

# THAT'S LIFE

Two workers, in overalls and boots, are working noisily. Each has a pneumatic drill (either "real" or imaginary). Their conversation is punctuated by noisy bursts of simultaneous drill-fire. (The drill noise could be orally produced by both actors in unison.) WORKER 2 is very matter-of-fact throughout.

**WORKER 1** You been on 'oliday yet?  
**....BOTH** **ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG**  
**WORKER 2** Yeah.  
**....BOTH** **ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG**  
**WORKER 1** Where'd you go then?  
**....BOTH** **ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG**  
**WORKER 2** Spain.  
**....BOTH** **ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG**  
**WORKER 1** Yeah?  
**....BOTH** **ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG**  
**WORKER 2** Costa del Monte.  
**....BOTH** **ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG**  
**WORKER 1** Lovely!  
**....BOTH** **ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG**  
**WORKER 2** Yeah.  
**....BOTH** **ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG**  
**WORKER 1** D'you 'ave a good time?  
**....BOTH** **ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG**  
**WORKER 2** Yeah.  
**....BOTH** **ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG**  
**WORKER 1** Nice hotel?  
**....BOTH** **ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG**  
**WORKER 2** Near the beach.  
**....BOTH** **ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG**  
**WORKER 1** Good food?  
**....BOTH** **ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG**  
**WORKER 2** Yeah.  
**....BOTH** **ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG**  
**WORKER 2** Chips wiv everyfing.  
**....BOTH** **ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG**  
**WORKER 1** What about the wevver?  
**....BOTH** **ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG**  
**WORKER 2** Lovely, lovely!  
**....BOTH** **ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG**  
**WORKER 1** You go by plane, then?  
**....BOTH** **ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG**  
**WORKER 2** Yeah.  
**....BOTH** **ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG**  
**WORKER 1** Good flight?  
**....BOTH** **ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG**  
**WORKER 2** Awful!

....BOTH ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG  
WORKER 1 Why's that then?  
....BOTH ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG  
WORKER 2 Engine blew up.  
....BOTH ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG  
WORKER 1 Nah?!

....BOTH ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG  
*WORKER 1 turns to WORKER 2 expectantly. Silence.*

....BOTH ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG  
WORKER 1 What 'appened then?  
....BOTH ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG  
WORKER 2 Wing fell off, didn't it.  
....BOTH ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG  
WORKER 1 Really?!

....BOTH ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG  
WORKER 2 Plane fell out o' the sky like a can o' beans.  
....BOTH ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG  
WORKER 1 Awful!

....BOTH ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG  
WORKER 2 Crashed in some French forest.  
....BOTH ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG  
WORKER 1 Dreadful!

....BOTH ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG  
WORKER 2 I should say so.  
....BOTH ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG  
WORKER 1 Anyone killed?

....BOTH ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG  
WORKER 2 Everyone! No survivors!  
....BOTH ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG  
*WORKER 1 realises the implications of what WORKER 2 has just said – and has stopped mid-DUNKA.  
WORKER 1 looks puzzled.*

WORKER 1 Hold on ... If there were no survivors ...  
....BOTH ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG  
WORKER 1 ... how come you're still living?  
....BOTH ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG  
WORKER 2 You call this "living"?  
....BOTH ADUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUNKA-DUG  
WORKER 1 Hmmm! Good point.  
*They look at each other – both shrug – and walk off stage.*

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