

District Grant Criteria updated for 2019-2020

- 1) President Elects must attend PETS (President Elect Training Seminar)
- 2) Club President and Club President Elect must sign MOU (Memorandum of Understanding). We will continue to use the requirements that The Rotary Foundation uses for qualified clubs (refer to the MOU).
- 3) District Grants must be submitted by May 15.
- 4) The Grants committee will act on District Grants by May 31.
- 5) All approved District Grants will be submitted as a Block Grant immediately after July 1 to The Rotary Foundation.
- 6) If more than one grant is submitted by a club, the Grants must be prioritized from most important to least.
- 7) Grants will be considered in rounds; all highest priority grants will be considered first. If money is left, the second highest priority grants will be considered and so forth until all the District Designated Funds (DDF) money is used.
- 8) Money is matched 50% with a cap of \$2500. For example, for a \$7,500 project, if the Club commits \$5000, the District matches with \$2500. If the Club commits \$2000, the District matches with \$1,000. If the total of all approved grants is greater than the available District Funds, the same percent of the District match will be applied to all approved grants.
- 9) The project must have some hands-on element by the club Rotarians or Rotarians in another district where the project might be taking place. If the project meets basic human needs, the grant can be re-applied. If the project has several phases, each phase is a different project.
- 10) The project must start in the Rotary Year that the Grant was applied for.

All clubs are encouraged to apply for a District Grant. In lieu of the \$100 per capita, we ask to you continue to support The Rotary Foundation and give to your capacity. The District Grant Funding is determined by the Foundation giving 3 years prior to the current Rotary Year. Keep in mind that Charity Navigator has given The Rotary Foundation its Highest Rating for the last 10 years.