At the Texas Prison Museum

At the Texas Prison Museum. I see a fake guard tower with a dummy guard in the window. I see a replica of a prison cell, its bunk beds, chrome toilet, little metal desk and seat. I see a miniature model of the Huntsville Prison with its red brick walls, chapel with a steeple and cross, and adjacent Prison Rodeo that entertained fans until its condemnation in 1986 and eventual demolition. I see old video of the rodeo on an ever-playing loop. I see prisoners' drawings, hand-tooled leather, intricate carvings of wood or soap, ingeniously crafted objects such as a skull pipe, string banjos, liquor stills, shanks, a Monopoly game. "If only they had used their talents," says another museum patron, "instead of doing what they did."

I see the electric chair (Old Sparky), the re-created death chamber with its electric generator and lever, the actual sponge placed on heads of electrocuted prisoners. I see the actual syringes used for the first lethal injection in 1982.



The connectors of my brain, the cells of my body absorb these sights, weighing them, understanding them as someone's narrative. I do not shed tears, gasp with fake drama. Who in Texas can say, "We didn't know what was happening?"

At the end of the tour. I buy several post cards with images of the prison, Old Sparky, the Rodeo. Back home in San Antonio, I see for the first time that the usual blank space for each card contains a lengthy printed caption in over-sized font. I had wanted to write to family, friends: "The prison is a sad place" or "We have to end the death penalty." Try as I might, I cannot write between the lines or get a word in edgewise.

—Rachel Jennings

A Child Imagines Her Execution

In old movies, guards
drag the handcuffed man
to the wooden chair
that has leather straps,
metal buckles,
and wire coils.

The chair is named Old Sparky like the teacher's paddle is named The Sizzler. She smirks and laughs.

They strap the prisoner into the chair.

"May God have mercy on your soul," the man in the suit and tie says.

In pretend games,
I grunt and struggle
as the guards drag me,
but I never die.
If they kill me,
what is the point
of the story?
The game ends.

I twist and grimace, but I escape.

I slip free of the leather straps or break a buckle. Sometimes the lever does not work. A guard orders me back to my cell, where I climb out a window with rusty bars.

In the next episode, every gunman in the firing squad misses his mark. One gun is unloaded. I walk free.

Is it true a man who
has been shot or hanged
will mess his pants?
That would be awful.
As I stand on the gallows,
the rotten rope breaks
or the noose loosens,
letting me wriggle free.

Walking the gang plank at sword point, I step into the sea, hands bound, but swim to safety where a lantern shines. Gallows, garrote, guillotine, gas, gunfire, gurney, grill chair, gang plank. I survive them all. What is the point of dying?

The game goes on.

Naughty little cheat.
I sulk. I pout.
I refuse being tagged
Dead Man Out.

—Rachel Jennings

