



2021 Shooting Stars Program Calendar

IMPORTANT DUE DATES & INFORMATION

October 30	Teacher Nominations open Student Applications open
November 10	Nominations due by 11:59 p.m.
November 18	Applications due by 11:59 p.m.
December 2	Virtual Shooting Stars Prep Workshop *All Finalists Required* On Zoom from 5:15pm-6:00pm
December 12	Virtual "Filming Your Audition" Workshop
January 13	2D & 3D Visual Arts, Photography, Literature, Production & Design Portfolios Due <ul style="list-style-type: none">• Plus Filmed Introduction Video Due
January 30	Strings, Winds & Percussion, Voice, and Theatre Filmed Audition Videos Due <ul style="list-style-type: none">• Plus Filmed Introduction Video Due
February 6	2D & 3D Visual Arts, Photography, Literature, and Production & Design Judging Day
February 13	Strings, Winds & Percussion, Voice, and Theatre Judging Day
February 19 <small>Dates to be finalized</small>	Visual Arts Finalists notified of artwork selection for Nerman Museum
March 3-4* <small>Dates to be finalized</small>	Visual Arts Finalists deliver artwork to Nerman Museum
March 26	Register for Shooting Stars Virtual Gala Once registered you will receive a link to the event
April 18	2021 Shooting Stars Virtual Gala
April 18 - May <small>Dates to be finalized</small>	Shooting Stars Visual Art Exhibition open at Nerman Museum

Scholarship recipients will receive further information about claiming their scholarship funds after the Gala.

PROGRAM CHECKLIST

- Submit Application
- Attend Prep Workshop
- Submit Résumé & Filming Availability
- Submit Portfolio
Literature, 2D, 3D, Photography, & Production/Design ONLY
- Submit Filmed Audition Video
Strings, Voice, Theatre, & Voice ONLY
- Register for the Gala
- Attend the Virtual Gala!

SHOOTING STARS INFO

Review guidelines, find all finalist packets, and get answers to FAQs all online!

2020 Shooting Stars
Resource Center
at
www.artsjoco.org

Have trouble submitting?
Run into a conflict?
Need to ask a question?

Contact the Arts Council!
(913) 894-2720
or
artsjoco@artsjoco.org