

The Shire of York makes provision in its annual budget to support individuals and local community organisations to run community events and activities that bring community benefit by both in-kind and financial support.

Donation and sponsorship requests up to the value of \$2000 may be approved, subject to funding availability.

Minor Funding

**Program** 

## **General Application Guidelines**

- Applications must be submitted from a local not for profit community / sporting organisation or from an individual who is a resident of the Shire of York
- Applicants are eligible to apply once in each funding round
- Applicants must detail the purpose of the funding requested
- For consideration, applications must be received by the Shire of York prior to the date of event or within the funding application period stated
- Successful applicants must identify sponsorship recognition opportunities for the Shire of York.

## **Events**

- Events must be staged in a public space within the Shire of York
- Demonstrate broad community involvement
- Must be a not-for-profit event or activity

## **Shire Representation**

The CEO may also approve funding for individuals or groups representing the municipality at a state, national or international sporting or cultural event who may require assistance with accommodation travel and other incidental costs.

- \$250 is provided for individuals attending an event/ activity, representing at a state level and
   \$500 for individuals attending an event/ activity, representing at a National level;
- Applicants applying for funding to attend a sporting or cultural event must provide proof of their selection through a formal qualifying process.

## **How to Apply**

For funding consideration, applicants must complete and submit a 'Minor Funding Application' form on the Shire of York website via the following link https:

www.york.wa.gov.au/community/our-community/community-sponsorship.aspx

T: (08) 9641 0500 E: records@york.wa.gov.au W:york.wa.gov.au

Community Funding Program

