Application for Funding from the Strath Taieri Community Board

Date:
Name of group/individual applying for funds:
Contact person:
Email address
Address:
Position held: Phone number:
Short description of project:
Total cost of project: \$
Amount already raised: \$
Amount sought from Strath Taieri Community Board:\$
How will the rest of the project cost be covered?
Please provide an itemised budget on a separate sheet.
 Please also attach any quotations for work, goods or services that you may have received a any additional information which may be useful in explaining the project.
What is the timeframe for completing the project? [OR What is the date of yo event/project?]
The funding must be used within one year of the grant application or it must be returned to t Board unless you have provided a report and request for an extension of time
Is your project a one-off, annual or biennial event?

How will the project benefit your organisation/club? What are the benefits to the wider community of your project?
Has your group made an application to the Board for funding support within the last five years? Yes \Box
If granted, what was that money used for?
How much assistance has your group received previously from the Strath Taieri Community Board? \$
The group/organisation must report back to the Board following completion of the project.
I agree to provide a report back on the project should funding be approved:
Yes □ No □
You may either use the form attached or provide your own written report, however it must include the points covered on the form.
Any funds approved <u>MUST</u> be paid directly into the organisation's bank account, please supply a copy of the bank account name and number separately.
Applicants are encouraged to attend the Community Board meeting to speak to their application and answer any questions the Board may have.
If you would like to do so, please call Governance Support at the Dunedin City Council on 474 4000 Email: governance.support@dcc.govt.nz.

Or contact Board Chairperson Barry Williams Telephone: 027 4866433

Please return your completed application to:

Governance Support Officer Strath Taieri Community Board **Dunedin City Council** PO Box 5045 Moray Place Dunedin 9058

NOTES: Please refer to the 'Discretionary Funding Guidelines' contained at the foot of this form for guidance on the Board's priorities. Although applications will be considered on their merits, regard will also be had to ensuring a fair allocation over all the Board area and the amount of funding remaining in any financial year. This application form is also available on the City of Dunedin website (www.dunedin.govt.nz).

GUIDELINES FOR ALLOCATIONS FROM THE BOARD'S DISCRETIONARY FUND

The Strath Taieri Community Board has a discretionary fund of \$10,000 per annum, funded from the general rate. The Board may make allocations from its fund based on the priorities set in its Community Plan, and in accordance with the following criteria:

Category A: Community Initiated Projects

A pool of **\$5,000 p.a.** may be available for community initiated projects. Non-profit making groups and/or organisations wishing to apply for funds from Category A will be required to complete the *Application for Funding from the Strath Taieri Community Board* form. When applying for funding groups will be expected to demonstrate how the project benefits the Strath Taieri Community.

Category B: Board Initiated Projects

A pool of **\$3,000 p.a.** may be available for Board initiated community projects. The Board may make allocations under Category B as the need arises.

Category C: Board Activities

A pool of **\$2000 p.a.** may be available for Board related activities, which may include such items as attendance at conferences or training workshops, advertising and communication, undertaking community surveys/questionnaires, and hosting functions. The Board may make allocations under Category C as the need arises.

Note:

All allocations from the discretionary fund must be supported by a resolution passed at a formal meeting of the Board.