

THE VENTURE



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LOGLINE

At the peak of hippie counterculture, a drug dealer and an ex-Army clerk embark on an adventure of free love, psychedelic drugs, and transient life with their like-minded friends, eventually leading to the birth of the first counterculture mall in Eugene, Oregon “Scarborough Fair.”

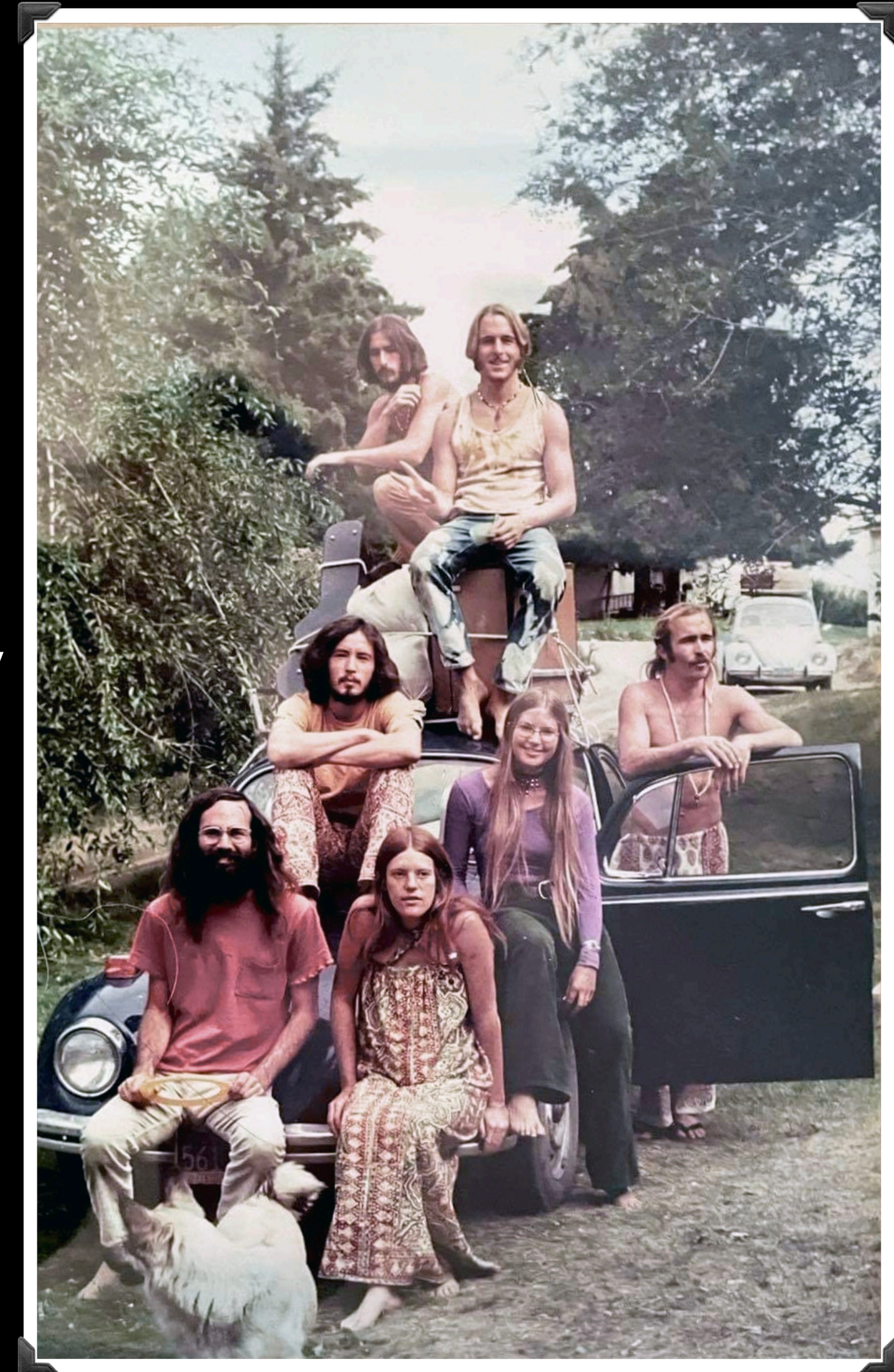
SYNOPSIS

The Venture is a fun script that does an excellent job of portraying characters and the various events they go through in a realistic way. Each character has their own personality, and feels real, and there are some fun scenes throughout the script

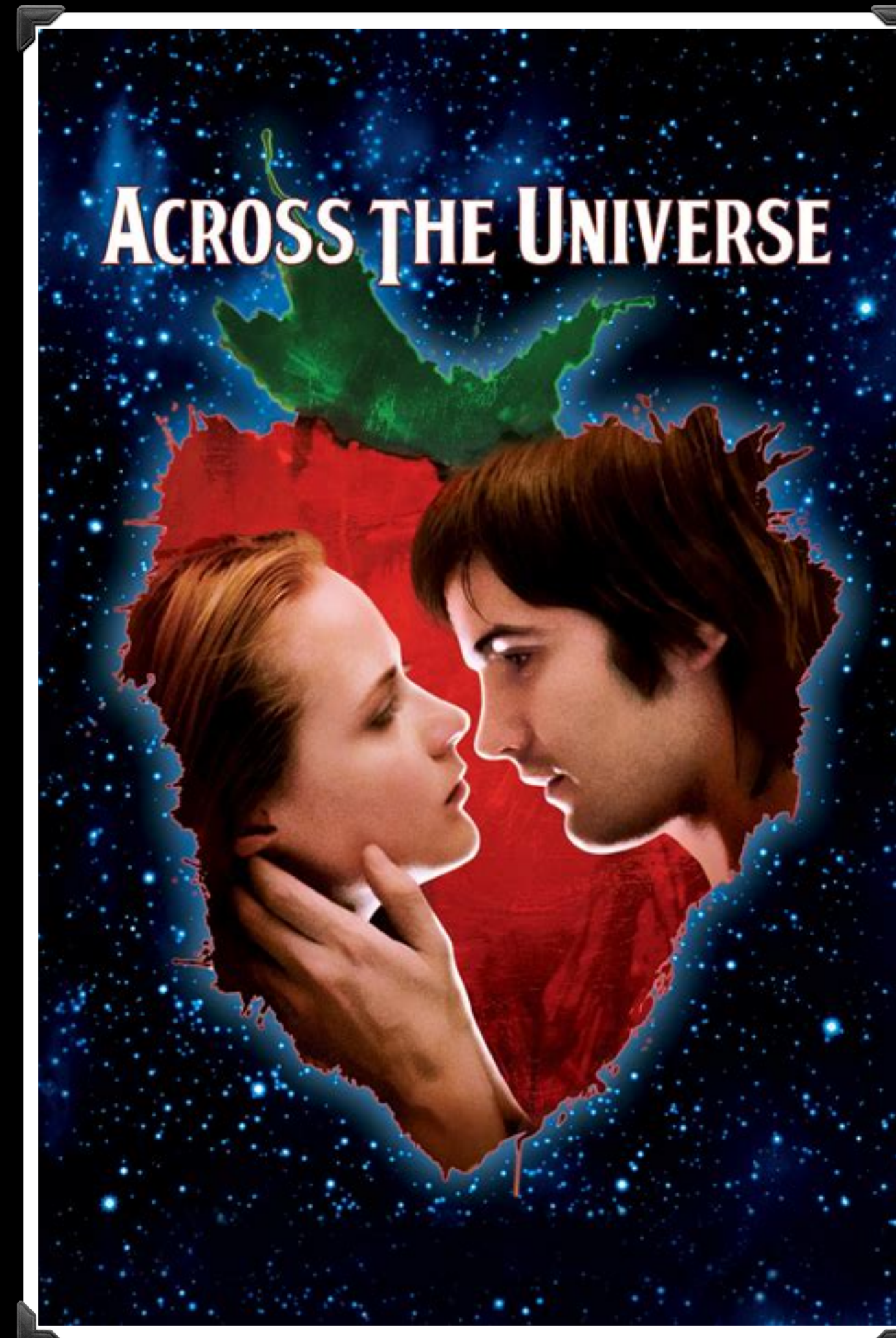
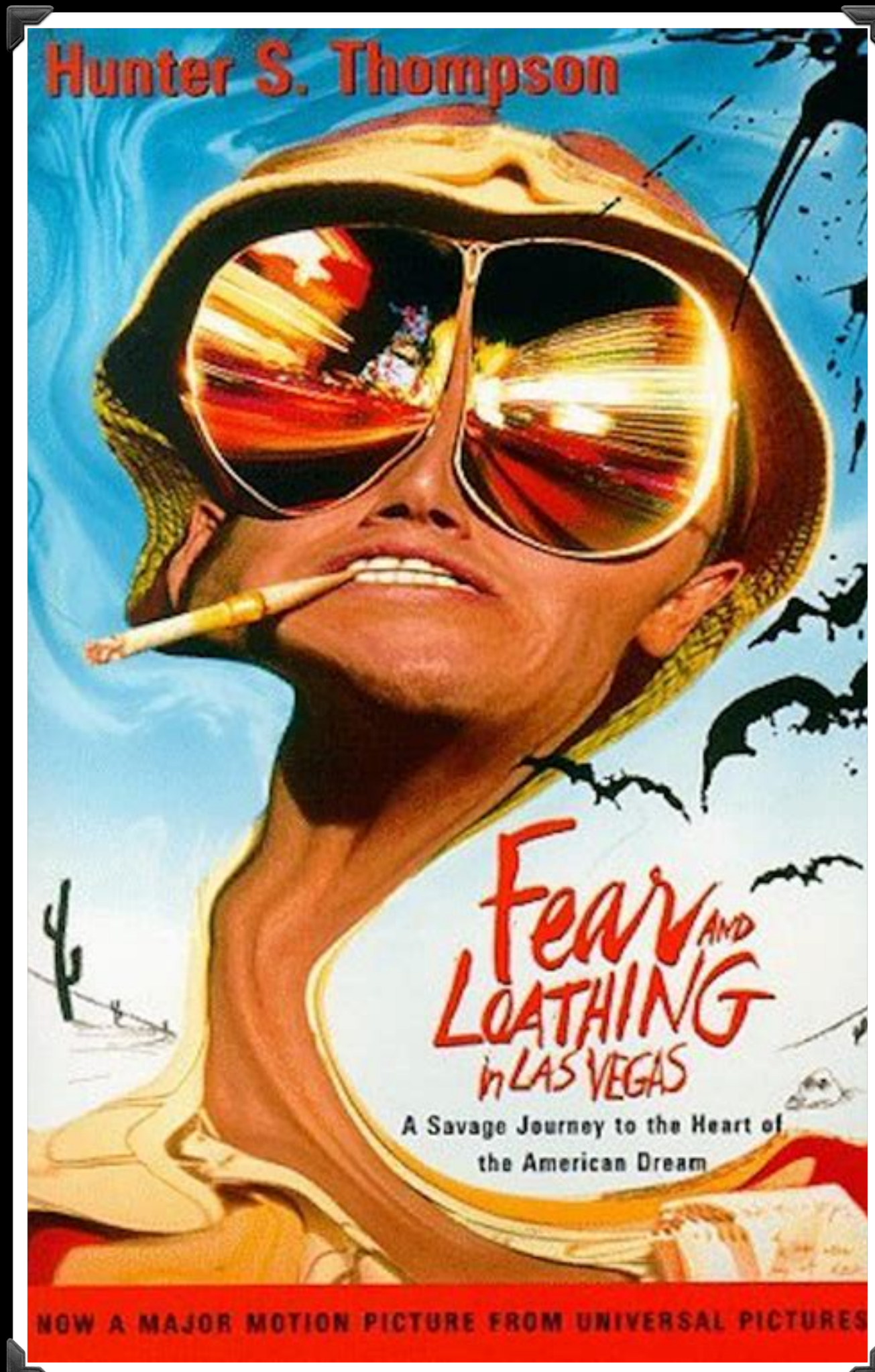
The characters drive the story, and it's easy to see how they are all different from one another as well as how they are all similar and at the same time, it's easy to see them as real people, which is great it makes them easier to relate to.

The writer also does a wonderful job of giving each character ample description when they are introduced. In addition to the description, Gary often gives some useful information about the characters in his voiceover, so it's easy to understand who they all are and to visualize what they might look like on screen.

There are also a few plot points that really engaged me as I was reading the story. I like that Gary has to go back to his parents place midway through the script, and the bit about him going in and out of the gate, and getting frustrated about having to do that, is great. This scene also fits in maintaining a consistent tone throughout the story.



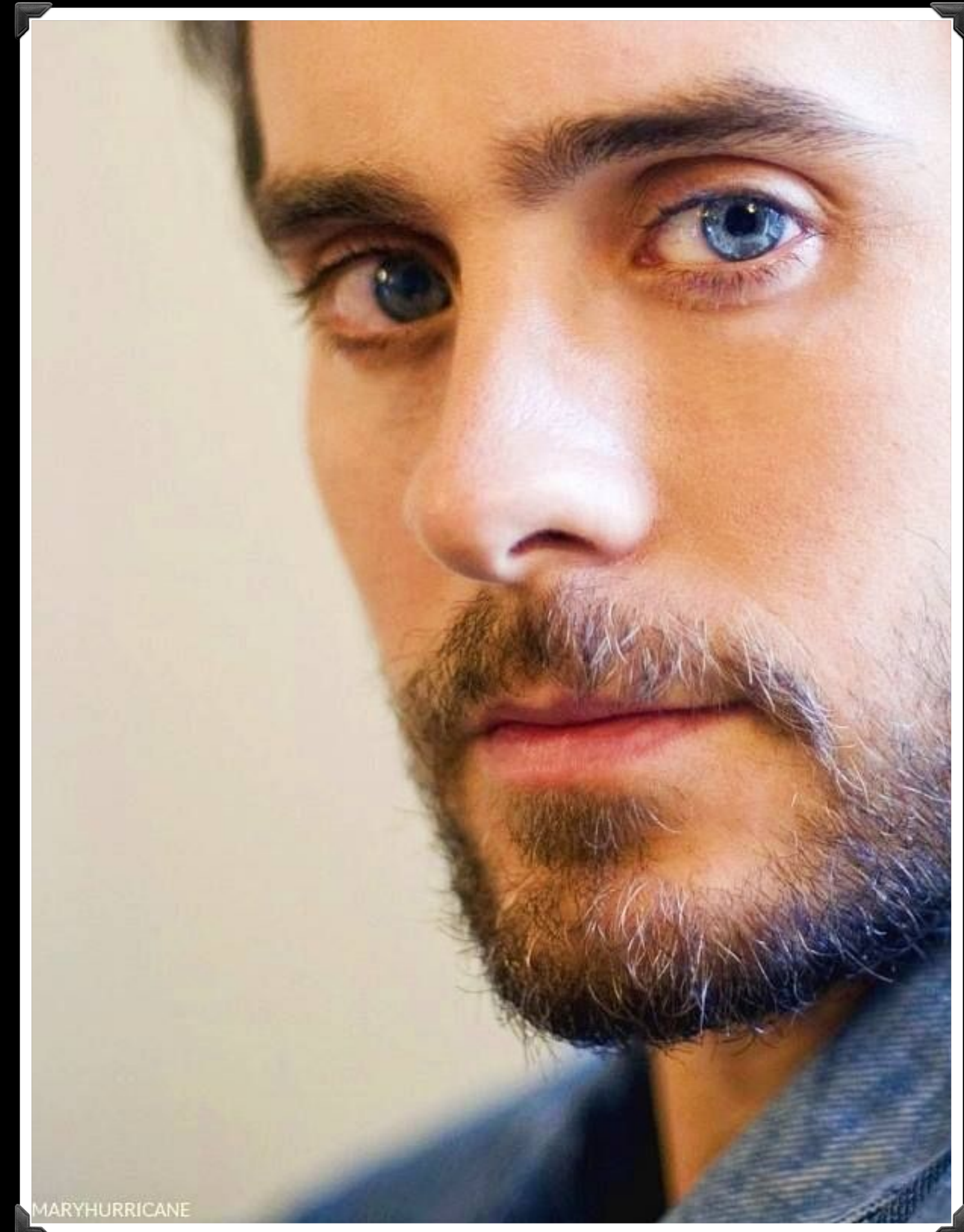
SHOW CROSS



GARY ST. MARTIN

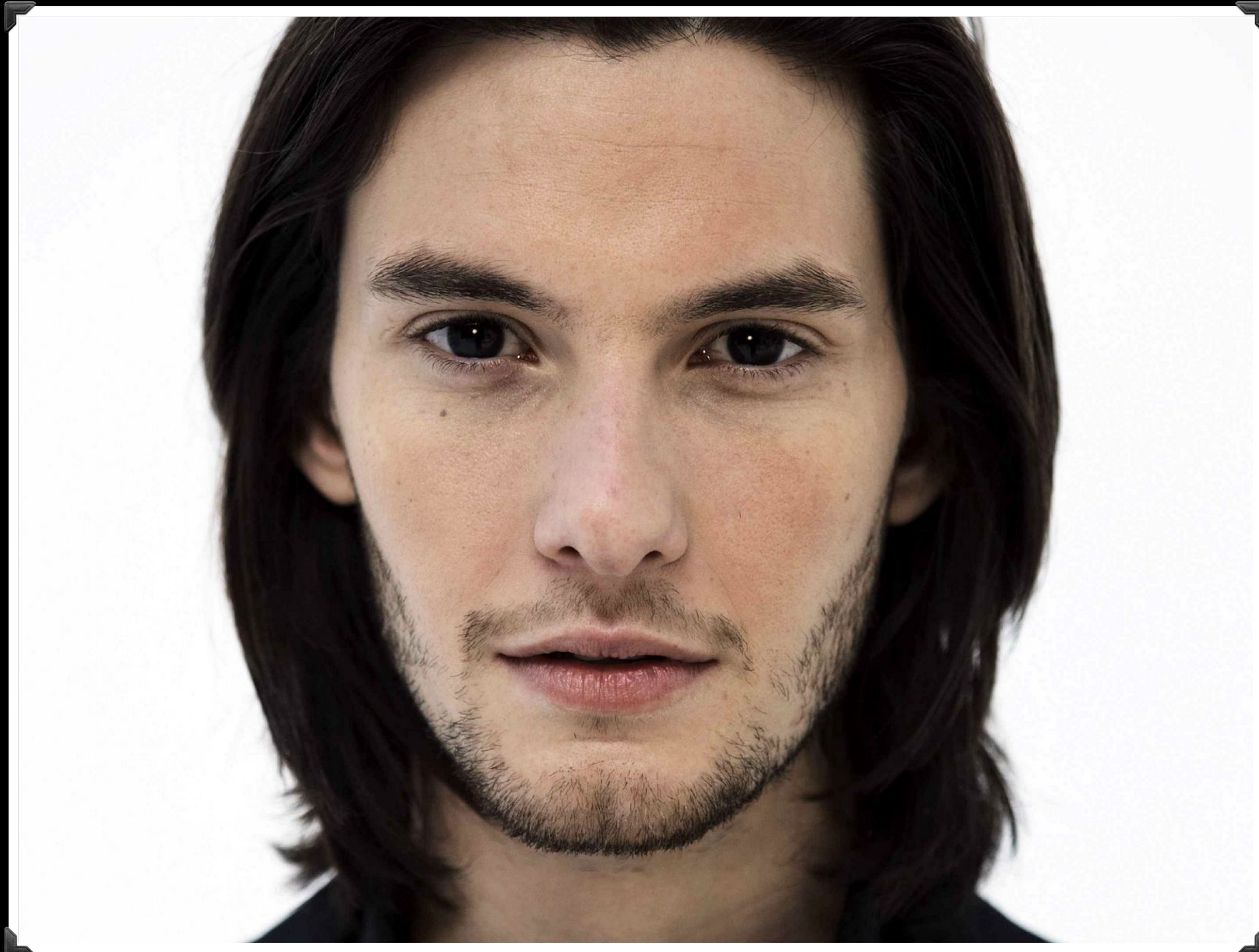
MAIN CHARACTER

GARY ST. MARTIN, 21, short hair, dark blue eyes, tall, just out of the Army, comes from a military background, creative and artistic.



JOE MANN

MAIN CHARACTER

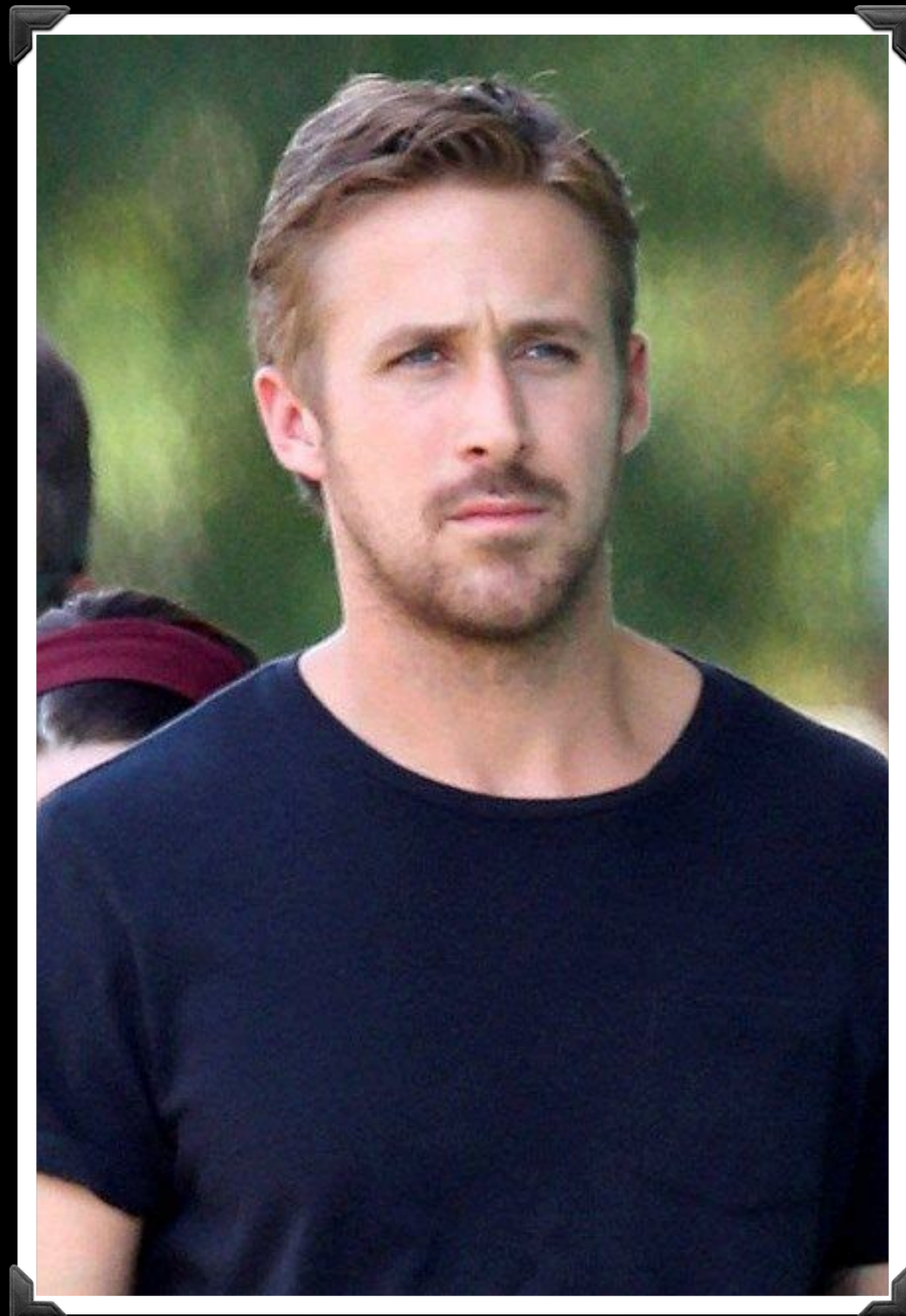


JOE MANN, 18, tall, thin, with dark hair and dark brown eyes. He's smart and an acid-generation hippie.

MAIN CHARACTERS

JACK BURGER

Blonde hair, blue eyes, 18, a master builder, shy, still trying to find his way.



DENNIS MCNARY

Comes from an educated family, his father is a doctor. Dennis gets a \$10,000 settlement from a car accident and funds the adventure and the beginning of Scarborough fair.



RICHARD PEMBERTON

American-Indian, thin, short black hair, dark brown eyes, still in high school, is, 17, somewhat lost in his new environment.



MAIN CHARACTERS

LESLEY

Red hair very enthusiastic
18 and Richard girlfriend



ANN

Local Oregonian becomes
Jack's girlfriend and part
owner of the girls clothing
store.



DIANA HUTCHENS

Blonde blue eyes educated 19
Gary's girlfriend



THE VENTURE follows a young, recently released Army veteran returning to civilian life, and a free-loving drug dealer during the peak of hippie counterculture in the late 1960s. When the two young men are introduced through mutual friends, they embark on a series of small adventures through transient life full of sex, drugs, and rock-and-roll.

At its core, this is a coming-of-age story in which two young men discover a fulfilling, albeit brief, purpose in life that aligns with their cultural values when they launch Scarborough Faire in Eugene, Oregon. Their journeys of experimental drug use, casual sex, and rock-and-roll music guide their internal explorations of growth from boyhood to manhood, leading up to their final destination in Eugene.

OVERALL

The Venture is a fun script that does an excellent job of portraying characters and the various events they go through in a realistic way. Each character has their own personality, the world is well-developed and feels real, and there are some fun scenes throughout the script, like the bit at the end where everyone is shown two years later.

The characters drive the story, and it's easy to see how they are all different from one another as well as how they are all similar. At the same time, it's easy to see them as real people, which is great because it makes them easier to relate to.

Each character are given ample description when they are introduced. In addition to the description, Gary often gives some useful information about the characters in Gary's voiceover, so it's easy to understand who they all are and to visualize what they might look like on screen.

There are also a few plot points that really engaged me as I was reading the story. I like that Gary has to go back to his parents place midway through the script, and the bit about him going in and out of the gate, and getting frustrated about having to do that, is great. This scene also fits in with the rest of the piece tonally, and the writer does a wonderful job of maintaining a consistent tone throughout the story.

STONE

One of the more compelling aspects of "The Venture" is the attention to detail spent in describing both locations and events of the 1960s, particularly those that are historical like the Altamont Free Concert of 1969. Similar to that of *Forrest Gump*, moving forward, I would stress keeping this aspect while still working towards keeping everything shown pertinent to the main character.

Even without assuming that the protagonist in contention (Gary) is based on your own experiences, there is a high level of authenticity that comes across from the uniqueness of the very distinct scenarios within the story.

Ultimately the plot goes in-depth with a variety of scenarios, particularly that of Joe's experience with smuggling drugs back to the US.