KC MELTING POT THEATRE New Play Festival 2021

Call for Scripts

KC Melting Pot Theatre (Kansas City, MO) is calling for original, full length plays by Black playwrights. The play should be a new work with no production history (readings are acceptable). Last year we saw our inaugural festival end with both the first place and second place winner being selected for a full production as part of our 2020-2021 season which will resume in February 2021. This year, we will narrow down the pieces we receive to three finalists. The finalists will have their work performed as a staged reading during our New Play Festival July 9 - 11, 2021. From these pieces, one winner will be chosen to receive a workshop production in 2022. This is a development opportunity, which means it is our goal to provide a platform and support system to emerging playwrights that will ensure they end up writing the exact story they set out to tell.

The development process for the winning play will include table readings with seasoned actors and experienced directors, Q &A sessions between the cast and playwright and a fully rehearsed show culminating in a workshop production that will incorporate at least two talkbacks with the audience. There are no restrictions on theme and the play can be a comedy, drama, futuristic, abstract, or otherwise experimental piece. We are not accepting musicals, children shows nor one person shows at this time.

TO SUBMIT: 1 - Email your play to <u>newplays@kcmeltingpot.com</u>. 2 - The play should be either a Word or pdf document in 12pt font. Preferably Times New Roman or New Courier. 3 - Please do not submit a resume or bio. All we need is the script. The script should include a title page with your name and email address, a breakdown of the cast (name age, race/ethnicity, gender if these items matter) and numbered pages. 4 - Please include a 3-5 sentence synopsis of the play.

Deadline for submissions is December 31, 2020 or the first 50 submissions. Finalists will be notified via email by May 10, 2020.