



Battle Ground Select Basketball
Scholarship Request Form
2018-2019 Season

Complete and return this form and the required information to Battle Ground Select Basketball no later than November 2, 2018. A Scholarship committee from Battle Ground Select Basketball will meet and review all Scholarship Request Forms. Each applicant will be notified by November 5, 2018 with a decision on your Scholarship Request Form.

Scholarship Request Eligibility Requirements (Applications will NOT be considered if any requested information is missing.)
To be eligible for a FULL and/or PARTIAL Scholarship, you must provide BGSB the following information:

- A copy of a Notice of Approval for Free or Reduced School Lunches
- A detailed written explanation of your financial hardship. (Supporting documents may be requested)
- A written letter from EACH potential scholarship recipient stating "Why Basketball is important to me"

Contact Information: (Please Print)

Legal Guardian/
Parents Last Name: _____ First Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Best Contact Phone # : _____

Email Address: _____

Participant Information: (Please Print)

Name: _____ Birth Date: _____

Name: _____ Birth Date: _____

If your Scholarship request is approved, the following terms and conditions will apply:

1. The Scholarship, whether FULL or PARTIAL, is only applied to the registration fee for the 2018-2019 BGSB Season.
2. Parents or Legal Guardian agrees to volunteer at least 4 hours per scholarship recipient at BGSB fundraisers. Individual team fundraisers DO NOT count towards the needed volunteer hours.
3. If you are only approved for a Partial Scholarship, payment must be received in full by December 3, 2018.
4. Failure to comply to these terms and conditions will effect the eligibility for future scholarships.

I/We, as the Parents or Legal Guardian of the Player(s) named above, attest to the truth of the submitted information to the best of my/our knowledge.

Parent/Legal Guardian Signature: _____ Date: _____