OPEN CALL ANALYSIS

EUROPEAN SLATE DEVELOPMENT 2027

Creative Europe MEDIA: lump-sum grants to independent production companies to develop 3 to 5 works

EUnita strategic translation

This call pays one independent European production company a fixed lump sum for each work it develops, not a share of its costs. A slate holds 3 to 5 fiction, animation or creative documentary works, with an optional short film by an emerging director. The request is the sum of the lump sums, between €90,000 and €510,000, and about 70% of it is paid at the start. Passing 70 of 100 points is necessary but not decisive: in 2026, 238 proposals passed it and 93 were funded. The points go to market position, quality of the works, development and financing plans, and distribution. Entry tests come first: two commercially released works since 2020, signed rights contracts by the deadline, and independence from broadcasters. Only single applicants can apply.

SLATE ANALYSIS

Fit assessment | Sources | What it funds | Boundaries | Budget & competition | Eligibility | Money | Evaluation | Risks

Deadline: 1 December 2026, 17:00 CET (18:00 in Romania)

Call budget: €22,374,320 | Request per slate: €90,000 to €510,000 (sum of lump sums) | 3 to 5 works | Single applicants only

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*This analysis interprets the official call documentation for applicants. It is not legal advice. The official texts are the call document CREA-MEDIA-2027-DEVSLATE, version 1.0 (30 September 2026), the Funding & Tenders Portal topic page and data file (checked on 20 November 2026), the 2027 Creative Europe Work Programme, the application form template V5.0, the Lump Sum model grant agreement V1.0, the list of participating countries V10.0 and the Agency's information session slides of 14 October 2026; where this analysis and an official text differ, the official text prevails. Labels used: **Confirmed** (stated in an official source), **EUnita interpretation** (a reading or recommendation by EUnita), **Derived estimate** (arithmetic by EUnita on official figures).*

1. Decision summary: is this call for you?

Confirmed: the only deadline is 1 December 2026, 17:00 CET (18:00 in Romania). The call document says call deadlines cannot be extended (p. 25) and that updates are published on the Portal topic page (p. 24), so any change up to the deadline shows there. Only a single applicant may apply, so no partner can be added. A later call of this kind has no published date (section 11).

EUnita interpretation: the deadline is still usable by an independent production company that already meets every entry test and has a written proposal: two commercially released works since 2020, rights contracts dated and signed by 1 December 2026 for 3 to 5 works, and a Part B of at most 70 pages. For that company the remaining work is a last check of the rules, the Creative Europe MEDIA Database dossier and the annexes. A company that lacks one of the tests cannot repair it by the deadline and should prepare for a later round.

Item	Confirmed position	Source
Call	CREA-MEDIA-2027-DEVSLATE, European slate development; Creative Europe, MEDIA strand; run by EACEA	Call document, cover and p. 4
Status and deadline	Open since 30 September 2026; deadline 1 December 2026, 17:00 CET (Brussels time); one stage	Call document p. 8; Portal topic page
Budget	€22,374,320 estimated; depends on the final adoption of the 2027 EU budget	Call document pp. 7-8
Request per slate	€90,000 to €510,000 as the sum of fixed lump sums; the award can be lower than requested	Call document p. 20
Who	Independent European audiovisual production company, single applicant	Call document pp. 9-12
Slate	3 to 5 works (fiction, animation, creative documentary), plus an optional short film by an emerging talent	Call document pp. 6-7, 12-13
Track record	Two works since 2020, each released commercially in at least three other countries	Call document p. 11
Pass mark	70 of 100 points overall; no minimum per criterion; necessary, not decisive (section 5)	Call document p. 19
Competition	2026 call: 293 proposals submitted, 238 above the 70-point threshold, 93 funded. 2025 call: 270, 223 and 83	Portal topic data and project lists
Romania	EU Member State, so eligible; listed in lower-capacity group A in the Work Programme; the slate call gives no automatic points	Call document p. 17; Work Programme p. 36
Next round	Not published	Work Programme p. 6

Good fit

- ✓ An independent production company with two commercially released works since 2020, each in at least three other countries
- ✓ A company with 3 to 5 projects, each with a dated contract signed by the author(s), and a Part B already written
- ✓ Animation, creative documentary or fiction projects with a co-production, festival and market plan
- ✓ A company that can add a short film of at most 20 minutes by an emerging director
- ✓ A company whose first day of principal photography falls at least 10 months after the deadline
- ✓ A Romanian company that meets the track-record test: eligible on the same terms, without automatic points

Not a fit

- ✗ A company with fewer than two qualifying works, or with releases in fewer than three other countries
- ✗ A company looking for a partner: only a single applicant may apply and there is no consortium
- ✗ A company controlled by audiovisual media service providers above the thresholds in section 8
- ✗ A grantee of CREA-MEDIA-2026-DEVSLATE or CREA-MEDIA-2026-DEVMINISLATE
- ✗ A company that also wants to coordinate a 2027 MEDIA development call with a later deadline
- ✗ Video games, student films, promotional works, TV shows and the other excluded types in section 3

EUnita verdict (interpretation)

Apply by 1 December 2026 only if all entry tests are already met and Part B is close to final: the eligibility documents must exist on the day of the deadline and cannot be completed later. A company that has not yet written Part B is unlikely to finish a 70-page proposal, the MEDIA Database dossier and the annexes in the time left, and gains more by preparing its track record, contracts and slate for a later call. This verdict is a reading of the documents, not a score or a chance of selection.

2. Source verification and document status

Document	Version or date	Role
Call document CREA-MEDIA-2027-DEVSLATE	Version 1.0, 30 September 2026	Sets the conditions of the call
Portal topic page and data file	Checked 20 November 2026; topic update of 19 November 2026	Status, dates and updates published after the call document
Agency information session slides	Session of 14 October 2026; slides published 16 October 2026	Agency explanations for applicants; not the call text
2027 Creative Europe Work Programme	Annex to Implementing Decision C(2026) 6518	Policy frame, country groups, mini-slate action
Application form template (CREA MEDIA)	V5.0, 15 September 2025 (the version for the 2026 calls)	For information (call document p. 8); the Submission System forms are used
Lump Sum model grant agreement	V1.0, 1 November 2024	A model; the signed agreement binds
List of participating countries	V10.0, 15 January 2026	Countries in the programme
Lump Sum Decision, Creative Europe	Portal copy version 2.0; the call cites the Decision of 26 September 2025	Basis of the fixed lump sums

EUnita interpretation: the call document prevails for the conditions of the call, the topic page for later updates, and the signed grant agreement for the grant itself. The Agency's slides explain these conditions without replacing them.

Where the official documents differ

- Hungarian public interest trusts: the call document (p. 12) says measures under Council Implementing Decision (EU) 2022/2506 are in place. A Portal topic update of 19 November 2026 says Council Implementing Decision (EU) 2026/2324 lifted them; that Decision is dated 13 October 2026 (OJ L, 21.10.2026) and repeals the 2022 Decision. The call document itself still names the 2022 Decision. **EUnita interpretation:** the call document says updates are published on the topic page, so the update is followed.
- No-profit rule: the call document (p. 26) says a grant may not give a profit. The Lump Sum model agreement marks the rule "n/a" in its Data Sheet (point 4.2, p. 13) and "Not applicable" in the final grant calculation (Article 22.3.4, Step 3, p. 42); the CREA model agreement leaves it as an option (No/Yes). No text says which prevails; the signed agreement will decide.
- Forms: the call document (p. 8) says to use the forms inside the Submission System; the documents on the topic page are only for information. The template on the topic page is V5.0 of 15 September 2025, the version for the 2026 calls, and its annex list still shows a lump-sum calculator; the 2027 call document lists none and the Agency's slides say the lump-sum data is entered directly in Part A. Statements here about the content of the forms are taken from the template and may differ in the 2027 forms.
- Countries: the list of participating countries includes countries that take part only in other strands; the Work Programme states which take part fully in MEDIA (section 8), and the stricter condition is followed.

3. What the call funds

Confirmed: the call funds the development of a slate of 3 to 5 audiovisual works by one independent European production company, for cinema release, television or digital platforms. The aims are to strengthen the company's market position, to build its capacity to develop projects that can circulate across Europe and beyond, and to ease European and international co-production (Call document p. 6). It also gives emerging talent an entry point through a short film. The legal basis is the Creative Europe Regulation (EU) 2021/818; the MEDIA priority behind it is to stimulate cross-border cooperation in European audiovisual works, with collaboration across Member States of different audiovisual capacity.

Eligible works (development only)

Route	Kind and minimum length
Cinema	Feature films, animations and creative documentaries of at least 60 minutes, intended primarily for cinema release
Television or digital platforms	Fiction, one-off or series, at least 90 minutes in total; animation, one-off or series, at least 24 minutes; creative documentary, one-off or series, at least 50 minutes
Interactive or immersive	Fiction, animation or creative documentary of any duration, for example narrative virtual reality

A series with a joint distribution and marketing strategy is submitted as one series; episodes cannot be split. The first day of principal photography (for animation, the start of animation) must be at least 10 months after the deadline. **Derived estimate:** ten months after 1 December 2026 is 1 October 2027. If an interoperable identifier such as ISAN or EIDR exists, the application states it; for selected projects one must be created before the action ends (Call document pp. 12-14).

Optional short film

A short film of at most 20 minutes can be added if it supports an emerging talent: a director with some professional experience and work of a certain level, for instance student or self-funded films, who has not yet directed a project eligible for slate funding and looks for support towards a first commercial work. Previews, advertising films, pilots, trailers, teasers and demos are excluded, and filming must start after the deadline. For the short film, development and production activities can be added. A short film that fails these conditions is excluded and the application stays eligible if the rest is.

Not funded

Live recordings, TV games, talk shows, cooking shows, magazines, TV shows, reality shows, educational and how-to programmes; documentaries promoting tourism, making-of, reports, animal reportages, news and docu-soaps; works with pornographic or racist material or advocating violence; promotional and institutional works; music videos; video games, e-books and interactive books; student and graduation films (Call document p. 7).

Priorities to show: strategies for a more sustainable and environmentally respectful industry, and for gender balance, inclusion, diversity and representativeness, in the content or in how the activity is run. Projects must comply with EU policy interests and priorities. Financial support to third parties is not allowed.

4. Boundaries: avoid the wrong door

Confirmed: only single applicants may apply, so a project developed by several companies does not fit. The call document names co-development, mini-slate development and video games development as separate annual MEDIA calls (Call document p. 10). It links all of them to this call with one rule: a company may be coordinator in only one of them, and if it files several, only the application with the earliest deadline is evaluated; the later ones are ineligible whatever the outcome of the first. A company may still be a partner in co-development or video games applications.

2027 call	Deadline on the Portal on 20 November 2026
European slate development (this call)	1 December 2026, 17:00 CET
Video games and immersive content development	2 February 2027, 17:00 CET
European co-development	2 March 2027, 17:00 CET
European mini-slate development	Not published: the Portal topic page shows no call text yet

Confirmed: the Work Programme sets a separate mini-slate action (indicative €7,000,000, run by EACEA) for independent production companies "based in countries with a low audiovisual capacity (LCC group A and LCC group B)", with one previous work since 2020 instead of two (Work Programme pp. 35-36). The Work Programme calendar gives Q4 2026 as its expected publication (p. 64); the Portal topic page of the 2027 mini-slate call has no call text yet. The Lump Sum Decision describes a mini-slate as 2 to 3 projects. Footnote 30 of that action reads: "Group A: Czech Republic, Estonia, Romania, Greece, Croatia, Portugal, Poland." Romania is therefore in group A. The slate call itself gives lower-capacity countries no automatic points and no quota.

EUnita interpretation: a company that wants to be coordinator in co-development or video games development in 2027 loses that route if it also files here, because 1 December 2026 is the earliest deadline. The mini-slate deadline is not published; if it is later than 1 December 2026, a company filing both would have the mini-slate application ruled ineligible. The partner search offered on the Portal topic page is a general Portal function and does not change the single-applicant rule.

5. Budget, competition and expected number of grants

Confirmed: the call budget is an estimated €22,374,320 for the single topic. It depends on the final adoption of the 2027 EU budget, and the Agency may not award all the funds (Call document pp. 7-8). The Work Programme gives the same indicative amount. For the 2027 call, the Portal fields for the expected number of grants and for minimum and maximum contribution are set to zero, so no number of grants is published.

Annual slate call	Deadline	Budget	Outcome (Portal)
2024 call	13 December 2023	€18,000,000	223 submitted; 179 above threshold
2025 call	5 December 2024	€18,000,000	270 submitted; 223 above threshold; 83 funded
2026 call	3 December 2025	€21,000,000	293 submitted; 238 above threshold; 93 funded
2027 call	1 December 2026	€22,374,320	Not known until the call closes and results are published

Derived estimate: the 2027 budget is about 6.5% above the 2026 budget. The requested grant ranges from €90,000 to €510,000, so the budget would cover at most 43 slates at the ceiling and up to 248 at the floor. Section 6 gives the funded projects by country.

Confirmed: the Portal topic page of each earlier call states the evaluation outcome (the 2026 update is dated 15 June 2026), and the Portal project lists give the funded projects (lists of 20 November 2026). No figure exists for the 2027 call before it closes. The Work Programme 2027 refers to "the steep increase in the number of proposals received in all the development actions in the last two years" and keeps the limit on multiple proposals by one coordinator for that reason (Work Programme p. 13).

Derived estimate: in 2026, 93 funded of 293 submitted is about 31.7% (93 ÷ 293) and 93 of 238 above threshold about 39% (93 ÷ 238); in 2025, 83 of 270 is about 30.7% and 83 of 223 about 37%. In 2026, 238 of the 270 proposals that were admissible and eligible (293 − 2 − 21) passed the threshold, about 88%. The budget covered about 41% of the €51,155,000 requested by the above-threshold proposals in 2026 (21,000,000 ÷ 51,155,000), about 38% in 2025 (18,000,000 ÷ 47,395,090) and about 46% in 2024 (18,000,000 ÷ 39,105,000).

EUnita interpretation: the pass mark of 70 is necessary but not decisive. About nine in ten evaluated proposals passed it in 2026 and fewer than four in ten of those were funded, so the ranking by score within the budget decides the outcome.

6. What has been funded before

Confirmed: the Funding & Tenders Portal lists 83 projects under CREA-MEDIA-2025-DEVSLATE and 93 under CREA-MEDIA-2026-DEVSLATE (project lists of 20 November 2026). Each project page shows the EU contribution: €90,000 to €330,000 for the 2025 projects and €100,000 to €365,000 for the 2026 projects. None reached the ceiling of €510,000. One project in 2025 and none in 2026 has a Romanian contributor.

Country of the contributor	2025 call	2026 call
France	21	16
Spain	12	8
Germany	9	14

Country of the contributor	2025 call	2026 call
Netherlands	8	5
Belgium	2	11
Romania	1	0
Other countries	30	39
Total	83	93

Derived estimate: the median EU contribution is €215,000 for 2025 and €225,000 for 2026; the means are about €216,100 and €222,000. The call budgets (€18,000,000 and €21,000,000) divided by the project counts give about €216,900 and €225,800 per project, close to those means. At such averages the 2027 budget would correspond to about 99 to 103 projects. Grantees of the 2026 slate and mini-slate calls cannot apply in 2027.

7. Who should apply, and with which ideas

Who can still use the 1 December 2026 deadline

- An independent company with the two qualifying works, a provable credit on each, and signed rights contracts for 3 to 5 projects dated on or before the deadline.
- A company whose Part B is drafted and that needs a final check against the call rules, the form sections and the MEDIA Database dossier.
- A company with an emerging director and a short film that starts filming after the deadline.

Who should prepare for a later round

- Companies with one qualifying work, or with releases in fewer than three other countries.
- Companies whose rights contracts for the slate are not yet signed.
- Companies in lower-capacity countries (groups A and B) that may fit the mini-slate action better (section 4); its call text is not yet published.

No later slate call is published (section 11).

Slates the documents reward

The award criteria favour a slate with a co-production approach, partners from several countries including countries of different production capacity, visibility at major festivals and markets, and a plan to raise turnover and the number or size of projects in development. They also reward innovation in genres, formats, platforms, emerging talents or new territories, and early marketing with clear target audiences.

Derived estimate: the request is the sum of lump sums, so the mix of works sets the amount. Three one-off creative documentaries give €90,000. One one-off animation (€55,000), one animation series (€60,000), one one-off creative documentary (€30,000) and one one-off fiction with a production budget up to €5 million (€45,000) give €190,000, or €200,000 with a short film. Five fiction series above a €20 million production budget and a short film give the ceiling of €510,000.

EUnita interpretation: a Romanian production company with the two qualifying works is eligible on the same terms as any other. The call gives lower-capacity countries no automatic points; the only reference is the sub-criterion that rewards partnerships with players from different countries, including countries with different production capacity (Call document p. 17).

8. Eligibility checklist

✓	A legal entity that is an independent European audiovisual production company: its main objective and activity is audiovisual production (Call document pp. 9-11).
✓	Not majority controlled, directly or indirectly, by an audiovisual media service provider in shareholding or commercial terms: majority control means more than 25% of the share capital held by a single provider (50% when several providers have shares or other means of control in the company) (p. 11).
✓	Established in a country that takes part fully in the MEDIA strand: EU Member States, Iceland, Liechtenstein, Norway, Albania, Bosnia and Herzegovina, Montenegro, North Macedonia, Serbia, Ukraine (Work Programme pp. 2-3). Georgia, Kosovo, Moldova, Armenia and Tunisia do not take part fully.
✓	Owned directly or indirectly, wholly or by majority, by nationals of such countries; for a listed company the stock exchange location counts only if the nationality of the owners cannot be established (pp. 9-10).
✓	Two previous works since 2020, each of at least 24 minutes (no minimum for immersive work), released in cinemas, broadcast or made available on digital platforms in at least three countries other than the applicant's own before the deadline; festival screenings do not count (p. 11).
✓	For each previous work: sole production company, or major co-producer in the financing plan, or credited onscreen as delegate producer, or a personal onscreen producer credit for the Chief Executive or a direct shareholder; no other credits count (p. 11).
✓	A slate of 3 to 5 eligible works that meet the minimum lengths in section 3, with principal photography starting at least 10 months after the deadline (pp. 12-13).
✓	The majority of the rights and, by the deadline, a dated contract signed by the author(s) covering at least one of concept, treatment, script or bible; for an adaptation, also a dated and signed option or transfer of the adaptation rights. An option agreement is accepted only if its duration covers the whole development schedule and it clearly sets out the conditions for exercising the option; the alternative is a contract transferring the rights (p. 13). Either can be replaced by a unilateral declaration of the transfer of rights to the company where the author is the producer, a shareholder or an employee of the company, or by a dated and signed co-production or co-development agreement clearly showing that the applicant holds the majority of the rights (p. 13). Equal sharing of rights between European co-producers is accepted (p. 14).
✓	A single applicant; affiliated entities are allowed and must be validated like beneficiaries (pp. 10, 12).
✓	An EU Login account and a Participant Register number (PIC) for the applicant and every affiliated entity before submitting (pp. 10, 23).
✗	More than one proposal to this call, or a grant received under CREA-MEDIA-2026-DEVSLATE or CREA-MEDIA-2026-DEVMINISLATE (p. 10; for a 2026 mini-slate proposal still under evaluation, see section 12).
✗	A second coordinator application in co-development, mini-slate or video games development with a later deadline: it is ineligible (p. 10).
✗	Natural persons, except sole traders without separate legal personality; EU bodies (except the Joint Research Centre); entities under EU restrictive measures or in an exclusion situation (pp. 10, 12, 14-16).
?	Ownership structure and the recent-experience criterion are in principle verified only for proposals that enter grant preparation, but the applicant must prove the experience when submitting (pp. 10-11).

Hungarian public interest trusts: see section 2 for the update of 19 November 2026.

9. How the money works

Confirmed: the grant is a lump sum grant: a fixed amount per work, not linked to costs, with no funding rate. The requested amount is between €90,000 and €510,000, and the grant awarded may be lower (Call document p. 20).

Kind of work	Lump sum
Animation, one-off	€55,000
Animation, series	€60,000
Creative documentary, one-off	€30,000
Creative documentary, series	€35,000
Fiction, one-off, production budget up to €5 million	€45,000
Fiction, one-off, production budget above €5 million	€60,000
Fiction, series, up to €5 million	€55,000
Fiction, series, above €5 million up to €20 million	€75,000
Fiction, series, above €20 million	€100,000
Short film	€10,000

The Lump Sum Decision says the lump sums are 40% to 44% of the average development cost of each category, tested against a maximum co-financing rate of 70%, and that the short-film sum is 15.6% of average cost (pp. 16-17). **EUnita interpretation:** the company finances the rest of its development costs.

Work packages and deliverables

The project has one work package per work, and one for the short film if added. Each has deliverables: updated creative development, research and visual material, key crew and casting, financing and production budgets and schedules, distribution and marketing strategies, and the identifier and link to the final work if produced. The declaration on independence and European ownership is added as a deliverable of the longest work package. The short film has two deliverables: creative development, and identifier and link. Titles and order must be respected (Call document pp. 19-20).

Payments and reporting

- Prefinancing is normally 70% of the maximum grant, exceptionally less or none, paid 30 days from entry into force or from the financial security, whichever is later. **Derived estimate:** €63,000 on a €90,000 grant and €357,000 on a €510,000 grant.
- There are no interim payments. The balance is paid at the end, after the final amount is calculated; any excess is recovered. All payments go to the coordinator.
- In the Lump Sum model agreement a lump sum is paid only for work packages that are completed and approved; undelivered or unapproved ones are rejected (Articles 6 and 22). The signed agreement binds.
- A financial security may be required: in euro, from an approved bank or financial institution in an EU Member State; an applicant established in a non-EU country can ask the Agency to accept one from a bank in its own country, which may exceptionally be accepted if it offers equivalent security (p. 21); blocked deposits are not accepted. The financial capacity check normally applies to the coordinator, except public bodies, international organisations, entities active in the cultural and creative sectors with more than 50% of annual revenue from public sources over the last two years, and requested grants of €60,000 or less (p. 14). **Derived estimate:** the smallest slate request is €90,000, so the last exemption cannot apply to a slate.
- Projects should not normally exceed 36 months. The start date is normally after signature; a retroactive start is exceptional and never earlier than the submission date; completed projects are rejected. EU double funding is not allowed.

- After award, deliverables are reported through the Portal, records of all work are kept, audits are possible, and special logos and communication activities are required. Beneficiary names, addresses, purpose and maximum amount are published unless waived on request (Call document pp. 19-22, 27).

10. Evaluation

Confirmed: one stage, one evaluation step. Proposals are checked for admissibility and eligibility; an evaluation committee assisted by independent outside experts then scores them on operational capacity and the award criteria, and ranks them (Call document p. 17).

Criterion	Points	What is scored
Relevance	35	Added value of the slate for the company's position on the European and international market (15): co-production approach, partnership with players from different countries including countries of different production capacity, visibility at major festivals and markets, capacity to increase turnover and the number, ambition or size of projects in development. Ability to adapt to a changing landscape through innovation in genres, formats, platforms, emerging talents or new territories (10). Sustainability strategies (5). Gender balance, inclusion, diversity and representativeness (5).
Quality of content and activities	30	Quality and creative potential of the works (15): distinct idea and dramatic potential; writing, narrative choices, characters and world; visual approach and art work. Potential to reach audiences in Europe and beyond (15): transnational appeal, including online; potential to cross borders given the creative team, the intended cast and the strategy with non-national partners.
Project management	20	Development plan, schedule and development budget adequate for each work (10). Financing strategy (10): production costs of each work against its development budget; awareness of suitable financial partners and territories; diversity of funding sources.
Dissemination	15	Marketing strategy that reaches audiences early: unique selling points, target audiences and markets, engagement tools, promotion (5). European and international distribution strategy: target audience, methods, partners, awareness of markets and choice of territories (10).

- **Threshold:** 70 of 100 overall. Individual thresholds per criterion are not applicable. Proposals that pass the overall threshold are considered for funding within the limits of the available budget, up to the budget ceiling; others are rejected. Passing is necessary, not decisive (section 5).
- **Tie-break:** among equal scores in the topic, the higher Relevance score first, then Dissemination, then Quality of content and activities.
- **Operational capacity** is assessed together with the Project management criterion; public bodies, Member State organisations, international organisations and entities active in the cultural and creative sectors with more than 50% of annual revenue from public sources over the last two years are exempt (p. 15).
- **Result:** an evaluation result letter. Successful proposals are invited to grant preparation; others go on a reserve list or are rejected. The invitation is not a commitment to fund; legal entity, financial capacity and exclusion checks follow.

EUnita interpretation: Relevance carries the largest share and decides ties, so the first Part B section deserves the most care. The template shows that Part B asks for the company's total turnover and development spending for the last two financial years in euro, and for per-project answers on potential, development, financing, marketing and distribution (not for the short film).

11. Application package and timeline

Confirmed: applications go through the Funding & Tenders Portal Electronic Submission System only, from the topic page; paper submissions are not possible. The forms inside the system are used.

- **Part A** (online): administrative data and the summarised budget. **Part B** (PDF from the Word template): at most 70 pages, and extra pages are not considered; the template shows Arial 9 or larger, A4 and margins of at least 15 mm, and says hyperlinks must not carry essential information. **Part C** (online): additional project data and contribution to programme indicators.
- **Annexes (PDF):** the information on the previous and submitted works generated from the Creative Europe MEDIA Database; a creative dossier for each project; rights contracts or proof of ownership for all projects; co-production, distribution and financing documents if available; the declaration on independence and European ownership, which asks for the full chain of shareholders down to natural persons and warns that insufficient information may make the applicant ineligible; the declaration on the language of the materials. Documents uploaded in the wrong category may make the proposal inadmissible.
- **Information session:** the Agency held an online session on slate and mini-slate development on 14 October 2026 (10:00-12:00 Brussels time; event page) and published its slides on 16 October 2026. They explain the lump-sum work packages, the mandatory sections and the checks at grant agreement preparation; they add that blank mandatory sections score zero and that other documents, such as CVs, should not be added.
- **Language:** any official EU language; the abstract in English; English is strongly advised. **AI tools:** applicants disclose which tools were used and how, and check accuracy and sources.
- **Confirmation:** an e-mail with date and time shows the proposal was submitted; without it, it was not. Proposals can be changed and re-submitted until the deadline. Later requests cover legal entity validation, financial capacity and bank account validation, and each beneficiary signs a declaration of honour before signing.

Date	Step
30 September 2026	Call opened
1 December 2026, 17:00 CET (18:00 in Romania)	Deadline (the call document says deadlines cannot be extended)
December 2026 to April 2027	Evaluation (indicative)
May 2027	Information to applicants (indicative)
August 2027	Grant agreement signature (indicative)

Next round: not published. The 2027 Work Programme is the last annual one of Creative Europe 2021-2027, and the successor programme AgoraEU (2028-2034) is named without call details. Earlier annual slate calls closed on the dates in section 5; that is history, not a forecast. Non-IT questions go to EACEA-MEDIA-DEVSLATE@ec.europa.eu, which has limited resources for direct enquiries; the Agency's slides send content questions to the Creative Europe desks (Romania, MEDIA strand: info@media-romania.eu) and the Agency mailboxes. Technical questions go to the IT Helpdesk. The Topic Q&A on the topic page showed no entries on 20 November 2026.

12. Risks and red flags

1. **Track record is all or nothing.** If one of the two previous works fails a condition, the application is ineligible even if other works would pass. Credits other than those listed do not count, and festival screenings do not count as release.

2. **Rights contracts by the deadline.** A dated contract signed by the author(s) must exist on 1 December 2026 for each work; an adaptation also needs dated and signed adaptation rights. An option agreement counts only if it runs long enough to cover the whole development schedule and sets out the conditions for exercising the option.
3. **The deadline.** 1 December 2026, 17:00 CET (18:00 in Romania). The call document says deadlines cannot be extended and that problems from last-minute submission are at the applicant's risk; without the confirmation e-mail the proposal has not been submitted.
4. **Coordinator rule.** Filing as coordinator in co-development, mini-slate or video games development makes the later-deadline application ineligible, whatever the outcome of the first.
5. **Bar on 2026 grantees.** The call excludes applicants that have received a 2026 slate or mini-slate grant, but the 2026 mini-slate results are expected only in March 2027 (Portal topic update of 11 November 2026). How the exclusion applies to a company whose 2026 mini-slate proposal is still under evaluation on 1 December 2026 is not stated, so the applicant should ask EACEA in writing before submitting.
6. **Lump sum logic.** The award can be lower than requested; under the model agreement an undelivered work package is not paid. Prefinancing is normally 70%, and the balance comes only at the end.
7. **Photography date and series rules.** Principal photography must start at least 10 months after the deadline, and a series cannot be split into episodes.
8. **Ownership proof.** The full ownership chain must be declared; control by audiovisual media service providers above the thresholds removes independence.
9. **Format of the package.** Part B beyond 70 pages is not considered; documents in the wrong upload category risk inadmissibility; use of AI tools must be disclosed.
10. **Budget and competition.** The budget depends on the 2027 EU budget, and no number of grants is published for 2027. In 2026, 93 of 293 proposals were funded and 238 passed 70 points; the Work Programme reports a steep rise in proposals.
11. **Short film.** If the short film fails its conditions it is excluded, and its lump sum with it.
12. **Missing the round.** No later slate call is published, so a company that misses this deadline has no known date for the next chance.

13. EUnita recommendations

1. Run the entry tests in this order, because each is final: the two qualifying works and the credit on each; signed rights contracts dated on or before 1 December 2026; ownership and independence; filming dates; the minimum length of every work.
2. Choose the slate with the lump sums in mind and check it against the 3 to 5 limit. Decide at once whether the short film is added.
3. Build Part B around the scoring: Relevance 35, Quality 30, Project management 20, Dissemination 15. Answer the per-project questions for every work, and include the company's turnover and development spending for the last two financial years in euro (the template asks for both).
4. Complete the MEDIA Database dossier, the creative dossier and the two declarations, and register every entity with a PIC, early.
5. Decide whether to be coordinator elsewhere in 2027. Filing here makes any other coordinator application in co-development, mini-slate or video games development with a later deadline ineligible.
6. Submit well before 17:00 CET and keep the confirmation e-mail.

7. A company that is not ready should map its gaps (second work, contracts, slate) and follow the Portal for the next call; Romanian companies should also follow the mini-slate topic.

Unresolved points

- No later call of this kind and no AgoraEU call details are published.
- The number of applications and of grants for the 2027 call is not known until the call closes and the results are published.
- The 2027 mini-slate call document and deadline are not yet published (Work Programme calendar: expected Q4 2026); the Work Programme sets its conditions (section 4).
- How the exclusion of 2026 slate and mini-slate grantees applies to a company whose 2026 mini-slate proposal is still under evaluation on 1 December 2026 (results expected in March 2027) is not stated; the question can be put to EACEA in writing before submitting.
- The call document sends non-IT questions to the call mailbox and the Agency's slides send content questions to the Creative Europe desks and the mailboxes; whether the Agency answers questions on an applicant's own eligibility is not stated.
- The no-profit rule of the call text and the Lump Sum model agreement differ; the signed agreement will settle it.
- The 2027 forms inside the Submission System can be seen only after sign-in; statements here about their content come from the template and may differ.

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