikely circumstance that something like that happened and you were able to prove it without leaving any room for doubt, you might be protected because your actions were performed under duress.

If you think that's going to get you out of trouble though, think again. Suspects use that line when they're arrested all the time, and all it does is make their lawyers' jobs more difficult once they get the case.

Logan: So if that's going to make things difficult, what are some ways to make a lawyer's job easier?

Officer 3: That might be better illustrated by first seeing other ways you can make a lawyer's job even more difficult.

Averi: Uh oh, I think I know which one of the scenes we filmed is coming up next.

Officer 3: Yeah...let's take a look at that one!

Characters look off screen as if they're turning towards a display of some kind.

The Fade: *Batman 66' scene change to Act 3, Scene 2.a.*

Act 3, Scene 2.a

Parks & Wrecked: I *(think that I)* know my rights!

Setting: *At the park... same time of day as before. Kids are basically in the same places. This time, Officer 3 comes up but doesn't use a flashlight, so they're close to the kids and catch them off guard.*

Averi: So then I was telling them about how....

Officer 3: Hey kids...what are the three of you up to?

Logan: Ohhhhhh great.....the Fuzz...

Dallas: Ugh, cops are so lame.

Officer 3: Hey, I'm just out here doing my job. Speaking of, you kids saw the signs that said "[*park is closed / no entry after dark / etc – adjust script based on shooting location / time / as needed and set by Scene 1.a*]", right?

Averi: Ugh, c'mon man. We don't need your fascist stuff here. Let's go.

Logan: Yeah, I know my rights!

Averi, Logan, & Dallas turn and start to walk away

Officer 3: Hold up there kids, I've just found the three of you here when you're not supposed to be. I need you to stay where you are so I can chat with you all a bit more.

*The kids stop, turn around and dead-eye the officer,
and then start laughing like the officer is a joke or a mall cop
before continuing to walk away.*

Officer 3 grabs their radio.

Officer 3: This is [Officer 3] and I have three uncooperatives and could use some backup at [*name of location*], by the [*specific description based on filming location*].

Radio crackles to life.

Radio: Ten-four, backup is on the way and about three minutes out from your location, over.

Officer 3: Message received. Be advised, NL Use of force may be required to detain the individuals. Over. Out.

Officer 3 begins to forcefully shout after the kids.

Officer 3 (cont.): Alright! All three of you! I need you to stop now! Please, stay right where you and stop walking. I do not want to be required to help you comply!

Averi: What are you gonna do? There's one of you and three of us!

*Officer 3 fast-walks and catches up to the kids, standing in front of them.
The kids walk around the officer and speed up a little.
Officer 3 reaches for the shoulders of Logan, who slips out and starts to jog.
At that point, Officer 3 reaches for their taser.*

Officer 3: This is your last warning! Please freeze or I'll have to take action!

*Kids quicken their pace and Logan starts to break ahead of the pack at a bit of a jogging pace.
Officer 3 grumbles...*

Officer 3: Damnit, I hate this part.

*Officer 3 tackles Logan.
Logan goes down hard and protests loudly as the Officer cuffs him, then looks up towards the other 2
Averi and Dallas stop immediately as Logan hits the ground, and turn towards the officer
They should be scared, but instead, they're idiots....*

They both start shouting aggressively and loudly over one another.

Averi & Dallas: *Both scream about the officer doing something illegal and attacking Logan unprovoked, then continue on with their own rants. Averi screams with privilege about parents and paying taxes and tons of other ridiculous things while Dallas screams about calling an attorney, rights being violated, etc.*

Officer 3: Both of you need to shut up and put your hands in the air, NOW!

*Not getting it, they continue to shout at Officer 3.
Officer 3 approaches Averi and Dallas with a hand on pepper spray.*

Averi: What are you gonna do now?! Shoot us?!

Dallas: Yeah, who's really the criminal! We know our rights!

Officer 3: Last warning, hands up now!

The kids shout their next lines at the same time, while Officer 3 Pepper sprays them until they fall to the ground grabbing at their faces and choking on the air while rolling around in agony.

Averi & Dallas: *[Averi's screaming with privilege about parents and paying taxes and tons of other ridiculous things]*

[Dallas' screaming hey you have no right I have right I'm being attacked and tons of other ridiculous things.]

Act 3, Scene 4.b

Breakdown: Parks & Wrecked: Right Way, REAL Outcome

Setting: *Breakdown Setting III*

Dallas: Ok...I get it now. I knew I'd seen things on TV or wherever about officers giving warnings, but I didn't know that was an actual thing.

Averi: Yeah. It's cool that it's a real thing...but is that scene something that would really happen?

Officer 3: Actually, it happens more often than you'd think. Law enforcement isn't about punishing people – that's the result, but not the purpose. It's about helping to maintain order. We don't want people to just go around violating laws of course, but there's something to be said about approaching being reasonable.

Just like I pointed out in the last scene though, the three of your characters were let go with a warning, but trespassing was a law they were breaking so they could have faced consequences for doing that.

I briefly mentioned saturation enforcement in the last scene breakdown, and you could have been caught up in a situation like that. Those policing activities might not sound fair all the time. Unfortunately we don't have time for that discussion here, but it's a good one to have and another one that is part of a larger national dialogue about law enforcement theories like 'broken windows'. For now though, since those practices might be at play in the communities you live in, it's always best to err on the side of caution and not just 'think within the law', but act within it as well.

Logan: Wow. It sounds like when we start living on our own, there's going to be a lot of just...thinking we should do before doing anything. And there's a lot about policing and law enforcement that I just had no idea about until now.

Dallas: Yeah, but being a part of this has really helped me understand a lot more. It sounds intense, but not necessarily challenging or impossible.

Averi: Yeah, me too. I'm really glad we all got to do this. It's basically one big reminder that before doing anything super impulsive or exciting, to just take a few moments to stop and ask ourselves "So, um...is this a good idea?"

Officer 3: Exactly. And that's why my fellow officers and I wanted to take part in this too. There's plenty to understand and plenty to teach, but ultimately it's all about how we can live together and contribute to safer communities for all of us to live in.

Averi: Well, we really appreciate it, so thank you for helping out and taking the time to do this with us.

Dallas+Logan: Yeah, thank you officer.

Officer 3: Hey, it was my pleasure.

Averi: Oh hey, can I ask just one more thing that none of the plays touched on so far?

Officer 3: Sure thing, that's why I'm here.

Averi: So in the scenes we did, and even in the ones the other kids did, everything happened really fast. I've been in cars that are pulled over, and things definitely don't happen that quickly during stops like that. It's like, the less trouble you're in, the longer it takes. What's that about?

Officer 3: Ha! Good point. So when it's taking us a while, that's because we're running people's names for warrants. That's all that is. Speaking of that's all, that just about wraps it up, but I think there's a few final notes the volunteers that helped introduce this presentation have, so why don't we listen in?

All 3 students: Yeah / Sounds good / Sure thing

Scene fades out while the four of them turn towards an off-screen display showing the Epilogue scene.

The Fade: *Silent, slower fade-out, followed by fade-in to Act 00: Epilogue.*

ACT 00

Epilogue – A Closing Argument

Act 00: Epilogue - A Closing Argument

Setting: *Return to Prologue Setting, starting with people talking over video of police officers smiling, walking through the community, helping out, at a police v fireman softball game, etc – softened image showing ‘the other side’ of policing (needs to be genuine, not propagandistic / disingenuous).*

*Doogie Howser-esque journaling music
while Adrian and Volunteer X narrate with voiceover.*

*If stock footage is unavailable, just film this portion
in the same setting as ‘Act: 00 Prologue’ conversation.*

- Adrian:** We didn’t set out to answer any of the many debates about law enforcement in communities that lead to national controversies and outrage today.
- Volunteer X:** And we came into this presentation knowing we were touching on a subject that evokes a lot of emotional responses from law enforcement officers as well as from members of many communities throughout the nation.
- Adrian:** As the other volunteers pointed out during their performances and as the writers attempted to make as clear as possible, no one...

not law enforcement, not education nonprofits, nor our actors.... would claim those conversations are unimportant...

...nor would any of us try to dissuade you from participating in them.
- Volunteer X:** It’s important that there is a vibrant and healthy dialogue between law enforcement professionals and the communities they serve in.

We know it, the writers know it, and yes – there are many law enforcement officers in your community that know it, too.
- Adrian:** Another thing we all agree on is that policing is not a simple exercise.
- Volunteer X:** Keeping communities safe and allowing officers to keep themselves safe...there are a lot of factors at play that citizens might not be aware of until they have a chance to learn about it.

If there’s stock footage, now is when we fade/transition to the conversation setting.

- Adrian:** And that’s what this presentation is all about. Community members shouldn’t shy away from engaging in productive dialogue with the law enforcement agencies in their communities.

Volunteer X: And the same thing holds true for the officers in those communities. In Nevada, many agencies even have teams dedicated to having conversations like the ones we hosted in this film.

Adrian: While we didn't put an end to any debates, we believe everyone that has seen this film will be better informed about what it takes to really understand their rights, and also about what is transpiring during interactions with police officers and other law enforcement agents.

Volunteer X: Officers receive a lot of training to keep the community safe, but having an informed public will only help them do their jobs to the best of their ability.

Hopefully you as an audience can see the value of the information we provided. We did our best to portray law enforcement positively, but also accurately and without justifying or defending any specific incident.

Adrian: Yeah, and all of us would also like to thank all of you out there for taking this in with an open mind. The information we provided shouldn't be controversial, even if it touches on national topics where there are plenty of ongoing debates with understandable amounts of emotional participation on both sides of those conversations.

If you see a video in the future of some incident causing national outrage, we're not saying it can be explained by someone having not seen our presentation. Certainly though, we hope you'll dig a little deeper before forming an opinion.

Volunteer X: And that request is one of just three things we are asking of you...The other two things are that: One, you remember the lessons we've provided today when dealing with law enforcement in the future, and... Two, you share this video with your peers if they haven't seen it already. If you're watching this in class, your teacher can provide you with the links, where our video is easily found and viewed.

Adrian: Thank you again for your time today, stay safe, and just as importantly, stay involved in conversations about safety and justice in your community.

Volunteer X: I couldn't have said it better myself. Thank you again!
Byeeeeeeeeeeeeeeeeeeee!

*Officer 3 and Adrian wave at the camera,
Then turn to each other and engage in inaudible conversation.*

The Fade: *Camera pans out as the scene fades away.
Cut to credits.*



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