Parkour is the Parisian running discipline of rooftop jumpers and freerunners. They push their boundaries with only the skills of their body and the obstacles of the city. Parkour is not child’s play. It’s climbing, dangerous jumps, somersaults. Parkour is cool. It is control and fun, accompanied by danger and adventure. Just like the series. It’s about doing more than adults dare. About listening to your calling, who you are inside. Anyone who wants to grow must dare to jump. And then an adolescent’s life is buzzing with promise.

HOODIE IS PARKOUR

NORMAL BOY BECOMES SUPERHERO

Hoodie is a superhero story centered on a perfectly normal boy, with an exceptional talent for parkour and a heart for justice. He is a modern day Robin Hood he uses his parkour talent to fight crime in his Brussels neighbourhood together with a bunch of new friends.

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Pieter does not look like he’s anything other than normal and ‘sporty’ is not really a word one would use to describe him. However, for two years now, he has secretly been practicing parkour with Soufian, the best tracer in Brussels. In secret, as his mother would never approve it. She is a police officer and walking on someone else’s roof is simply not what the police like. Every other week, he lives with his father, as his parents are separated, and Pieter does not want him to find out either as he thinks Parkour is for thugs.

One day when a woman is robbed near his house, Pieter hesitates only briefly. He pulls his hoodie over his head and uses his parkour skills to catch the thief. He actually jumps over walls, gardens and roofs... without being recognized – and so the legend of ‘Hoodie – fighter of crime’ is created.

When three neighbourhood kids, Flo, Basim and Kenza, discover Pieter’s talent and motivation, they become an unexpected superhero crew: Team Hoodie. They are connected by one goal: to liberate the neighbourhood from injustice.

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Arguing on the playground is annoying everywhere and heartbreak hurts everywhere. But in a big city it buzzes with activity. Here young people take the metro to school together, live together between the latest fads and beds. Here lies the promise of a life full of possibilities.

Brussels - Pieter’s best mate and ally - has an ugly reputation as the bastard child of Belgium. But Pieter and his team are just proud of their home city. They enjoy the possibilities, they fight for the admiration that the city deserves. Here is freedom. Space to discover yourself. Young people in Brussels are at the foot of change in Belgium. The atmosphere of promise, that too is Brussels.

THE CITY AS A CHARACTER

USPs
- A perfect mix of action and high-quality drama
- A Superhero with great parkour abilities
- A big success with high market shares in Belgium
CHARACTERS

## PIETER
- #Thehero
- #Unobtrusive/Invisible
- #Secret
- #Parker
- #Protector
- #Thesilentrebel

## FLO
- #Girlnextdoor
- #Shehasguts
- #Shiningjoy
- #Impulsive
- #Idealist
- #Sidetracked

## BASIM
- #Pranker
- #Opposite/naughty
- #Childish
- #Wannabesuperhero
- #CreativeDreamer
- #Talented

## KENZA
- #Booksconfident
- #Unworldy
- #Gooddaughter
- #Empoweredstudent
- #Growingpains
- #Thinker

## SOUF
- #Thefalsehero
- #Kingofthesquare
- #Charismatic
- #Familyfirst
- #Darkmanipulator
- #Goodhost

## DORIEN
- #Worriedmother
- #Hardworker
- #Consistentpolicewoman
- #Overworked
- #Respect
- #Homeloving
Pieter seems like an average, inconspicuous boy of few words, who moves shyly through the neighbourhood without making friends. But behind this mysterious image, there is a real parkour hero. A silent rebel who fights for justice, but at the same time struggles to talk about feelings and deal with his grief.

Pieter looks up to his great example Soufian, who helped him with parkour through the obstacles in his life. But Soufian can never be part of his real life, because his parents are invariably against parkour. But that doesn’t stop him from fighting for a peaceful neighbourhood. Because Hoodie is his calling.

With his talent for parkour, he cannot do what adults can do, and what the police cannot. So he’s secretly going to help his overworked mother get the neighbourhood back to peace.

Girl next door Flo is spontaneous, enthusiastic, versatile and absent-minded. This articulate blabbermouth is enthusiastic about everything that arouses her interest. As a real go-getter she does not shy away from anything. She acts stubbornly, is a tidal wave of ideas, but secretly she can be quite insecure.

Flo stands up for herself and others. Even if others are not waiting for that. But with her natural leadership she effortlessly gets people excited. With her bestie Basim first in line, the loyal sidekick who says yes to every wild project Flo comes up with.

When she discovers that her neighbour Pieter is secretly leading a parkour life and can thus “catch” criminals, she happily turns him into her new project. Together with Basim, she tries to rename Pieter as the superhero of Vrijbeek.
Basim is the group’s clown. He lives in a childish world of superheroes, comic books, rap idols and youtube pranks. He cannot resist joking and fooling around, and is therefore often in trouble.

Basim hides himself behind his humour, because in reality he is insecure. He only dares to show his feelings in his beautiful rap experiments and drawings, which he hides worthless. That is why his best friend Flo is the ideal leader to give him that little push now and then.

Basim sees Hoodie as his biggest prank, which unfortunately his cousin Kenza also participates in. But he finds that Hoodie is more important than just an exciting experience. With his creativity, superhero knowledge and technical skills, he makes Hoodie a real superhero.

Kenza seems like the introverted girl who keeps aloof, but she is quite independent and not just sidetracked. With her observing eye she sees the details that others miss.

She loves the Dutch language and masters a multitude of dialects. She plays football and lives healthy. Despite her knowledge and critical mind, she is socially insecure. By being the good daughter, she mainly knows the world from books, so she still has a lot to learn about real life.

Kenza hates her cousin Basim, who, as a complete antipole, manages to turn every conversation between them into witty bickering. She mainly joins team Hoodie to keep an eye on Basim, but she soon discovers her value to the team and that they can have an impact on society as youngsters.
Soufian grew up in a small flat in a deprived neighbourhood. Parkour was necessary to escape from his unhealthy family situation. His square became his living room and parkour his passion. He never learned that good pays off and bad is punished, because in his bad neighbourhood he saw only the opposite.

With his endearing charisma he protects those he cares about, but sometimes he knows no boundaries. As a result, he can be a big brother but also a cunning manipulator at the same time. As Pieter’s parkour mentor, he taught him everything he can and they become real friends.

Deep down Soufian is lonely and sometimes his tough life pinches. He hides that he cannot do without Pieter, because he keeps him on the right path. But when Soufian comes under pressure, things quickly go wrong.

Dorien is a strong woman who, as a police officer, finds it important to be friendly and to speak to people with a smile, but can quickly switch to firm and strict if she feels that something is not right. She judges right and wrong, and wants to protect her neighbourhood - which is deteriorating - at all costs. But she does not have an easy time as a working single mother and feels guilty towards her son Pieter that she has to work so often.

She hates parkour, and Hoodie is not a welcome guest. She feared that sooner or later the residents would take matters into their own hands, with all the dangerous consequences that would entail. Dorien fears that Hoodie will do more damage than good, so she tries to expose him before any casualties happen.
After Flo is ambushed by a mysterious boy, she discovers that her neighbour Pieter looks very much like the robber. She discovers his suspicious behaviour and vows to expose him. Kenza is ordered by her father to keep her disobedient nephew in line. A hellish job that is not self-evident, because Basim just pranks. Meanwhile, Soufian challenges Pieter to jump the Black Building just like him. But does he dare with his fear of heights?

When Pieter finds out what damage he caused with parkour, he wants to stop. Soufian’s father is arrested by the police. Soufian seeks support from Pieter, but he abandons him. Kenza promises to leave Basim alone for one day, but when he behaves suspiciously, she breaks her promise. Pieter’s sense of justice calls, after which, despite his intention, he still uses parkour to fight injustice. Flo and Basim catch him and see him as a criminal.
Pieter hangs on the edge of the Black Building due to his failed jump. Thanks to Soufian, he narrowly escapes a fall, after which the two friends settle. But Pieter is confronted with painful memories. Kenza sees the good in Flo and Basim’s plan and decides to help them. What she doesn’t know is that their plan to expose Pieter is secretly their Pay-it-Forward assignment. They set a trap for Pieter, but discover that he is not who they thought he was.

The Hoodie plan starts. The team searches for a suitable base and settle in. Kenza designs a brand new superhero costume for Pieter, while Basim takes care of the technical tools. Pieter is fully involved in the plan, but soon becomes irritated by Flo’s intrusive phone calls. But when the team takes an oath to never link him, all his worries drop. But once at home, his mother almost catches him.
Team Hoodie is called up for their first mission. They fly in good spirits to tackle the burglar together with the help of teamwork. Unfortunately, the team is not yet aligned, which puts Pieter in a dangerous situation. Hoodie is stuck with the burglar, surrounded by the police. Just when he fears he will not find a way out, he sees an opportunity to escape. He takes his chance, but is then shot at by his mother.
CREDITS

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