



Spratton Parish Council Grants Policy

The Parish Council has a Grant Application Form to assist Community Groups, in the Parish, applying for a Community Grant, which will also assist the Council in deciding the amount to award.

The procedure for each year is as follows:-

1. Parish Council will consider grant applications as and when submitted
2. A notice is to be displayed on the Notice Board and in the Newsletter to remind organisations that an application form is required together with the date of the deadline.
3. The Resources Committee of the Parish Council will consider and make recommendation applications ahead of consideration by the Parish Council.
4. The applicant will be able to attend the Resources Committee and/or Parish Council meeting to make a short presentation (not more than 3 minutes) and to answer questions.

Application forms are available from the Clerk Tel. No. 07715651904 or email clerk@sprattonpc.org.uk or website

Guidelines for Grant Applications

1. It is a condition of any grant application that the group or project must bring direct benefit to the residents of Spratton.
2. The Parish Council will not award grant aid for the ongoing costs of an organisation.
3. The Parish Council will not award grant aid to National Charities except Royal British Legion Poppy Appeal and Citizens Advice Bureau.
4. Evidence of progress of the project eg accounts must be provided at the Annual Parish Meeting
5. The project must be reported on in the Parish Newsletter.
6. The size of any grant awarded is at the discretion of the Parish Council.
7. Any grant must be spent within 12 months of the award
8. Grant applications cannot be made retrospectively.
9. It must be understood that any grant must only be used for the purpose for which it was awarded unless the written approval of Spratton Parish Council has been obtained for a change in use of the grant monies, and that any unspent portion of the grant must be returned to the Parish Council by the end of 12 months from when it was awarded.