

## **Permian Basin Fair and Exposition Creative Arts Scholarship Application**

Deadline to turn in Scholarship application is Wednesday,  
September 15, 2010 by 9:00 pm.

**Name:** \_\_\_\_\_ **Telephone:** \_\_\_\_\_

**Address:** \_\_\_\_\_ **City:** \_\_\_\_\_ **State:** \_\_\_\_\_ **Zip:** \_\_\_\_\_

**High School:** \_\_\_\_\_ **Graduation Date:** \_\_\_\_\_

**Number in Class:** \_\_\_\_\_ **Class Rank:** \_\_\_\_\_ **ACT/SAT Score(s)** \_\_\_\_\_  
(Class rank and ACT/SAT score(s) must be entered on Official Transcript by School Official)

**College (if applicable):** \_\_\_\_\_ **Classification:** \_\_\_\_\_

**Field(s) in which you plan to study:** \_\_\_\_\_

**Parents or Guardian Name(s):** \_\_\_\_\_ **Telephone:** \_\_\_\_\_

**Address:** \_\_\_\_\_ **City:** \_\_\_\_\_ **State:** \_\_\_\_\_  
**Zip:** \_\_\_\_\_

**Creative Arts Entry:** \_\_\_\_\_ **Division:** \_\_\_\_\_

Include the following with this application, **no later than  
September 15, 2010 at 9:00 pm.**

1. A picture of applicant.
2. Official high school/college transcript.
3. A typed, two-page, double-spaced essay of approximately 500 words, in which you discuss your interest in Creative Arts, your entry in Creative Arts, School Activities, Honors, Awards, Community Service, and/or future educational and career plans.

Creative Arts Scholarship Winners will be based on the following:

- Scholastic Achievement
- School and Community Clubs and Activities (Clubs and Organizations)
- Quality of submitted essay
- Interview with Scholarship Committee
- Entry in Creative Arts (see entry schedule on first page)

**Applicant's Signature:** \_\_\_\_\_ **Date:** \_\_\_\_\_

**Application Deadline:** completed applications must be in the hands of the Fair Officials no later than September 15, 2010 at 9:00 pm. Mail or deliver application and accompanying documents to Creative Arts Scholarship Committee, Permian Basin Fair, 218 W. 46<sup>th</sup>, Odessa, TX, 79764. Your Creative Arts entry must be turned in during regular entry times.