Community Area Grants

Grant Criteria

You need to ensure that your application meets all the essential criteria shown below:

The Council will not consider grant applications for:

- (a) Political or Religious activities
- (b) Statutory bodies to fund their core services (includes direct funding for schools/PTAs)
- (c) Sole benefit of individuals
- (d) A private profit making/commercial organisation
- (e) Running costs e.g. rent, rates, electricity etc
- (f) Work which has already started. This includes projects where orders/instructions have been agreed and resources committed.
- (g) Projects which could reasonably be expected to secure finance by other means

An exception to the above may be made if your project can demonstrate a wide community benefit.

- 1. Applications are invited from not for private profit organisations or groups; clearly showing a need for financial support, through evidence of current financial status; e.g. bank statements, audited accounts.
- 2. Please provide the information requested by completing the application form. Any additional information (other than accounts, quotes and constitution/terms of reference) will not be considered.
- 3. No projects will be awarded funding retrospectively.
- **4.** Projects should demonstrate a link to local priorities/community plan. Evidence of an identified community need.
- 5. Funding can be drawn down by successful applicants ONLY when all award criteria have been met (e.g. matched funding is in place) and on confirmation that the project which funding has been awarded to will proceed in the next 3 months. All funding awards would normally be paid to or invoiced by the recipient prior to 31st March 2010 it is the recipients' responsibility to ensure this condition is met. Failure to do so will result in the award being withdrawn.
- **6.** Funding awards of up to and including £1,000 do not require match funding. Applications for the total project cost can be considered.

- 7. Funding awards will not exceed £5,000.
- **8.** 'Contributions In kind' either as volunteer time or materials may be costed into your project calculations, based on a maximum of £50 per day for general volunteers and £100 per day where professional/technical advice is provided e.g. architect drawing up plans. Please include this information in section 3 and 6 of the application form.
- **9.** For funding requests over £1,000 financial support from other sources must be identified (matched funding), which can be made up or in part by contributions in kind. No more than 50% of the total cost of a project will be awarded.
- **10.** Applications must be received a minimum of 6 weeks before the relevant Area Board and will only be considered if the application fulfils the criteria and all the necessary information has been received.
- **11.** Applicants should not apply to any other Wiltshire Council funding scheme for the same project.
- **12.** Applications must show how you plan for the future of your project. Where the total cost of the project exceeds £50,000, a business plan should be provided.
- **13.** Where the total cost of the project is over £10,000, three quotes must be provided (with your preferred supplier identified in Section 3 of the application form). Where the total cost of the project is under £10,000, some financial evidence e.g. a quote which you intend to use must be provided.
- **14.** Applications from Town and Parish Councils will not normally receive more funding than that contributed by that Town or Parish Council, since they are able to raise funds through the precept.
- **15.** If your project requires planning permission, building regulations or any other form of licence or approval, this must be obtained before submitting your application. (Funding will be conditional on approvals being received)
- **16.** Applicants must acknowledge Wiltshire Council's financial support in any publicity or printed material.
- **17.** If successful, you will be asked to provide copies of receipts, invoices and photographs to demonstrate how your award was spent.