

**RHS Band Boosters Scholarship Application Class of 2020**

**Applicant Information**

***First Name, M.I., Last Name:*** Click or tap here to enter text. ***Date:*** Tap to enter a date.

***Address:*** Click or tap here to enter text. ***City:*** Click or tap here to enter text. ***Zip:*** Tap here to enter text.

***Home Phone:*** Click or tap here to enter text.

***Email Address:*** Click or tap here to enter text.

**In which of the following school music activities did you participate? (check all that apply)**

**Freshman Year:**

Jazz Band  Concert Band  Mustang Symphony  Pit Orchestra  Wind Ensemble

Symphonic Band   Other (describe): Click or tap here to enter text.

**Sophomore Year:**

Jazz Band  Concert Band  Mustang Symphony  Pit Orchestra  Wind Ensemble

Symphonic Band   Other (describe): Click or tap here to enter text.

**Junior Year:**

Jazz Band  Concert Band  Mustang Symphony  Pit Orchestra  Wind Ensemble

Symphonic Band   Other (describe): Click or tap here to enter text.

**Senior Year:**

Jazz Band  Concert Band  Mustang Symphony  Pit Orchestra  Wind Ensemble

Symphonic Band   Other (describe): Click or tap here to enter text.

**Redmond Mustang Band Boosters Scholarship Questions**

**Question #1 – Band Program Contributions (80%)**

Please tell us about the contributions you have made to the Redmond High School Band Program. Contributions to the Redmond High School Band Program may include musical achievement, participation, leadership, or inspiration.

Click or tap here to enter text.

##### Question #2 – School (10%) and Community (10%) Contributions

Please share with us the school and community activities that you participated in during High School. If relevant, please quantify your participation (such as hours of volunteer time) and/or indicate your level of involvement including leadership roles. This may include musical activities outside of high school not affiliated with the school.

Click or tap here to enter text.

Due: APRIL 30, 2020 to redmondbandboosters@gmail.com