

BLIND DRIVE AHEAD

Written by

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THE EMPTY LOCKER MEMORIAL

LOGLINE

“After a star high school quarterback loses his best friend in a distracted-driving crash, his grief, pride, and town-made identity send him toward a fatal choice that forces him, his family, and his football-obsessed community to confront the difference between performance, repentance, and grace.”



THE PARTY AS FALSE VICTORY

SYNOPSIS

In Johnsonville, Georgia, football is civic ritual, spiritual shorthand, and social currency. Josh Marquez is the beloved QB1 expected to carry the Wildcats to state while his sheriff father, Peter, struggles to balance public duty with private fatherhood. When Josh allows his concussed best friend Doug to drive home after a game, Doug dies in a crash, leaving Josh consumed by guilt and displacement. As Brandon steps into the quarterback role, Carlos fills Doug's route, Candice tries to love Josh without enabling him, and Sheriff Marquez mishandles a school safety assembly out of fear for his son, the town's faith and football identity begin to fracture. Malcolm and Andy exploit Josh's insecurity at a party, and Josh, drunk and desperate to prove he is still in control, drives away. He crashes into Henry, a ten-year-old boy who idolized him. Years later, Josh returns from prison to speak to students, not as a hero but as a man telling the truth about pride, surrender, consequence, and grace.



THREE WORLDS OF BLIND DRIVE AHEAD

SETTINGS

WORLD A

Johnsonville public world: high school, football stadium, diner, burger joint, school board room, sheriff's office, church, courtroom. This is the town as community, spectacle, politics, and judgment.

WORLD B

Josh's private emotional world: bedroom, Jeep, locker room, field at night, hospital aftermath, prison cell/library/chapel. This is the world where performance fails and truth starts to cost him something.

WORLD C

Faith and consequence world: church sanctuary, fellowship hall, funerals, vigil, courtroom sentencing, prison ministry, return assembly. This world reframes redemption as honesty under consequence rather than inspirational escape.



COMPARABLES

COMPS



FRIDAY NIGHT LIGHTS

For the world of high school football and the pressure placed on teenage athletes.



I CAN ONLY IMAGINE

For the tension-filled father and son relationship shaped by grief and emotional distance.



COURAGEOUS

For the police stakes, moral consequence, and faith-driven reckoning.

The world of high school football of Friday Night Lights meets the tension-filled father and son relationship of I Can Only Imagine meets the police stakes of Courageous.

CHARACTERS



JOSH MARQUEZ
Quarterback

Beloved QB1 with everything to lose. His pride, guilt, and desperation drive him toward a fatal choice.



**SHERIFF
PETER MARQUEZ**
Father

A good man caught between duty to his town and love for his son. His fear of failure leads to poor judgment.



LINDA MARQUEZ
Mother

The emotional anchor of the family. Her love is steady, her prayers constant, and her heartbreak quiet but deep.



CANDICE
Girlfriend

Loyal, compassionate, and stronger than most realize. She refuses to enable Josh, even when it costs her.



DOUG PETERSON
Best Friend

Josh's closest friend and brother in every way. His death ignites the guilt that reshapes Josh's journey.



COACH ROGERS
Head Football Coach

Believes in leadership, discipline, and character. He sees the pressure on Josh—and refuses to look away.

STORY STRUCTURE

ACT 1 THE SET UP



SET UP & WORLD. In Johnsonville, football is faith and identity, Josh Marquez is the star QB everyone depends on. His father, Sheriff Peter Marquez, leads the town but struggles at home. Josh's world runs on performance, pride, and expectation.

INCITING INCIDENT. After a hard hit, Josh sees his best friend Doug is not okay but lets him drive home. Doug dies in a distracted-driving crash.

DEBATE. Consumed by guilt and afraid to lose his place, Josh pulls away from truth and comfort. He resists confession and tries to hold everything together.

END OF ACT 1. Josh, manipulated at a party and desperate to prove he's still in control, drinks and drives—setting in motion a choice that will destroy a life.

ACT 2 THE COLLAPSE



FALSE VICTORY. Brandon steps in and leads the Wildcats to the state championship. Externally, the town celebrates—inside, Josh falls apart. His identity collapses under grief, jealousy, and shame.

RISING PRESSURE. Malcolm and Andy exploit Josh's insecurity. The town's praise turns to pressure. His father mishandles a school assembly. Candice, Linda, and Coach Rogers try to reach him. Josh keeps running.

ALL IS LOST. Fleeing pursuit, Josh crashes into Henry, a boy who idolized him. Henry dies. The hero of Johnsonville becomes the reason for another family's heartbreak.

END OF ACT 2. Josh is arrested, and the town's illusion shatters. There is no way back to the life he knew.

ACT 3 TRUTH AND CONSEQUENCE



DARK NIGHT. Grief, guilt, and consequence become real. In court, Josh pleads guilty. He names the truth: "I was drunk. I drove. I killed Henry. I am guilty. I am sorry." There is no cheap absolution—only consequence.

REDEMPTION IN PRACTICE. In prison, Josh begins the hard work of honesty—helping another inmate start by telling the truth about what he's done. He learns that grace is not the absence of consequence but the presence of truth.

RETURN TO SPEAK TRUTH. Josh returns to Johnsonville to speak to students, not as a hero, but as a warning. He gives up his image so others won't repeat his choices.

FINAL IMAGE. Josh is led away, past the field where kids still practice. The game continues. The idol has been named. Josh looks toward the field—no longer blind.

THE JOURNEY: FROM PRIDE TO REPENTANCE. FROM PERFORMANCE TO TRUTH. FROM BLIND DRIVE AHEAD TO EYES WIDE OPEN.

PRODUCTION, MARKETING & DISTRIBUTION

A STRATEGY FOR IMPACT. A PLAN FOR REACH.



PRODUCTION ACTION PLAN

Build the production around a school/church/stadium hub. Prioritize casting Josh, Sheriff, Candice, Linda, Martha, and Coach with performers who can hold silence and moral conflict. Shoot football subjectively rather than extensively. Treat crashes through sound, aftermath, and symbolic objects rather than graphic spectacle.



MARKETING ACTION PLAN

Lead with the title, the road sign, the football in broken glass, and the final line: *What you refuse to surrender will eventually take the wheel.* Target churches, coaches, youth pastors, parents, high school athletic programs, and faith-based sports media. Create discussion guides around pride, teen driving, grief, forgiveness, accountability, and grace.



DISTRIBUTION ACTION PLAN

Package with a pitch deck, sizzle/trailer concept, faith-market comparables, outreach partners, estimated budget tiers, and a ministry/school screening plan. Consider attaching a recognizable faith-film actor for Sheriff, Coach, Martha, or Linda to improve market confidence while casting Josh authentically.



“
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SURRENDER
WILL EVENTUALLY
TAKE THE WHEEL.”



CHURCHES



COACHES



STUDENTS



PARENTS



- ✓ DISCUSSION GUIDES
- ✓ YOUTH & CHURCH OUTREACH
- ✓ SCHOOL PARTNERSHIPS
- ✓ FAITH-BASED MEDIA CAMPAIGN
- ✓ COMMUNITY IMPACT



A STORY THAT STARTS CONVERSATIONS. A FILM THAT SERVES COMMUNITIES. A MESSAGE THAT OUTLASTS THE SCREEN.



GEORGIA-BASED FAITH SPORTS DRAMA

BUDGET

LOW TIER

Gross budget: \$1.15M–\$1.35M

Best target: \$1.25M

Net after GA credit: approx. \$925K–\$1.05M

RECOMMENDED TARGET

Gross budget: \$2.25M–\$2.75M

Best target: \$2.5M

Estimated 30% GA credit: \$645K–\$705K

Net exposure: approx. \$1.87M–\$1.92M

HIGH TIER

Gross budget: \$3.0M–\$4.0M

Best target: \$3.5M

Net after GA credit: approx. \$2.58M–\$2.7M

GEORGIA INCENTIVE

20% base transferable tax credit

Possible additional 10% promotion uplift

\$500K minimum qualified spend

Recommended producing target: \$2.5M

THANK YOU

Thank you for your time,
consideration and belief in
Blind Drive Ahead.

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