

A



GAMBLE

Short Film

Produced by: Kasey Price



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GAMBLE

COMMISSIONER	Brother Christian Mawlam
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TITLE	Gamble
DURATION	6-8 minutes
AUDIENCE	This is a very tense short film, so we are looking for ages 18-30. It is intended more for most likely a male audience, but should be made to be enjoyed by a female audience as well.
OBJECTIVES	We hope that our target audience will think about the themes of luck, chance, gambling, and risk. We also hope that the audience will be entertained, on the edge of t seat, and or feeling uneasy throughout the whole films runtime at least.
SYNOPSIS	A man gambles for his life against a man sent to kill him in a hand of poker.

STYLE	<p>There is an intense and sickening tone to everything. It is very slow in order to indulge the audience in the tense and nerve-racking nature of the story. But theres still humor, albeit some sick humor, from Jameson as he plays with basically his prey or target.</p> <p>https://www.youtube.com/watch?v=C...-i ldPiH64</p> <p>https://www.youtube.com/watch?v=kPoCFAP6RuM</p>
STRUCTURE & TIMINGS	<p>Beginning - The two characters get introduced and the poker game begins 2 minutes</p> <p>Middle - Discussion over their actions and consequences happens while the cards are being dealt out 3 minutes</p> <p>End - The final hands are revealed and Jameson leaves 2 minutes</p>
CONTRIBUTORS & ELEMENTS	<u>CREW</u>

	<p> <u>Producer project manager</u> Kasey <u>Director</u> Chance <u>Cinematographer DIT</u> Ethan <u>Editor</u> Robert Sound Recordist Nick Production Designer Logan Sound Designer Nick Camera Assistant Regan Colorist Ethan Gaffer Robert </p> <p> <u>ACTORS</u> </p> <p> Jimmy - male, in his 20s pudgy, shorter, glasses Jameson if male, Jamie if female - male or female, in his late 20s , early 30s Slim, hard eyes </p>
<p>TIMESCALE</p>	<p>Pre-Production Planning, Organising Logistics</p> <p>April 25th - May 30th</p> <p>Production Shooting Recording Video Audio Elements May</p> <p>31st-June 13th</p> <p>Post Production Editing, Titling Graphics Final Output June</p> <p>14th - July 19th</p>
<p>EQUIPMENT</p>	<p>Sony FX9</p> <p>New Pavo Anamorphics</p> <p>Rhino Slider</p> <p>600D 300X Godox Light Wands C-Stands Bounce Cards Flags Shotgun</p> <p>boom mics Kit</p> <p>Stinger Bag Grip Bag</p> <p>DaVinci Resolve</p>

LOCATION	We need a house that we can clutter up. The main character Jimmy has not cleaned up his house as he has other things to worry about.
NOTE:	2.39.1 aspect ratio 2K 24 FPS Deliverable. Props - money bag duffel bag No music whatsoever crickets and a clock will be background audio to add to the tone

Breaking Down the Script

The process of breaking down the script occurs after the producer reads through the screenplay once. The producer or a first assistant director reviews the script, and marks certain elements that need to be taken care of before production, or even before pre-production can begin.

Marking 1/8s[edit]

Each scene, as per slug line, is measured into 1/8s of a page by its number of inches. Most pages of a screenplay are eight inches, so each inch is an 1/8, even if a page exceeds eight inches. The number of 1/8s is then marked in the top left corner of the scene, and circled. If a scene lasts longer than eight 1/8s, it is converted to 1. So, a scene lasting twelve 1/8s is marked 1 4/8.

Marking elements

To ease future production, an assistant director marks the elements found in each scene. This process repeats for each new scene. By the end, the producer will be able to see which scenes need which elements, and can begin to schedule accordingly. The film industry has a standard for color-coding:

ELEMENT	SHAPE OR COLOR	DESCRIPTION
CAST	RED	Any speaking actor
STUNTS	ORANGE	Any stunt that may require a stunt double, or stunt coordinator.
EXTRA (SILENT)	YELLOW	Any extra needed to perform specifically, but has no lines.
EXTRA (ATMOSPHERE)	GREEN	Any extra or group of extras needed for the background.
SPECIAL EFFECTS	BLUE	Any special effect required.
PROPS	PURPLE	All objects important to the script, or used by an actor.
VEHICLES/ANIMALS	PINK	Any vehicles, and all animals, especially if it requires an animal trainer.
SOUND EFFECTS/MUSIC	BROWN	Sounds or music requiring specific use on set. Not sounds added in during post.
WARDROBE	CIRCLE	Specific costumes needed for production, and also for continuity if a costume gets ripped up, or dirtied throughout the movie.
MAKE-UP/HAIR	ASTERISK	Any make-up or hair attention needed. Common for scars and blood.
SPECIAL EQUIPMENT	BOX	If a scene requires the use of more uncommon equipment, (e.g. crane, underwater camera, etc.).
PRODUCTION NOTES	UNDERLINE	For all other questions about how a scene will go, or confusion about how something happens.

INT. LIVING ROOM - NIGHT

We hear crickets chirp outside. It seems peaceful.

We then see a cluttered house with dirty dishes, clothes all over the place, and a duffel bag full of money. JIMMY (20s) looks at this same bag of money as he sits, eats his small dinner, and watches a game show on the television.

GAME SHOW HOST

For one million dollars, what is the answer?

JIMMY

Marty.

GAME SHOW CONTESTANT

On The Waterfront.

GAME SHOW HOST

Oh, I'm sorry, the answer was Marty.

Jimmy chuckles. As he takes another bite, all of a sudden...

KNOCK KNOCK.

Jimmy sits still and looks at the door. After a moment of thought and confusion, he quickly shoves the duffel bag in another room, turns the TV volume down, and cleans himself up to answer the door.

Jimmy opens the door, and sees JAMESON (20s) at the door. Jameson looks up and down at Jimmy.

JAMESON

Evening Jimmy.

Jimmy tries to quickly slam the door, but Jameson pushes hard on the door and sends Jimmy to the floor. Jameson shuts the door behind him as Jimmy tries to crawl away. Jameson grabs Jimmy by the feet and starts dragging Jimmy towards himself.

Jameson quickly turns Jimmy over and puts his hand over mouth.

JAMESON

(calmly)

Hey...Jimmy...

Jimmy screams but he's muffled by Jameson's hand.

JAMESON
(commanding)
Hey!

Jimmy looks at Jameson.

JAMESON
You finished?

Jimmy stops moving around.

JAMESON
(calmly)
Good. Now listen here. I'm assuming
you know why I'm here?

Jimmy angrily moves around.

JAMESON
I'll take that as a yes.

Jimmy tries moving again. Jameson holds him firm to the
ground.

JAMESON
Now...Lucky Jimmy...Lucky Jimmy...
(pointing)
you've crossed a few boundaries.
You know that, I know that, but
most importantly...they know that.

Jameson relaxes briefly.

JAMESON
Its sad, being acquaintances and
all, but I don't think they care.

Jimmy relaxes a little bit too.

JAMESON
And I still have a job to do.

Jimmy starts moving again.

JAMESON
Well, hang on, let me finish. You
see, I found something out about
you.

Jimmy looks confused.

JAMESON

You see, a little birdie told me that you can play a mean...game...of poker. I guess they don't call you Lucky Jimmy for no reason. And that...caught my attention.

Jimmy gives full attention to Jameson.

JAMESON

You see, I'm up for something...different. A challenge you might say. And now, I don't know about you, but I'm tired, especially after going up against that door. So how about this? You and me...**one hand**. If you win, I just take that money you got and leave you be, be free to do whatever you want. But if I win...

Jameson taps on Jimmy's forehead.

JAMESON

I do my job. I take your money and your life, whatever is left of that. What do you say? If I were you, I'd say that's pretty fair.

Jameson lifts his hand up from Jimmy's mouth. Jimmy looks at Jameson.

JIMMY

Deal me in.

Jameson looks intrigued.

JAMESON

Interesting.

INT. DINING ROOM TABLE - NIGHT

Jimmy sits down proudly. Jameson takes out some cards. He sits down proudly and starts to shuffle the cards. He shows his shuffling in front of Jimmy, who looks with approval.

Jimmy taps his foot up and down furiously. Jameson notices this behavior.

JAMESON

I dunno, I'm starting to think that maybe the stories aren't true.

JIMMY
Just deal out the cards.

Jameson stops shuffling.

JAMESON
Not very patient, I see.

Jameson deals out two cards to Jimmy and two cards to himself. Jameson looks at his hand. Jimmy sees this.

JIMMY
(pointing)
Hey, you aren't supposed to...

Jameson looks at him without care.

JIMMY
...look...until...

Jimmy quiets down and puts his finger down. Jameson looks at his hand again. It's an ace of spades and a king of diamonds. He smiles at his hand.

JAMESON
You consider yourself lucky, Jimmy?

Jimmy looks at his hand. We don't see it yet.

JIMMY
Yeah.

JAMESON
With how everyone talks about you,
seems fair.

Jameson flips a card out of the deck for the "river". It's an ace of diamonds.

JAMESON
But then I remember...I'm in this
chair, and you're in that chair.

JIMMY
Hmm.

Jameson flips another card. It's a king of hearts. Jameson smiles.

JAMESON
All it takes is one bad hand and...

Jameson slams his palm on the table.

JAMESON

You're done.

JIMMY

Well, I haven't died yet.

JAMESON

What I'm saying...is that with how much you've gambled with, and how much you've gotten away with, you're just being dumb at this point.

JIMMY

Or maybe you can just admit that I'm good at what I do.

Jameson chuckles. He flips another card, an ace of clubs.

JIMMY

I could win. I could walk out of here. I could have all of this behind me.

JAMESON

"I could do" this. "I could do" that. With how much you've risked, I don't know if you deserve any of that anymore.

JIMMY

I think if more people took risks, the world would be a better place. Instead of everyone sitting around too afraid to do anything.

JAMESON

You gonna be saying that after this hand is over?

JIMMY

Look. Whether it's luck...chance...an act of the gods...or none of that...I can still walk out. I don't die. You leave me be. Maybe all signs that I do deserve it.

Jimmy looks up at Jameson.

JAMESON

But...there is also the other side.

JIMMY
The other side?

JAMESON
You know what everyone forgets?
Even you? The great Lucky Jimmy?
You could win all of that. But
people forget that there is always
something you could lose.

Jimmy becomes quiet and looks at his cards again. Jameson sighs.

JAMESON
Although...I guess it depends.

JIMMY
On what?

Jameson flips a card. A seven of hearts. They both look at their hand. Jameson sighs.

JAMESON
On whether you're ready to accept
whatever happens next.

Jameson picks up another card and places it with the others.
It's a king of spades.

JAMESON
So tell me Jimmy...are you ready to
accept the consequences?

We see the eyes on both of them. Jameson is confident
and proud. Jimmy is careful.

JIMMY
Yes.

JAMESON
All in?

A slight pause.

JIMMY
All in.

Jameson sighs and puts down his cards. Jimmy's look turns
into confusion.

JAMESON
The question now...is it Lucky
Jimmy...or just Jimmy?

Jimmy looks at his cards. He puts them down slowly. He has an ace of hearts and a king of clubs. They both look at each other concerned.

They both look at the river of cards. Jameson looks at Jimmy in a sly manner.

A clock ticks in the back as they both sit at the table in silence.

EXT. STREET - NIGHT

Crickets continue to chirp as if nothing has happened.

Jameson opens the trunk of a car and we see him with the bag of money. He opens the bag, making sure of the amount of money that is actually in the bag.

As Jameson is about to close the trunk of his car, he looks back at Jimmy's house for a long time. He sighs.

He closes the trunk of the car. He flips his keys, gets in the car, starts the engine, and drives off without a second thought.


CUT TO BLACK

END





CAMERA SETUPS

Setup	Shots	Lighting Setup
A	1	EXT House
B	2, 6, 10	Livingroom
C	3, 5	Livingroom
D	4	Livingroom
E	7	Closet Setup
F	8	Livingroom
G	9	Front door setup
H	11, 13	Livingroom
I	12	Livingroom
J	14	Livingroom

Scene 1					
Shot	Size	Angle	Move	Location	Description
1.1	W	Low	Static	Ext Jimmy's house	Establisher
1.2	W	Low	Push	INT Livingroom	Jimmy is eating on the couch
1.3	M	Low	Static	Livingroom	He looks down at the bag of money
1.4	OTS	High	Static	Livingroom	Bag of money seen over Jimmy's shoulder
1.5	M	Low	Static	Livingroom	Jimmy looks back up. "Marty!" Knock
1.6	W	Low	Static	Livingroom	Knock Knock.
1.7	OTS	High	Static	Livingroom	Duffel bag slides into the closet.
1.8	W	Low	Pan	Livingroom	Jimmy mutes TV and walks over to the door.
1.9	MCU	Low	Static	INT Livingroom	We see Jameson in the door. "Hey Jimmy."
1.10	W	Low	Push	Livingroom	Low shot as we see Jimmy get thrown over. FULL DIALOGUE
1.11	MCU	High	Static	Livingroom	Looking down at Jimmy. FULL DIALOGUE



1.12	MCU	Low	Static	Livingroom	Looking up at Jameson. FULL DIALOGUE
1.13	CU	High	Static	Livingroom	Jameson tapping Jimmy's forehead.
1.14	CU	Eye level	Static	Livingroom	Jameson side profile



SCENE 2						
SHOT	SIZE	ANGLE	SUBJECT	MOVE	LOCATION	Description
2.1	M	High	Jimmy	Static	Dining Room	Jimmy Sits down
2.2	M	Low	Jameson	Tilt	Dining Room	Jameson sits down while pulling out deck of cards
2.3	M	Low	Jimmy	Pan	Dining Room	Pan from Jameson shuffling cards to Jimmy.
2.4	CU	Eye level	Jimmy	Static	Dining Room	Jimmy tapping his foot.
2.5	M	Low	Jameson	Static	Dining Room	James looking down at foot, "IDK"
2.6	MCU	High	Jimmy	Static	Dining Room	Jimmy "Just deal out the cards.
2.7	M	Low	Jameson	Static	Dining Room	Jameson. "Not very patient" Hands out cards looks at his.
2.8	CU	Eye level		Static	Dining Room	MACRO Jameson looking at this cards
2.9	W	High	Jimmy	Static	Dining Room	Jimmy pointing. "hey!"
2.1	MCU	Eye level	Jameson	Static	Dining Room	Jameson looks at Jimmy.
2.11	MCU	High	Jimmy	Static	Dining Room	Jimmy "look" "until"

2.12	M	Low	Jameson	Static	Dining Room	Jameson Looks at his cards
2.13	OTS CU	High		Static	Dining Room	OTS of Jameson cards.
2.14	MCU	Eye level	Jameson	Static	Dining Room	Jameson "You consider yourself lucky"
2.15	W	High	Jimmy	Static	Dining Room	Jimmy looks down at his cards. "yeah" With how everyone talk about you
2.16	M	Low	Jameson	Static	Dining Room	Jameson "seems fair" Jameson flips a card
2.17	CU	Eye level		Static	Dining Room	Looking down at the river "but then I remember"
2.18	MCU	Eye level	Jameson	Static	Dining Room	Jameson "I'm in this chair and youre in that chair.
2.19	MCU	High	Jimmy	Static	Dining Room	and you're in that chair. "Jimmy looking at jameson. "hmm"
2.20	CU	Eye level	Jameson	Static	Dining Room	Jameson Smiles all it takes is one bad hand"
2.21	W	Low	Jameson	Static	Dining Room	Jameson slams the table.
2.22	M	High	Jimmy	Static	Dining Room	Jimmys reaction.
2.23	M	Low	Jameson	Static	Dining Room	Jameson. "youre done"
2.24	MCU OTS	Eye level	Jimmy	Static	Dining Room	Jimmy "well I haven't died yet"

2.25	MCU OTS	Eye level	Jameson	Static	Dining Room	Jameson "What I'm saying is...gotten away with"
2.26	MCU	High	Jimmy	Static	Dining Room	"You're being dumb". Or maybe..."
2.27	M	Low	Jameson	Static	Dining Room	Jameson Chuckles and flips over a card.
2.28	CU	High		Static	Dining Room	Looking at Ace of clubs.
2.29	MCU	High	Jimmy	Static	Dining Room	Jimmy "I could win"
2.30	M	Low	Jameson	Static	Dining Room	"I could do this and that"
2.31	MCU	Eye level	Jimmy	Static	Dining Room	You don't deserve it anymore.
2.32	MCU	High	Jimmy	Static	Dining Room	Jimmy "I think if more people took trisk...better place.
2.33	MCU	Eye level	Jameson	Static	Dining Room	"Instead of everyone.... You gunn?"
2.34	MCU	Eye level	Jimmy	SLIDE	Dining Room	"Look"
2.35	CU	Eye level	Jameson	Static	Dining Room	Jameson Looking at Jimmy
2.36	CU	Eye level	Jimmy	Static	Dining Room	Jimmy looking at Jameson.
2.37	MCU	Eye level	Jameson	Static	Dining Room	Jameson "Theres the other side.
2.38	CU	Eye level	Jimmy	Static	Dining Room	Jimmy "the other side?"
2.39	M-CU	Eye level	Jameson	PUSH	Dining Room	Jameson "Even you? Line.
2.40	M	Eye level	Jimmy	Static	Dining Room	Jimmy gets quiet and looks down at the cards again. "although I guess it depends" On what"

2.41	OTS	High	Jameson	Static	Dining Room	Jameson Flips the cards
2.42	CU	Eye level	Jameson	Static	Dining Room	Jameson "On whether you're ready to accept?"
2.43	CU	High		Static	Dining Room	He put the other card King of spades
2.44	MCU	Eye level	Jameson	Static	Dining Room	So tell me Jimmy. Are you ready?
2.45	W	Eye level		Static	Dining Room	We see both of them "Yes"
2.46	CU	Eye level	Jameson	Static	Dining Room	CU on Jameson eyes. All in?
2.47	Cu	Eye level	Jimmy	Static	Dining Room	Cu on Jimmys Eyes "All in"
2.48	M	Eye level	Jameson	Static	Dining Room	Jameson puts down his cards. "the question is how lucky is Jimmy?"
2.49	CU	High		Static	Dining Room	Jameson puts down his cards.
2.50	M	Eye level	Jimmy	Static	Dining Room	Jimmy puts down his cards
2.51	CU	High		Static	Dining Room	Jimmy puts down his crads we see them.
2.52	W	Eye level		Static	Dining Room	We see both of their reactions
2.53	CU	High		Static	Dining Room	We see the River
2.54	MCU	Eye level	Jameson	Static	Dining Room	Jameson gives Jimmy a sly look.

SHOT	SIZE	ANGLE	SUBJECT	MOVE	LOCATION	Description
2.20	CU	Eye level	Jameson	Static	Dining Room	Jameson Smiles all it takes is one bad hand"
2.35	CU	Eye level	Jameson	Static	Dining Room	Jameson Looking at Jimmy
2.42	CU	Eye level	Jameson	Static	Dining Room	Jameson "On wheteher your ready to accept?"
2.46	CU	Eye level	Jameson	Static	Dining Room	CU on Jameson eyes. All in?
2.2	M	Low	Jameson	Tilt	Dining Room	Jameson sits down while pullin gout deck of cards
2.5	M	Low	Jameson	Static	Dining Room	Jameseson looking down at foot, "IDK"
2.7	M	Low	Jameson	Static	Dining Room	Jameson. "Not very patient" Hands out cards looks at his.
2.12	M	Low	Jameson	Static	Dining Room	Jameson Looks at his cards
2.16	M	Low	Jameson	Static	Dining Room	Jameson "seems fair" Jameson flips a card
2.23	M	Low	Jameson	Static	Dining Room	Jameson. "youre done"
2.27	M	Low	Jameson	Static	Dining Room	Jameson Chuckles and flips over a card.
2.30	M	Low	Jameson	Static	Dining Room	"I could do this and that"

2.48	M	Eye level	Jameson	Static	Dining Room	Jameson puts down his cards. "the question is how lucky is Jimmy?"
2.39	M-CU	Eye level	Jameson	PUSH	Dining Room	Jameson "Even you? Line.
2.10	MCU	Eye level	Jameson	Static	Dining Room	Jameson looks at jimmy.
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2.18	MCU	Eye level	Jameson	Static	Dining Room	Jameson "I'm in this chair and youre in that chair.
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2.37	MCU	Eye level	Jameson	Static	Dining Room	Jameson "Theres the other side.
2.44	MCU	Eye level	Jameson	Static	Dining Room	So tell me Jimmy. Are you ready?
2.54	MCU	Eye level	Jameson	Static	Dining Room	Jameson gives Jimmy a sly look.
2.25	MCU OTS	Eye level	Jameson	Static	Dining Room	Jameson "What I'm saying is....gotten away with"
2.41	OTS	High	Jameson	Static	Dining Room	Jameson Flips the cards
2.21	W	Low	Jameson	Static	Dining Room	Jameson slams the table.

SHOT	SIZE	ANGLE	SUBJECT	MOVE	LOCATION	
2.4	CU	Eye level	Jimmy	Static	Dining Room	Jimmy tapping his foot.
2.36	CU	Eye level	Jimmy	Static	Dining Room	Jimmy looking at Jameson.
2.38	CU	Eye level	Jimmy	Static	Dining Room	Jimmy "the other side?"
2.47	Cu	Eye level	Jimmy	Static	Dining Room	Cu on Jimmys Eyes "All in"
2.1	M	High	Jimmy	Static	Dining Room	Jimmy Sits down
2.3	M	Low	Jimmy	Pan	Dining Room	Pan from Jameson shuffling crads to Jimmy.
2.22	M	High	Jimmy	Static	Dining Room	Jimmys reaction.
2.40	M	Eye level	Jimmy	Static	Dining Room	Jimmy gets quiet and looks down at the cards again. "although I guess it depends" On what"
2.50	M	Eye level	Jimmy	Static	Dining Room	Jimmy puts down his cards
2.6	MCU	High	Jimmy	Static	Dining Room	Jimmy "Just deal out the cards.
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2.19	MCU	High	Jimmy	Static	Dining Room	and you're in that chair. "Jimmy looking at Jameson. "hmm"
2.26	MCU	High	Jimmy	Static	Dining Room	"You're being dumb". Or maybe..."
2.29	MCU	High	Jimmy	Static	Dining Room	Jimmy "I could win"
2.31	MCU	Eye level	Jimmy	Static	Dining Room	You don't deserve it anymore.
2.32	MCU	High	Jimmy	Static	Dining Room	Jimmy "I think if more people took risk...better place.
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2.24	MCU OTS	Eye level	Jimmy	Static	Dining Room	Jimmy "well I haven't died yet"
2.9	W	High	Jimmy	Static	Dining Room	Jimmy pointing. "hey!"
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SHOT	SIZE	ANGLE	SUBJECT	MOVE	LOCATION	
2.8	CU	Eye level		Static	Dining Room	MACRO Jameson looking at this cards
2.17	CU	Eye level		Static	Dining Room	Looking down at the river "but then I remember"
2.28	CU	High		Static	Dining Room	Looking at Ace of clubs.
2.43	CU	High		Static	Dining Room	He put the other card King of spades
2.49	CU	High		Static	Dining Room	Jameson puts down his cards.
2.51	CU	High		Static	Dining Room	Jimmy puts down his crads we see them.
2.53	CU	High		Static	Dining Room	We see the River
2.13	OTS CU	High		Static	Dining Room	OTS of jameson cards.
2.45	W	Eye level		Static	Dining Room	We see both of them "Yes"
2.52	W	Eye level		Static	Dining Room	We see both of their reactions

STANDARD LOCATION AGREEMENT

As Property Owner or authorized representative of (Property name) The Meadows

Located at (Address) 631 Countryside Avenue, Rexburg, ID 83440

I/We do agree with (the Producer/Production Company) Kasey Price

- To give the Producer/Production Company permission to enter and use the Property at the address above for the purpose of photographing and recording scenes to be used in a project entitled Gamble
- Use of the premises includes permission to park vehicles at or near the premises, to bring personnel and equipment (including props and temporary sets), and any additional materials and supplies onto the premises. The Producer/Production Company agrees to remove all the above as well as any debris after completion of work, and to restore the Property as nearly as possible to its original condition, excepting ordinary wear and use.
- The Owner does hereby warrant that he/she has full right and authority to enter into this agreement concerning the above-mentioned premises, and that the consent of no other person, company, or organization is necessary for the Producer/Production Company to enjoy full rights and use of this Property.
- The permission is granted to begin on (date) 6/9/25 and to continue until the completion date of (date) 6/13/25
Should the weather prohibit filming, the alternate date is from _____ to _____
- Special Conditions: Travis is signing away his 1st born child to the Producer / Production Company
- Any photographs, film, video, and sound recorded on the premises shall be the exclusive property of the Producer/Production Company and no claim shall be made against the Producer/Production Company.
- The Producer/Production Company's remuneration (Location Fee) to the Owner of \$ Pizza, and payable immediately upon completion of filming, is accepted as full, final and all inclusive payment for the above use.
- The Producer/Production Company has no obligation to photograph or include the above premises in the completed project.

- The Property shall be under the complete control of the Producer who will have exclusive right of that site, from the beginning of construction (if needed) to completion of all photography and removal of all construction (if any), for the dates stated. The Owner of the Property grants rights that include the right to photograph all structures and signs on the property, including exteriors and interiors.
- During the filming and recording on the Property, the Producer/Production Company agrees to indemnify and hold the Owner harmless from any claims and demands of any members of the cast or crew of the production that may arise from personal injuries or death suffered while working on this Property.
- The Owner agrees to notify the Produce/Production Company in writing within fourteen (14) days of completion of use of the premises of any damage claimed to have arisen from the Producer's use of the property.
- The Owner indemnifies and holds harmless the Producer/Production Company from all losses, costs, liability, damages, or other claims that arise out of any false statements or representations made in this agreement.

Printed name of Property Owner

(or authorized representative) Travis Roberts

Signature of Property Owner

(or authorized representative) Travis Roberts Date 6/10/25

Producer (or Production Company representative) Casey Price

Company address _____

Ph# (208) 339 8319 Email _____ Cell Ph# _____

Approved by Casey Price Date 6/10/25

TALENT RELEASE FORM

I authorize the undersigned Producer to make use of my appearance on:

PROGRAM TITLE: Gamble

PRODUCER'S NAME: Kasey Price

PRODUCER'S PHONE NUMBER: (208) 339-8319

DATE OF VIDEO RECORDING: 6/10/25 - 6/13/25

I understand that I am to receive no compensation for this appearance. The Producer shall have complete ownership of the program. I give the Producer the right to use my name, likeness and biographical material to publicize the program and the services of the Producer.

The Producer may:

1. Record my voice, image and likeness for the purpose of the production mentioned above, whether audio or video digital recording;
2. Make copies of the video, photographs and recordings so made;
3. Use, license, edit, advertise, exhibit and otherwise exploit the Footage, my performance therein, and my name in connection therewith in any and all media now known or hereafter devised in perpetuity throughout the universe, without any additional payments or obligation.

I further understand the master recording remains the property of the Producer and that there will be no restrictions on the number of times that my name and likeness may be used.

Name (please print) Adam Whittaker

Date: 6/10/25

Address _____

City _____ State _____ Zip Code _____

Talent Signature (Parent or Guardian if under 18 years of age)

Adam Whittaker

TALENT RELEASE FORM

I authorize the undersigned Producer to make use of my appearance on:

PROGRAM TITLE: Gamble
PRODUCER'S NAME: Wasey Prince
PRODUCER'S PHONE NUMBER: (208) 339-8319
DATE OF VIDEO RECORDING: 6/10/25 - 6/13/25

I understand that I am to receive no compensation for this appearance. The Producer shall have complete ownership of the program. I give the Producer the right to use my name, likeness and biographical material to publicize the program and the services of the Producer.

The Producer may:

1. Record my voice, image and likeness for the purpose of the production mentioned above, whether audio or video digital recording;
2. Make copies of the video, photographs and recordings so made;
3. Use, license, edit, advertise, exhibit and otherwise exploit the Footage, my performance therein, and my name in connection therewith in any and all media now known or hereafter devised in perpetuity throughout the universe, without any additional payments or obligation.

I further understand the master recording remains the property of the Producer and that there will be no restrictions on the number of times that my name and likeness may be used.

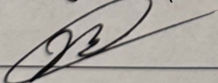
Name (please print) Joseph Raymond

Date: 6/10/25

Address 430 W25

City Rexburg State ID Zip Code 83440

Talent Signature (Parent or Guardian if under 18 years of age)



TALENT RELEASE FORM

I authorize the undersigned Producer to make use of my appearance on:

PROGRAM TITLE: Gamble

PRODUCER'S NAME: Hasey Price

PRODUCER'S PHONE NUMBER: (208) 339-8314

DATE OF VIDEO RECORDING: 6/10/25 - 6/13/25

I understand that I am to receive no compensation for this appearance. The Producer shall have complete ownership of the program. I give the Producer the right to use my name, likeness and biographical material to publicize the program and the services of the Producer.

The Producer may:

1. Record my voice, image and likeness for the purpose of the production mentioned above, whether audio or video digital recording;
2. Make copies of the video, photographs and recordings so made;
3. Use, license, edit, advertise, exhibit and otherwise exploit the Footage, my performance therein, and my name in connection therewith in any and all media now known or hereafter devised in perpetuity throughout the universe, without any additional payments or obligation.

I further understand the master recording remains the property of the Producer and that there will be no restrictions on the number of times that my name and likeness may be used.


Name (please print) Hasey Price

Date: 6/10/25

Address 535 Mariah Ave

City Rexburg State ID Zip Code 83440

Talent Signature (Parent or Guardian if under 18 years of age)



TALENT RELEASE FORM

I authorize the undersigned Producer to make use of my appearance on:

PROGRAM TITLE: Lamble

PRODUCER'S NAME: Tracy Price

PRODUCER'S PHONE NUMBER: (202) 334-8319

DATE OF VIDEO RECORDING: 7/7/25

I understand that I am to receive no compensation for this appearance. The Producer shall have complete ownership of the program. I give the Producer the right to use my name, likeness and biographical material to publicize the program and the services of the Producer.

The Producer may:

1. Record my voice, image and likeness for the purpose of the production mentioned above, whether audio or video digital recording;
2. Make copies of the video, photographs and recordings so made;
3. Use, license, edit, advertise, exhibit and otherwise exploit the Footage, my performance therein, and my name in connection therewith in any and all media now known or hereafter devised in perpetuity throughout the universe, without any additional payments or obligation.

I further understand the master recording remains the property of the Producer and that there will be no restrictions on the number of times that my name and likeness may be used.

Name (please print) Robert Harris

Date: 7/10/25

Address 291 E 7th S Apt 704

City Rexburg State ID Zip Code 83441

Talent Signature (Parent or Guardian if under 18 years of age)

Robert J Harris



