

Bothell Music Boosters Continuing Music Education Grant Application Informational Sheet



Supporting students participating in Summer 2019 Music Camps and Private Lessons

Bothell High School Music Boosters offer grants of up to \$200 to students entering grades 10, 11 and 12 in Fall 2019, who want to further their music education during the summer of 2019. Grants go towards music tutoring, lessons, camps or programs and are payable directly to the program or instructor. Students must be enrolled in a music education course at Bothell High School in the Fall of 2019 to qualify. Applicants must sign up for an interview @ BHS in the hallway between Instrumental and Vocal rooms.

Applications consisting of this Informational Sheet AND Letter of Application/Essay noting interest, past experiences, hopes and goals must be completely filled out by students and **submitted by May 1, 2019** to be considered. Grant recipients will be announced at Spring Night Club performances. Funds will be sent to the Music Program or Instructor, not the student recipients.

Applicant information: Student Name:					
	(first)	(last)			
Address:					
City		State	Zip Code		
Phone (cell):	E-mail				
Phone (home	e):	Graduation year: (circle one	2020 2021 2022		
Current year:	School attended 2018-19 school year				
Next year:	School attending in the 2019-20 school year				
Music Program/Camp/Lesson Information:					
Program/Camp/Instructor name:					
Program/Camp/Instructor mailing address:					
	City	State	Zip Code		
Program/Instructor phone number:					
Program/Instructor E-mail address:					
Program Date(s):					
Program Cost (per lesson, week, month, etc.)					

- Submit Continuing Music Education Grant application (Informational Sheet and Letter of Application/Essay) by May 1, 2019 to Mr. Dean, Ms. Iverson OR Mr. McNamara or via email to bothellmusicboosters@gmail.com
- Sign up for <u>ONE (1) interview spot</u> beginning May 1st in music lobby (between Instrumental & Choral classrooms)

OFFICE USE ONLY:			
Date rec'd	_ Interview Date:	Time:	Check #