



AUDITION NOTICE

EDEN PRAIRIE, 1971 (WORLD PREMIERE)

by Mat Smart

Directed by Adam Knight

Rehearsals start: January 4, 2022

First preview: January 27, 2022

Performance Dates: January 27 - February 20, 2022

Video Submission Deadline: October 8, 2021

Riverside Theatre in Iowa City is seeking performers for the world premiere of *Eden Prairie, 1971* by Mat Smart, directed by Adam Knight. Rehearsals begin January 4, 2022, with performances January 27 - February 20, 2022.

Union and non-union actors are encouraged to submit. (Riverside employs Equity actors on the Special Appearance Contract - Tier II). This production will be produced in-person in accordance with Actors' Equity Association's then-current COVID Safety Requirements. Only fully vaccinated artists are being considered at this time.

Synopsis:

On the same night Apollo 15 makes its lunar landing, draft-dodger Pete steals home to Eden Prairie, after a 300-mile trek from Canada. He risks arrest to deliver an important message to his childhood friend, Rachel. Both are caught between duty to the ones they love and their own futures. In a moment of national tension that mirrors our own, Pete must defend his choices and grapple with the sacrifices he has made. This stark, passionate drama questions our notions of bravery and responsibility.

Breakdown:

PETE (male, 20 years old)

RACHEL (female, 20 years old)

Riverside Theatre encourages actors of all ethnicities and gender identities, as well as performers of differing abilities to submit for available roles.

TO AUDITION: Please send headshot and resume, along with the videos of the following sides:

PETE: [Side #1](#), [Side #2](#)

RACHEL: [Side #1](#), [Side #2](#)

A script sample is provided [here](#). Sides do not need to be memorized.

Please submit auditions to artistic@riversidetheatre.org. Preferred format is unlisted YouTube or private Vimeo link. Submission deadline is 10/8/21. Video and/or in-person callbacks will be held the week of October 18, 2021.

www.riversidetheatre.org