

Area of a Circle
Math Script #4

Production note: For this script, we'll need two older legends (Mahorn/Kelser?). We could also use an older legend and a current player, though the script would need to be changed a little.

The scene can be shot in the locker room or somewhere else in the stadium--a nice-looking area, where they might hang out and chat. Ideally this will be filmed to look like a real conversation, but the camera angles will allow our two guys to read from hidden teleprompters.

As with all scripts, please include a caption to identify players/personnel when they first appear on the screen.

The scene opens with Mahorn and Kelser sitting in chairs, across from each other. The scene should feel like it opens mid-conversation.

Kelser

There's nothing better than the feeling of making a shot, you know what I mean?

Mahorn

Of course. You could do it a million times, but it still wouldn't grow old.

Kelser

The bottom of the net, you know?

Mahorn

Oh, absolutely. You put up the shot, you watch it fly, and you know it's going in.

Kelser

It's amazing when you think about it, right?

Mahorn

Amazing in what sense?

Kelser

Like, think about the history.

Here, we can use Kelser's voice dubbed over historical images/clips of basketball, going all the way back to its founding.

Basketball started as a really different game. Players shot a soccer ball through a peach basket, which was mounted on a wall. It took years before basketball started to use a metal hoop.

Back to Kelser/Mahorn briefly

What's amazing to me is that people can actually make shots—in a peach basket or a metal hoop. Think about the millions of shots ever made. Maybe even billions.

Cut to rapid set of clips from NBA, WNBA (if possible), and any other available clips of amateurs. Each clip should show a shot being made.

Then back to Kelser/Mahorn

Mahorn

All those people, they've shot a ball into a hoop from far away. And the hoop isn't that much bigger than the ball.

Kelser

Well, it's a little easier to make shots when you're a power forward, and you take your shots from four feet away, like somebody I know...

Mahorn

Hey!

Kelser

I'm just playing, Rick. But really, think of the math.

Cut to graphic or video footage, with Kelser's voice in the background. In the graphic, we show the ball arcing toward the hoop. If possible, we pause the moment it's sinking through the net, with a close-up from above. Arrows could show the small space surrounding the ball as it travels through the rim. (The intent is to show two circles, one

inside the other.)

You might be 22 feet away and take a shot. The ball flies through the air, and then, if you swish it, it fits almost perfectly through the center of the hoop. There's hardly any wiggle room for mistakes.

Mahorn

The diameter of the ball and the diameter of the hoop aren't so different.

Kelser

That's exactly right. It's amazing if you think about it--that people can make shots.

Quick fade to break up scene. Now Kelsner and Mahorn are facing the camera.

Mahorn

You may want to jot down some numbers to see what we mean. Ready? If you took a slice from the middle of a basketball, the area of the circle would be about 69 inches squared.

On screen, include text: "Area of ball: 69 in.²"

Kelser

And the area of a hoop is about 254 inches squared.

On screen, add text: "Area of hoop: 254 in.²"

Now, that may seem like a big difference, like the hoop is much bigger than the ball. But work backward. What are the diameters of the hoop and that slice from the ball? Do you really have that much space in the hoop to make a shot?

Fade to black