



# Last Hand

*"“Last Hand” is a well-crafted story that features strong character development, a clear plot direction, and relatable themes. The film does an excellent job of balancing its multiple storylines, while also maintaining a consistent tone and pace throughout.” \**

*“Overall, “Last Hand” is a strong character-driven drama that is sure to appeal to a wide audience. The film’s themes of family, legacy, and addiction are universal and relatable, and its well-crafted plot and characters will keep viewers engaged from start to finish.”\**

# Last Hand

A young female prodigy blackjack dealer enlists the help of her recently paroled gambling-addicted father, to become the one thing the Vegas casinos fear – a winner.



— 21 - grossed a total of \$157,802,470 against a budget estimated at \$35 million. Paper Moon won best supporting actress for Tatum O'Neal

# Last Hand

Drama with  
elements of  
family and thriller

In a Nutshell- 21  
with the  
father/daughter  
of Paper Moon



My father is a gambler; he spends 2-3 days a week at the Indian casinos and made choices that hurt me. Like my protagonist, KIMI, I don't gamble, but gambling fascinates me, so I learned how to count cards and everything I could about blackjack.

**Last Hand** is a father/daughter story with the classic theme of survival as Kimi struggles to pay her rising rent but, like the alcoholic bartender, she needs to prove she's not addicted to gambling by working at a job she loves and does well - dealing blackjack.



Kimi harbors resentment toward her father and is quick to anger, often directed toward cheating gamblers. Her temper is sometimes misdirected toward the two life-encrusted old codgers who manage her apartment complex and spend their days as her regular customers at the run-down casino where she works.







Kimi desperately wants to get a better-paying job at a super casino, but her father's legacy keeps getting in her way. Set in the exciting world of Las Vegas, Kimi knows her father can teach her what she needs to win a million dollars in an upcoming blackjack tournament.



Kimi doesn't consider the contest gambling, but in the end, she takes the same risks as a gambler to get the revenge she wants for the villain, ARNIE, who wrongfully put her dad in prison.

The tone is suspenseful, with warmth from the mending father/daughter relationship, but kept light with a sprinkling of humor from the two old friends of Flip, MORT and SAMMY.





## Other Characters

**Pokey** – Kimi's best friend, a smoking hot cocktail waitress who helps Kimi get an audition at her super casino.

**Tommy** – the gorgeous bartender and target of Kimi's affection.

**Brad** - an agent from the gaming commission who looks the other way while Arnie launders money for the thug who threaten Flip's life.

**Young Kimi and Ama** – Six-year-old version of Kimi in the first few pages with her Cherokee mother, who is deceased in current times, but Kimi quotes her mother's proverbs.

## Ending with a twist...

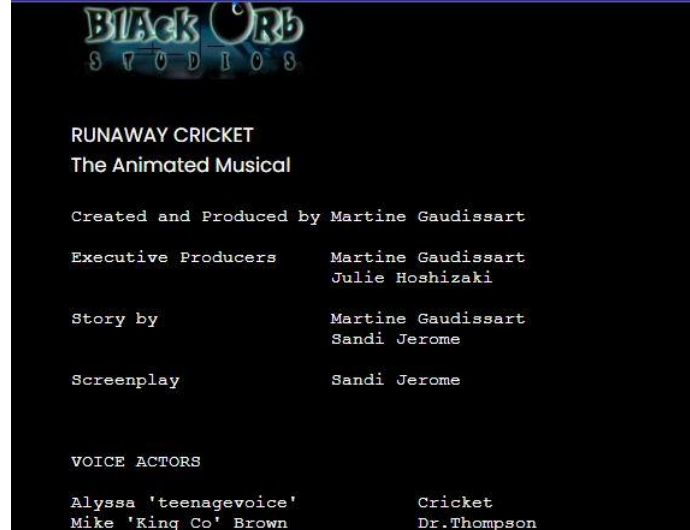
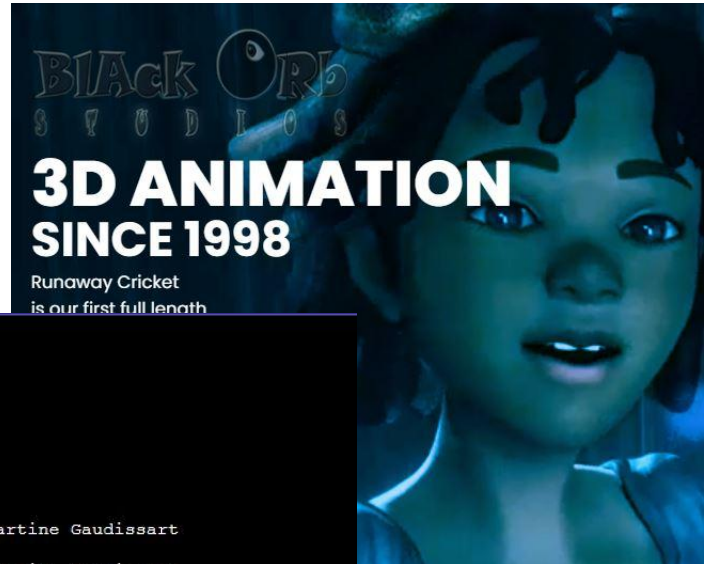
The last hand ends up with Kimi, Flip, and one other player, SLIM. It looks like Slim has won until Kimi exposes him as an employee to the gaming commission official, BRAD, who has been working with Flip to expose Arnie's money laundering scheme. Kimi asks why Flip never told her that he was innocent – and he replies that it would have put her in danger and he was guilty of being an addict. Since Slim and Flip were ineligible players, Kimi was the last player with chips and wins the million dollars. Brad gives her his card and assures her that he'll make sure she gets a dealer job anywhere she wants. With a twist in the end, she uses the money as a downpayment on her old gambling joint. Kimi and Flip have a ways to go before becoming a close father and daughter again, but she decides her father's legacy has nothing to do with her own destiny.

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I am an emerging non-WGA screenwriter  
with an animated SciFi script being  
produced by BlackOrb Studios



# About Sandi Jerome

During my recent Native American fellowship, my mentor, Kris Crenwelge (True Lies, Spirit Rangers), suggested I removed half of my "darlings" and characters from my TV script, *AimMe Robot Coach* to make it a more budget-friendly A and B story. I recently sold my software company, and I'm living my dream of being a full-time screenwriter.

