

# PROFESSIONAL CONSTRUCTION ESTIMATORS ASSOCIATION OF AMERICA, INC. PCEA-Orlando SCHOLARSHIP

# **Member Professional Advancement Scholarship**

Remit to: APPLICATION FORM FOR MEMBER PROFESSIONAL ADVANCEMENT SCHOLARSHIP SCHOLARSHIP COMMITTEE PCEA Scholarship Committee Board PO Box 1669 Orlando, FL 32801-1669 or Email to: Kelly@Garciaplace.com

# Eligibility/Requirements:

- Current member of PCEA Orlando Chapter Member
- Pursuing additional education or certification to advance career in construction industry

# **Deadline:**

- Completed Application to be received by February 1, 2024

### Award:

- The scholarship will be awarded based on the recommendation of the PCEA Scholarship Committee with the PCEA Board of Director final approval. The proposed recipient must prepare a letter of acknowledgement upon notification of award prior to a being issued a check.

#### I. PERSONAL INFORMATION

A. Name:				
First	Middle	Last		
B. Contact:				
Address: Number & Street	City		State	ZIP
Telephone:	Cell Phone:			
Email:				
C. Member:				
Occupation/Employer:				
Occupation:				
Years in Organization:				

#### **IV. ADDITIONAL INFORMATION**

A. Attach a separate commentary describing yourself and covering the following topics:

- Career Goals
- Reason for Requesting Scholarship
- Extracurricular Activities (community organizations, athletics, hobbies, etc... included positions held if any)
- B. Character Recommendations Attach letters of recommendation from individuals that have knowledge of you and your personal and work habits Please include in these letters:
  - Applicants Name
  - Authors Name and Position
  - Authors Connection to the Applicant

C. Attach a copy of current resume

I agree that this application and all attachments may be used for the purpose of Evaluation and Selection by the Scholarship Committee of the PCEA and/or representatives designated by the Scholarship Committee

Please use an additional sheet to provide any other information that you feel is necessary to complete your application.