

THE HORSELADY

Treatment

Summer 1982 Evening

Camera slow pans over a recreational park showing boys playing basketball, someone hitting tennis balls against the wall by themselves and random kids running and playing throughout the grassy green of the very large park area. The camera then stops on the swing set where two girls are seen from above actively swinging back and forth.

The camera then slowly pans to the back of them at ground level then spins around until they are seen from the front.

From the front view the girls can be seen swinging and laughing with pig tails and rubber bands in their hair seemingly carefree. One girl then slows down her swinging as she sees it turning to dusk stating that she needs to go home. The other girl has not stopped swinging and jokes on her for being a baby. The girl she tells her about the Horselady and how she better get home before something bad happens then runs for her house as the street lights flicker and activate.

The park quickly empties around the girl swinging as the kids run home as it gets darker and darker outside.

As it gets darkest outside the girl then leaves the swing and begins to slowly walk towards her house talking to herself about all the "babies" afraid of the dark and the Horselady.

Then the girl hears a sound that stops her in her tracks. She is afraid but won't let it show, just then Jamaal jumps out and yells BOO at her causing her to angrily shout at him while he runs off laughing towards his house.

She then decides to go to the corner store before going home to prove to herself that she isn't afraid then hears a horse's whinny in the distance. Now bear in mind that this is an inner city neighborhood that houses no horses whatsoever.

The girl blows it off and heads in the direction of the corner store whose light just flickered on in the distance.

The girl smiles at the light as validation that she is brave and begins to walk again.

Just then a hand touches her right shoulder stopping her cold in her tracks.

She looked at the hand and it had no discernable human fingers, just hoof-like appendages that were long and black and moldy.

The girl thinking this is a joke angrily turns around to face the jokester and sees an eight-foot tall being hooded in a brown cloak that went down to its feet. The only thing protruding from the hood was two huge nostrils that blew smoke as soon as she turned around.

It was the Horselady. The Horselady spoke to the girl causing the girl to scream as loud as she could in fear.

The Horselady speaks to the girl again as she screams then grabs her by the shoulder and jumps with her to the roof of a nearby building followed by her small minions and disappeared into the night with the girl.

The next morning news of the girl's disappearance spread through the neighborhood quickly.

The rumors and fear gripped the neighborhood until the police had to round up the homeowners in the neighborhood in the baseball field in order to quell their emotions and calm

them down. The police do everything they can to calm the crowd, the only thing that works is when they ask for witnesses to talk in private. The crowd then looks away from the police officer, then they say a few words then the crowd slowly disperses.

A lone little girl then walks up to the police and whispers something in his ear then runs away.

Camera cuts to four kids on the swing set, two boys and two girls all speaking about the Horselady. Just then a man walks up smoking on a joint with a drink in hand and interrupts the kids conversation having overheard the content. He then goes on to speak about the Horselady's past, her origins and what her goal is by kidnapping kids. He says this has been going on since he was a kid. He looked to be in his 50's as per the graying beard and slow walk. He even says that he heard his mother talk about Horselady stories that occurred when SHE was a kid about their age (11-14 years old).

The man then takes a long pull on his joint, blows out the smoke, takes a long drink on his flask then walks away from the kids.

The kids joke on the man once he is out of hearing range but decide to ask around about what he told them. The four then go around to adults in the neighborhood and hear all sorts of stories about the Horselady. Most of the stories are eerily similar to one another with only slight variations. The kids then head back to their makeshift clubhouse in Melody's backyard that looks like a tiny house that her dad who is a carpenter built for them to hang out but still be close too home for safety.

The kids are as follows: Melody is the oldest and leader of the self styled CREW. She is the one who sets every plan in motion, gives great advice and is usually correct on many topics and has the trust of the CREW. Next in command is Jimmy. Jimmy is the athlete who wants to be a football star and is soft spoken but is just as correct as Melody is on a lot of topics. When Melody isn't available the CREW leans on Jimmy. Next is Emmie. Emmie is the brains of the group and is computer savvy and into science, biology and animals. She wants to be a veterinarian someday. Next is Brian. Brian is the youngest of the CREW which makes him the most insecure and eager to prove himself to the others. He always sets out to prove he is brave but usually just gets hurt in the process. The entire CREW always looks out for him.

Melody then hatches a plan to go out after dark and find out where the Horselady lives. The CREW is apprehensive at first but decides to go with it as long as there is a plan.

The CREW then goes out that night with flashlights and sharpened sticks in search of the Horselady. They go into sewers and alleys and dark scary places like junkyards and woods to no avail. Little do they know that they are being spied on by the Horselady's minions the entire time speaking to each other inaudibly from above the kids in a form of dark sign language. The kids then head home one by one with Melody being the last to reach home all while being followed unknowingly by the Horselady's dark minions.

The minions then head back to the Horselady's lair and again use the dark sign language to communicate to the Horselady who communicates back to them then leaves the lair in an apparent angry state.

Camera cuts to Melody waking up to the sun rising in her upstairs window to smells of her mothers breakfast filling her lungs and mind with happiness. As she skips downstairs she sees her mother with her hand over her mouth and eyes wide as she watches the news. There was another kidnapping last night, according to the newscaster who then went on to say that there looked to be a violent struggle as the 12 year old was taken in the night. Melody's heart raced as she went to the phone to call the CREW and see if they were alright. Melody checked with each one and all was well as they hadn't even heard of the kidnapping as of yet. Melody felt relieved as she slid down her dining room wall looking at the ceiling in a mix of anger and relief. She then decided that she and the CREW were the ones who were going to stop the Horselady once and for all.

Melody then gets dressed and heads for the headquarters. She then hatches a plan to find and trap the Horselady once and for all. She then, once the plan was completed, calls the CREW over to go over the plan for feedback. The kids arrive and the other three kids are joking on Brian for his very odd habit of eating onions from his mothers graden like apples. Not only does this give him constant onion breath but he always smells like an onion wherever they go. This joking goes on for quite some time until Melody squashes it and unveils her plan to the CREW.

Emmie is the first to chime in and asks where they would get the materials for her plan and when does she want to set the trap. Jimmy then also asks why they need to even do it since they couldn't find the Horselady or even know if she exists for certain. Brian just continues to eat his onions. Melody answers the questions and proceeds to tell them that it all goes down this weekend while their parents are out at the summer dance.

The Crew then agrees and gets prepared for the weekends hunting.

The weekend arrives and the parents then leave to go to the dance after dark. Melody calls the CREW and lets them know that the time is now and the plan is a go. The three meet up at Melody's headquarters and set out to hunt the Horselady.

As the evening progresses they each feel like it will be just like the previous night as they haven't seen or heard anything of a Horse or Horselady for that matter. Just then as they are perched in the tree as planned looking down on the park each of them sees something small moving about the area, followed by another then another small being. They all gasp as they then see a cloaked eight foot tall being walking near the small beings towards the bait that they planted.

Melody whispers that the plan is working and tells the others to stick to the plan and stay quiet. The Horselady and minions surround the bait then look around to see if anyone is watching them, which they were. The Horselady and minions then sense that something is wrong and immediately run off in the direction of the woods at high speed. So fast that the CREW could barely keep up with them. The Horselady and minions are then seen by the CREW ducking into a small slit in the ground that once they get close to it opens up into a large chasm covered by old trees and bushes so it would never be seen in daylight.

The four stand around the chasm and look at each other deciding if they should go into the hole or just mark it and come back with help later. Brian then takes it upon himself to jump head first

into the chasm making the other three cover their mouths in horror as to what just transpired and they go in after him with Jimmy leading the way diving head first also.

The chasm then slides down until it stops at an opening underground with multiple areas that look like hallways to other places. The CREW take out their flashlights and look to the ground to search for footprints to see which direction they went as per Emmie who studies animals.

They find the direction where all the footprints go and take out their sharpened short sticks, cut off their flashlights and go in that direction slowly and together.

They get to the end of the underground hallway and it opens into an even bigger area with seats and other living looking areas and tables and things they never imagined would be underground.

They slowly walk into the area and see the minions chattering in dark sign language at each other as the Horselady then comes in causing all four kids to silently gasp as she looks to float across the ground and sit on an apparent throne made of trees.

They all back away in fear all but Brian who moves forward and steps on a branch that cracks alerting all to their presence. The Horselady then stands, points in their direction and chitters at the minions who then charge the four kids. Jimmy tells the others to pick up the bigger branches and use them like bats on them. They do just that and commence to bat the minions away but they keep coming. Emmie then tells them to turn on their headlights as the light may blind them and slow them down. They do and it works. The light stuns them long enough to be branch batted into submission. The Horselady sees the minions losing and runs over and grabs Brian and lifts him high in the sky and yells at him causing him in fear to bite down hard on the onion he was chewing making him spit a load of the juice in the face of the Horselady. The Horselady then drops Brian immediately and rubs her face incessantly as smoke spews from her face. Emmie tells the CREW that the juice from the onion burns her, we have found her weakness!

The Horselady then recovers, grabs Brian again and takes him up into one of the tunnels with the minions following close behind her. The three cant catch the Horselady and can barely find their way out and back up to the woods. They find their way out but do so with heavy hearts as Brian is yet another victim of the Horselady it seems. The three cry together just outside of the entry hole then walk each other home feeling hopeless and hurt.

Melody wakes up the next morning to more news talking of Brians kidnapping. This causes Melody to go into overdrive and form a new plan to hopefully rescue Brian and stop the Horselady from doing this to any other kids. Now that she knows the weaknesses of the Horselady and her minions, her plan can get serious now. Everything is at stake, Brian and every kid in the area is counting on her to figure this out.

Melody then hatches a new plan and reaches out the the two heartbroken members of the CREW to come over and check it out.

Emmie and Jimmy come over looking down and out and go over the new plan with Melody. The new plan cheers them up somewhat and gives them some hope which is better than nothing according to them. They gear up with onion filled water guns, headlights flashlights and strobe lights and set out for the Horselady's lair. Jimmy says that if this doesn't work then they

need to get some adult help and Emmie agreed. Melody reluctantly agrees but says that they should try this first, increasing their trust in Melody's judgement. They set out to face off with the Horselady just after dark with all their supplies in tow.

They then quietly enter the chasm just after dark, after clearing it from the debris that was stacked on top of it most likely by the minions.

They enter the Horselady's lair like action heroes, making noise to draw out the Horselady and her minions. Jimmy sets the strobe light down and turns it on and it shines light in a rotating fashion in every direction confusing and burning the minions at the same time. They each then light their roman candles and shoot the flaming balls at the minions causing them to catch fire which starts to burn the dry brush in the underground cave. They then start to bat the remaining minions with the small bats that they got from the local baseball stadium, saving the onion juice filled super soakers for the Horselady. Once the minions were defeated and retreated the Horselady showed up, as predicted by Melody and was immediately sprayed down by the three causing her to shriek in pain and smolder like she was just set on fire. She tries to charge Jimmy but Jimmy just yells back at her and hits her with the onion juice filled water balloons he was carrying all while spraying her with the soaker filled with onion juice.

This lack of fear causes the Horselady to retreat limping to another hole in the wall that seemed to close up behind her while the three gave chase soaking her the entire time.

As the three cheer and high five each other they hear what sounds like muffled yelling and turn on their flashlights again looking for the noise.

They find the noise coming from just under the brush behind the Horselady's throne and find Brian. They found him alive, very very dirty scarred and bloody but alive. They wipe off the brush and Jimmy carries Brian to the surface followed closely by Emmie and Melody watching their backs as they escape the underground cave and arrive at the surface. Once they get to the surface they all stop and look at each other, hug and cry for a long time as the sun slowly rises in the distance.

They all head to Brian's house with Jimmy still carrying a very weak Brian to his mother and father who look at them in disbelief as they see the son they have been mourning return alive. All six have another long hug and cry together.

Then each of the CREW head home, Emmie first, watched by Jimmy and Melody until they go into the house followed by Jimmy then Melody arrives home to a hug by her mother and father who had just heard from Brian's parents as to what transpired. Melody was told that Emmie and Jimmy's parents had the exact same reaction. They all then slept like they had never slept before in their young lives.

Melody then woke to the same great smells of her mother's breakfast that she so loved.

As she came down the steps she saw her mother smiling at her that loving smile and sat down and ate while the news played in the background with good news of Brian's discovery and no news of another mysterious kidnapping.

Camera pans to Melody looking out of the kitchens picture window then pans slowly away from the window, then the house then the neighborhood until it was over the woods that the Horselady was found in.

The camera then dives into the woods until there is seen a mysterious figure in that same brown cloak creeping through the woods in the darkness with minions in tow.

Camera then pans up away from the woods until the woods could not be seen in the distance.

THE END