



Municipality of the District of Chester

~ Mi'kmaq Arts & Culture Project Grant ~

Guidelines

The Municipality of Chester supports the revitalization, development, and continuation of Mi'kmaq arts and culture forms and practices. We recognize the specific needs, practices, and historic barriers faced by the Mi'kmaq arts and culture community. The Municipality of Chester aspires for municipal residents and visitors to have opportunities to engage with and learn from Mi'kmaq arts and culture.

Eligible Applicants

- Must be a non-profit organization or otherwise comply with the requirements of the Municipal Government Act for eligibility for a grant or contribution by a Municipality (Section 65(AU)).
- Groups need to be organized but do not need to be registered through NS Registry of Joint Stocks.
- Groups must know and be able to articulate their Mi'kmaq identity and their connection to one of the 13 Mi'kmaq bands in Nova Scotia.
- The group's primary purpose must be to operate, sponsor or encourage Mi'kmaq arts and culture programs, activities, events, services within the Municipality of Chester.
- Groups are eligible for one Mi'kmaq Arts & Culture Project Grant per fiscal year. To find out if you are eligible for any other Municipal grants, please contact the Recreation Office.

Eligible Projects

- Projects or initiatives for which funding is requested shall be the creation or expansion of Mi'kmaq arts and cultural programs, events, and equipment within the Municipality of Chester.
- Open to all artistic practices, professional, emerging and amateur artists.
- Projects should foster a diverse and inclusive community and promote equal access and opportunity for all persons.
- Projects, activities, events, services, equipment and facilities must be open to all residents of the Municipality of Chester.
- Only expenses incurred after an application is submitted are eligible to be included in the grant request.

Funding

- The amount of total grant funding available for Mi'kmaq Arts & Culture Grants each year will be determined during annual budget deliberations.
- The maximum funding limit for a Mi'kmaq Arts & Culture Project Grant is \$3,000.
- Financial assistance should not be anticipated on an annual basis.
- Council looks favorably at applications that include funding from other sources (i.e. grants from other levels of government, in-kind contributions and fundraising efforts).

Application Procedure

- Applications must be submitted by the first Friday in October.
- Groups must complete and submit a Mi'kmaq Arts & Culture Project Grant Application Form. You may attach a separate document if there is insufficient space on the form for your response to each question.
- Completed application forms should be submitted to the Municipality as indicated on the form.
- The Recreation Committee supported by members of Wasoqopa'q and Sipekne'katik First Nations, the Mi'kmaq communities our Municipality resides within, will review all applications and make funding recommendations to Municipal Council for final approval.
- If groups have questions about the application form or would like to receive assistance in completing the form, please contact Recreation & Parks Services at 902-275-3490 or recreation@chester.ca.
- After a project is complete, groups are required to complete and submit a Final Report Form to indicate how the funds were spent.

Evaluation

Applications will be reviewed using the following criteria:

- Grant criteria have been met.
- Demonstrated positive community impact.
- The group has shown a financial need for grant funding.
- Evidence of fundraising efforts (these are funding sources other than the Municipality of Chester).

Grant Recognition

The Municipality of Chester encourages appropriate recognition as a funding partner of approved projects.

Note: The amount of grant funding available is limited. Council reserves the right to approve funding amounts lower than requested. Council also reserves the right to reject any grant application, regardless of whether the criteria have been met.