

Presskit:

# Sappe De Pachtinner

A film by: **Paul Bezuijen**

In collaboration with: **Aike Vogelzang & Siebren Tammenga**

Composer: **René van Munster**

Sound: **Luuk Beukema**

Costumes: **Elvera van Bentum**

Production assistant: **Annabelle Spanjaard**

Foundation: **Leny Stamhuis & Han Bezuijen**



**Ismay Oldenziel**

**Lotte Laurens**

**Roy Busscher**

**René Bodewes**

**Ron Akkerman**

**Erik Bulthuis**

**Emiel Wolthuis**

**Michiel Noback**

**Frank Bally**

Aspect ratio: **2.35 (SCOPE)**

Exhibition format: **DCP – Blu-ray**

Screeners format: **Blu-ray, DVD, Online screener**

Playtime: **148 minutes**

Genre: **Adventure, mystery** Language: **Dutch**

Subtitles: **English/Dutch**





## Synopsis:

Sappe is a suspenseful film that takes place in a small Dutch city called Hoogezand-Sappemeer. During one of their adventurous undertakings Stijn, Kim and Fayza encounter a dark figure. With help from the local vicar and a mysterious hermit they start investigating and discover the truth behind an ancient saga about Sappe and his pact with the devil.



## The film: story and form

The story takes place in different time periods. Like many old folk tales passed on by word of mouth, Sappe's saga has changed a lot over the years. Nowadays there are 2 different versions of the tale. The first one is about a tall dark figure who is collecting taxes for the monastery. He deceives the devil who persuades him to go find a treasure in the swamp. In the other version Sappe's job is to light a lantern in the swamp so the travelers won't drown. Both versions were combined and are integrated in the film by use of flashbacks. The majority of the movie plays out in the present. Sappe is risen from the swamp and starts haunting the neighbourhood again.



Because the story was written like a children's book there are parts where the film has the naivety of a kids movie. This particularly shows when some of the characters have to make choices. For example when the main characters (without any prior knowledge) start touching a brick wall and find the secret entrance to the catacombs. These things usually only work in children's series and Indiana Jones films, because it's a movie we take it for granted. The fact that filmmaker Paul Bezuijen got a lot of inspiration from old dutch TV-series like 'De zevensprong', Q&Q and 'De legende van de bokkerijders' might have something to do with it.



On the other hand the film has a more mature character. Not just because of the playtime (148 min.) but mainly because of the way it was shot, the rhythm of the edit and the music. These key elements make the film feel like a whole. There are some parts where the viewer is confronted with a change in style that suddenly takes him/her away from this experience. Examples for these sudden changes are the dance scene under the street lantern and the car scene, when they are listening to a hip-hop track after an exciting chase.

Because of all these different aspects it is hard to put the film in a box. Both children (10 year olds and up) as well as adults with a nostalgic interest in kids movies and series made in the late 20<sup>th</sup> century are the target audience. All in all it's an experimental mix of different genres. Historical drama, horror, adventure, action, comedy, mystery, thriller are terms that can define different scenes but don't do justice to the film in it's entirety.





The film stimulates curiosity, learns the viewers something about local history and challenges them to start exploring their own neighbourhoods in search of adventures once again.

### **The film process:**

Sappe was written, filmed and edited over a period of 3 years. The script was written like a children's book. With the story, project plan and a long teaser (Sappe de Pachtinner – Prologue) the NAM Leefbaarheidsfonds Publieksprijs was won in 2016. This was the starting point for the production. During the second half of 2016 more funds were approached and with help from Aike Vogelzang auditions were organized. Because the story concentrated on a local saga that takes place in the municipality Midden-Groningen it was the idea to try and get local actors for most of the roles. This worked out pretty well in the end.



The filming started in February 2017. A small crew was composed:

Paul Bezuijen (Director)

Aike Vogelzang (Co-director: acting)

Siebren Tammenga (Co-director: technical)

Elvera van Bentum (Costumes)

Annabelle Spanjaard (Production assistant and catering)

Luuk Beukema (Sound)

Generally (with the exception of a few days) this crew was in its entirety present on the film set. On the 24<sup>th</sup> of September 2017 principal photography concluded in the Fraeylemaborg gardens. This was the 35<sup>th</sup> day of shooting.



The editing of Sappe turned out to be a time consuming process as well. In January 2018 filmmaker Paul Bezuijen delivered the first rough cut to composer René van Munster. He constructed his harmonic melodies from separately recorded tracks.

Post-production finished just a month before the first screening. The local premiere was held on November the 29<sup>th</sup> 2018 in VUE Cinema Hoogezand. With 2 screens sold out and 300 spectators it was quite a success. A couple of weeks later there was another screening in Forum Images Groningen that was sold out as well.

The coming months Sappe will be sent to different film festivals. There is also a 5 part mini TV-series in the making composed of the same material.

### **Locations:**

The film is a nice way to show the beautiful interiors and exteriors of local monuments to a wide audience. Because the genesis of Hoogezand-Sappemeer plays an important role the creators were able to film in some of the area's most historically unique locations like the dome church, Borg Welgelegen and the Fraeylemaborg. The build dates of these monuments date back to the origins of the first settlements in the region. Other unique locations like the clock tower, the birthplace of Aletta Jacobs and the swamp near Westebroek can be seen frequently throughout the film.





## Filmmaker CV – Paul Bezuijen:

Paul Bezuijen is a filmmaker/photographer. In his oeuvre the atmosphere of the total image as well as the environment plays an important role. On the narrative level his movies depend a lot on the imagination of the viewer, who will be given much time to read the images rich of information and suggestions. In small things and details he sees the essence of life reflected, and in his own way he will try to capture these things. It is important that there is a tension or concentration visible in his work. Manipulation of the viewer is an important aspect of his art, he often tends towards the surreal, both in story and image.



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