Texas Educational Colorguard Association Student Scholarship

Eligibility Requirements:

To be considered for the TECA Student Scholarship, applicants must meet the following criteria:

1. The student must be currently enrolled in a TECA Winter Guard, Percussion, or Winds unit.

2. Applicants must be seniors in high school and receive a recommendation from their director or sponsor.

3. A letter from the director or sponsor must be submitted, detailing the reasons why the student is deserving of the scholarship.

4. The student must complete the official TECA Scholarship Application.

5. A personal letter addressed to the scholarship committee must be submitted,

elaborating on the benefits of being a member of a winter program.

6. An official, sealed high school transcript demonstrating the current overall GPA must be provided.

7. The student must have been actively involved in their high school indoor program for at least one year.

Submission Guidelines:

It is important to note that all required materials must be submitted by the director or sponsor on behalf of the student.

The deadline for all scholarship entries is **March 22nd, 2025**. Please ensure that all components of the application are compiled and submitted on or before this date.

Selection Process:

A scholarship committee, appointed by TECA Vice President of Colorguard Ronald Burton, will evaluate all submitted materials. The committee will select scholarship recipients based on the comprehensive review of the applications. Finalists may be contacted for an interview, and scholarship recipients will be announced at the conclusion of the TECA season. Please be aware that all selections made by the committee are final.

Submission Address:

All scholarship packets should be sent to the following address:

TECA Scholarship Committee c/o Ronald Burton PO Box 242626 San Antonio, TX 78224

For any inquiries or further information, please feel free to reach out via email at <mark>roebu29@gmail.com.</mark>

Thank you for your attention to this opportunity.