

REMIND ME: Loglines and synopsis for a feature screenplay

Logline:

An ex-hockey player with concussion induced dementia and impulse issues must stand off a criminal gang when they lay siege to his farm.

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REMY [50], mostly alone on a winter weekend at his prairie farmstead, is at a dark and rutted crossroads in his life. His only child, SALLY [28], lives in Australia. His wife CARLA [48] is in hospital in a coma, following a blow to the head. And Remy doesn't know if he's responsible, though many suspect he is. His brain is misfiring. He's 10 years retired from a journeyman career in hockey's professional sub-leagues, a skill-player who never made it to the bigs, and took far too many headshots along the way. His memory now jumps between comfort and curse.

His one seeming ally is WAYNE [48], also an AHL/ECHL vet, and Remy's bruiser-lineman in his prime playing years. When Wayne needs to store stuff in Remy's barn, Remy obliges. But Wayne is disturbed to find a noose present – evidence of Remy's depressive/self-destructive state. Sally arrives from overseas, coming on the news of Carla's "accident." She's distant with Wayne – whom she remembers as the brute he was – but also wary of Remy, not knowing if he might have assaulted her mother. Realizing that he's got serious memory challenges and no medical oversight, Sarah arranges a consult for Remy with a high-school friend – now a doctor. It emerges that the main concern is CTE – Chronic Traumatic Encephalopathy – early onset-dementia brought on – typically in athletes – by exposure to repeated blows to the head.

Remy returns to his farm, only to find a gang-posse waiting there for Wayne, who apparently stashed something important to them. Remy struggles to keep track of what's going on. Upset by the unsubtle menace on display, he accidentally wounds one gang member, then kills another – this time with intent. Unaware of the danger Remy poses, the gang leader – TIM – is initially amused by Remy's careless disregard for their authority, but grows impatient as the night wears on. Having located Wayne, the gang brings him back to the farm, but Wayne can't persuade Remy to remember the location of a critical envelope that Wayne stashed there.

Tim executes Wayne, and isolates Remy in his house, while the gang continues the search. But Remy escapes through the second-floor window, walking a wire over a hockey rink – as he may have in a vaguely-remembered past as a 20-year-old circus performer in Europe. He makes it to the road but can't remember why. Returning to his home, he is once again kept under watch. But once again he fights back. When Tim finally realizes the fight he's in, he goes after Remy. Problem is that Remy, after decades being the brunt of violence, has learned the language. On his homemade rink – with pucks and a literally deadly slapshot – he's game.