

THE SLEEVE

SERIES BIBLE

One-Hour Serialized Sports Drama / Technology Thriller

Created by Geoff McCue

Based on the novel and feature screenplay by Geoff McCue

Series Snapshot

LOGLINE

When a struggling college basketball coach and his engineer wife invent a sensor-and-haptic training sleeve that teaches athletes to recognize repeatable motion, the device begins transforming an overlooked team - and forces everyone around it to confront where coaching ends, technology begins, and competitive advantage becomes unfair.

Format	One-hour serialized drama
Season One	10 episodes
Genre	Sports drama / technology thriller / character drama
Setting	Western Hills, an overlooked college basketball program
Tone	Grounded, emotional, intelligent and propulsive; Hoosiers heart meets Moneyball disruption

The Series

THE SLEEVE is a character-driven sports drama about a technology that does not make athletes superhuman. It teaches them to recognize what their own bodies are already capable of doing correctly. That distinction is the dramatic engine of the series.

Mike Reynolds is a struggling college basketball coach with an engineer's mind and a teacher's instincts. His Western Hills Wildcats are talented enough to compete but too uncertain to trust what they know under pressure. When Mike and his technically gifted wife, Michelle, build a wearable sleeve embedded with motion sensors and haptic feedback, they discover that individualized feedback can accelerate motor learning. The sleeve does not create a universal 'perfect shot.' It learns the athlete's successful, repeatable movement and gives immediate tactile confirmation when that athlete returns to it.

The first test subject is Tyler Mills, a talented guard whose mechanics collapse when he begins consciously controlling every part of his shot. Tyler's improvement validates the idea - but success creates a new problem every week. Teammates want access. Coaches and rivals become suspicious. The athletic department worries about compliance. Reporters notice. Professional organizations see commercial value. Tyler's family needs money. And the more valuable the technology becomes, the harder it is to separate teaching, competition, ownership, secrecy and ambition.

CORE PRINCIPLE

The sleeve is a teacher, not a substitute. It is never worn in games. The dramatic test is whether learning transfers after the technology is removed.

Why This Series Can Sustain

The basketball season provides a natural clock while the sleeve provides an escalating disruption. Every apparent solution creates a new human problem. The technology can improve mechanics, but it cannot determine who deserves access, whether secrecy is ethical, what counts as an unfair advantage, how much data belongs to the athlete, or what happens when money enters the equation.

- Basketball engine: practices, games, injuries, scouting, standings, rivalry, postseason and championship pressure.
- Technology engine: calibration, individual differences, retention, transfer, fatigue, dependency, data ownership and expansion to new movements.
- Ethical engine: consent, fairness, secrecy, competitive advantage, regulation and commercialization.
- Character engine: success changes relationships inside the team before it changes the sport outside it.
- Long-term engine: the platform can expand beyond basketball into pitching, golf, quarterback mechanics, rehabilitation and other repeatable motor skills.

World of the Series

Western Hills is not a glamour program. It operates in the space where college sports still feels personal: coaches know players' families, resources matter, one upset can change a season, and a single innovation can make an overlooked program suddenly visible. That intimacy makes the technology more dangerous, not less. The invention begins in a garage, not a corporate laboratory, and its first consequences are felt in a locker room before they reach boardrooms, regulators or professional sports.

The series moves among four primary arenas: the Western Hills gym and athletic department; Mike and Michelle's home and garage laboratory; Tyler's family life, where medical expenses create pressure that basketball cannot solve; and the widening outside world of rival programs, reporters, scouts, professional teams and technology interests.

Themes

Trust

The sleeve can confirm movement, but athletes must eventually trust themselves without it. The same is true of coaches, spouses and teammates.

Teaching vs. Replacement

Technology is valuable when it makes itself unnecessary. The series repeatedly asks whether a tool strengthens human judgment or replaces it.

Fairness

Every competitive system tolerates advantages - coaching, facilities, film, nutrition, analytics. The question is where a new advantage crosses an ethical line.

Ownership

Who owns an athlete's movement data? The inventor? The school? The player whose body produced it?

Ambition

Mike wants to help his team, but success also validates him. The danger begins when those motives become difficult to separate.

Accountability

Tyler's eventual betrayal is not treated as a simple villain turn. The series asks whether a person can be held responsible without being reduced to the worst decision made under pressure.

Primary Characters

MIKE REYNOLDS

Head coach of Western Hills. Former engineering student, lifelong problem-solver and frustrated teacher. Mike begins the season believing his team needs a better method. He gradually learns that the harder problem is knowing when to stop controlling the outcome. The sleeve becomes both his greatest coaching breakthrough and a temptation to prove his own worth.

MICHELLE REYNOLDS

Mike's wife and technical equal. Michelle turns Mike's intuition into a credible system: individualized calibration, safe testing, data discipline and clear consent. She is not the helper spouse; she is co-creator, ethical brake and often the person who sees consequences before Mike does. Her central question is whether they can develop the invention without allowing it to consume their marriage or their judgment.

TYLER MILLS

A gifted guard whose conscious overthinking sabotages his natural mechanics. Tyler becomes Subject 001 and the first proof that the sleeve can teach recognition rather than dependence. As his confidence grows, so does public attention. His younger sister's medical needs create financial pressure that eventually makes a reporter's offer dangerously attractive.

ZACH

Confident, competitive guard and Tyler's natural contrast. Zach acts before Tyler finishes thinking. Tyler's special access initially feels unfair to him. Over time, he becomes a test of whether the technology works for a fundamentally different athlete and whether teammates can accept unequal methods in pursuit of equal opportunity.

MARCUS

Team captain and emotional conscience. Marcus notices people before he notices data. He is the first teammate to ask whether Tyler is okay rather than merely why Tyler is improving. His compassion becomes decisive after Tyler's later confession.

KEVIN STEWART

Mike's longtime friend and the coach of powerhouse Mountain Valley. Kevin is rival, truth-teller and competitive mirror. He is one of the first outsiders to recognize that Tyler has not simply become a better shooter; he processes the game differently. His friendship lets him ask questions others eventually will ask more aggressively.

TOM BRADLEY

Athletic-department authority and institutional realist. Tom wants Western Hills to succeed but understands that a breakthrough can become a liability if the school cannot explain, regulate and defend it.

JANET KLINE

Compliance officer. Precise, skeptical and useful. Janet is not an antagonist; she represents the legitimate institutional questions that innovation creates.

LENA MILLS

Tyler's younger sister. Her medical needs create the most personal pressure in the season. She also gives Tyler a life outside basketball and frequently sees his emotional truth more clearly than he does.

Season One Arc

Season One moves from invention to proof, from proof to access, from access to exposure, and from exposure to accountability. The championship is not the end of the technology story; it is the moment the technology becomes impossible for the wider world to ignore.

1. THE PROBLEM

After an eighteen-point loss to Mountain Valley, Mike recognizes that Tyler's mechanics change under pressure. Michelle reframes the coaching problem as a repeatable-motion problem. They build and refine a prototype under strict ethical ground rules. Tyler voluntarily becomes the first test subject. The episode ends with the sleeve active and the real experiment about to begin.

2. FEEDBACK

The first sessions are messy. Tyler chases the vibration instead of trusting his shot. Michelle discovers that feedback must be individualized, timed correctly and capable of accounting for fatigue. Tyler begins recognizing correct motion before the sleeve signals it. His improvement becomes visible to teammates, compliance learns about the project, and the first signs of secrecy-induced friction appear.

3. THE TEST

Tyler faces the first true transfer test: a rematch with Mountain Valley without wearing the sleeve. He succeeds not merely by shooting better but by processing the game faster, passing out of pressure and trusting teammates. Western Hills wins. Kevin, reporters and online observers notice the sudden change. The team sees the sleeve, compliance allows limited expansion, and outside curiosity begins to form.

4. ACCESS

Zach, Marcus and selected teammates enter the protocol. The sleeve does not help everyone the same way. Improvement becomes unequal, jealousy grows, and Michelle discovers that individual calibration is not a convenience but the core of the technology. Mike must confront whether giving everyone access is actually the same thing as being fair.

5. ADVANTAGE

Western Hills begins winning consistently. Scouts, media and professional contacts take notice. Mike files to protect the invention while trying to remain a coach. A public question emerges: if the sleeve accelerates learning, is it simply advanced coaching or a technological advantage other programs cannot afford?

6. THE OFFER

Professional money enters the picture. Tyler's family faces mounting medical expenses for Lena. A reporter or intermediary quietly offers Tyler money for information about the team's training breakthrough. Tyler initially resists, but the pressure at home makes the offer harder to dismiss.

7. TECH DOPING

The story breaks. Commentators frame the sleeve as possible 'tech doping.' Rival programs demand answers. The athletic association opens an inquiry. The team learns Mike concealed more than they realized, and trust fractures inside Western Hills even though the sleeve has never been worn in competition.

8. THE BREAK-IN

Someone targets the equipment room and goes directly for the technology. Mike can no longer treat secrecy as protection. He tells the full team about the invention, patent activity, professional interest and the association review. The Wildcats choose to continue the season with the sleeve locked away from games.

9. TRUST

Under postseason scrutiny, Tyler confesses that he leaked information for money because Lena needed surgery. Teammates feel betrayed. Marcus provides compassion without excusing the act. Mike refuses to reduce Tyler to his worst decision under pressure. Western Hills earns a championship berth.

10. THE SHOT

Western Hills faces Riverside for the title. Down 42-34 at halftime, Mike writes one word: TRUST. The sleeve has become unnecessary where it matters most. Tyler plays freely, makes the decisive plays and helps Western Hills win 72-67 without the device. In the aftermath, researchers, professional organizations and regulators arrive. The season ends with the invention leaving the garage and entering the world.

Episodes 1-3: Completed Launch Arc

The first three episodes form a complete submission arc: problem, feedback, proof.

Episode	FD Length	Primary Question	Act-Out
1 - The Problem	53 pages	Can Mike and Michelle responsibly test the idea?	Tyler puts on the sleeve: 'Let's find out.'
2 - Feedback	62 pages	Is Tyler learning, or becoming dependent on feedback?	The improvement survives removal and the secret begins affecting the team.
3 - The Test	64 pages	Will the learning transfer under real competitive pressure?	Western Hills beats Mountain Valley; access expands as outside curiosity begins.

Season One Escalation

- Episodes 1-3: invention and proof.
- Episodes 4-5: adoption, unequal results and competitive success.
- Episodes 6-7: money, exposure and public controversy.
- Episodes 8-9: security, betrayal and institutional consequence.
- Episode 10: championship payoff and expansion into a larger world.

Season Two and Beyond

Season Two expands the sleeve from a basketball invention into an accelerated motor-learning platform. New applications can include baseball pitching, golf swings, quarterback mechanics and rehabilitation. Each new domain introduces different users, injuries, commercial pressures and ethical questions. Western Hills remains the emotional home, but the technology's reach forces Mike and Michelle into a world where corporations, professional sports and medicine have far more power than a college program.

The long-term series question becomes larger than whether the sleeve is legal: if technology can teach the body faster, who gets access to that acceleration - and who gets left behind?

Visual and Tonal Language

The basketball is physical and immediate rather than glossy. Close visual attention to hands, shoulders, feet, breath and hesitation makes tiny mechanical differences dramatic. The technology should feel credible and tactile: fabric, sensor modules, calibration traces and subtle haptic cues rather than futuristic holograms. When the sleeve works, the visual payoff is not a special effect. It is an athlete moving without fear.

Off court, the tone stays intimate. Garage work, kitchen conversations, locker-room humor and family pressure keep the technology grounded in relationships. The show earns its thriller elements gradually as secrecy, money, regulation and theft begin surrounding something that started as a coaching experiment.

Comparable Projects

HOOSIERS supplies the underdog heart, community stakes and belief in teaching. MONEYBALL supplies the disruptive innovation, institutional resistance and argument over whether a new method changes the meaning of competitive advantage. THE SLEEVE differs from both by making the innovation wearable, individualized and inseparable from the athlete's own body.

Creator Connection

Geoff McCue brings an unusually authentic connection to the material as both an author and inventor. His professional background includes technical sales and product development, and his inventive work has included wearable sensor-and-haptic concepts as well as sports and protective-equipment technologies. That experience gives THE SLEEVE a creator perspective grounded in the practical realities of invention: prototypes fail, calibration matters, patents attract attention, and the hardest questions often begin after the technology works.

Series Promise

THE PROMISE

Every episode asks a version of the same compelling question: when technology helps a human being become better at something, where does the achievement belong?