

## MEMORIAL FUNDS BURSARY APPLICATION CRITERIA

**Application Deadline: September 15 for Training received during the previous Dance Year (Sept. 1 - Aug. 31 of the prior year)**

Any member of the B.C. Square and Round Dance Federation attending a Caller or Cuer or Dance Leader School

may apply for a bursary from the Memorial Funds to help offset the costs of attending such a school.

- **Bursaries will not be approved prior to attending school.**
- **All applications must be for training received in the previous year.**
- **Applicants will not be considered for a bursary two years in a row..**
- **Applicants from remote areas will usually be given preference.**
- **Applicants with less than five (5) years calling experience will be given preference.**
- **Applicants must be paid up members of the BCS&RDF**

Confirmation of course attendance must be included with application.

Current maximum amount of the Memorial Funds Bursary is \$250.00.

The Funding Committee is authorized to award lesser amounts based on the costs of registration, transportation, and the length of the course.

Total Bursary per dance season not to exceed \$500.00 for all bursaries granted.

The Funding Committee will review applications after the deadline (Sept. 15)

and will notify applicants of its decision by September 30 following the cut off for applications.

### HOW TO APPLY

Application forms are available from any member of the Executive, from your region Delegates, may be downloaded from the Federation website [www.squaredance.bc.ca](http://www.squaredance.bc.ca) or photocopied from the example in the club's copy of the Federation Handbook.

**Application must include:-**

- 1) The Federation application form
- 2) A course flyer/ description and cost

**Completed application forms should be sent to the 1st Vice-President who normally chairs the Funding Committee**

(see Executive Officers page in Handbook Appendices)

**APPLICATIONS MUST BE RECEIVED BY 1st VICE-PRESIDENT NO LATER THAN SEPTEMBER 15th (SEE TOP OF PAGE).**