Rocket Shop Farm



Applicant Info

First Name:	Last Name:	
Phone Number:	Emai Address	:
Address Line:		
City:		ZIP/Postal:
Orga	anization Informa	ation
Full Legal Organization Name:		
Address Line:		
City:	State/Province / Region:	ZIP/Postal:
Phone Number:	Website:	
Executive Director Name:		Tittle:
Phone:	Emai Address:	
Additional Point of Contact Name:		Tittle:
Phone:	Emai Address:	
Year Established:	Total Org. Budget:	
Fiscal Year		
Month:	Day:	
501(c)(3)?		
☐ Yes ☐ No		
Total # of Board Members:	Total # of Full	Time Staff:
Total # of Part Time Staff:	Total # of Vol	unteers:
Organization Mission Statement:		
Brief Organization Description:		
Brief Overview of Population Served:		

Proposal

Proposal Summary:			
Statement of Need:			
Background:			
Goals & Objectives:			
Godis & Objectives.			
Methodology:			
	Activitie	es	
What activates will you do	o, if you are chosen for the grant?		
	——————————————————————————————————————		
Timeline			
	sk you will use to complete the activities? Reco	ord them here. If you need more space downlo	ad the
	completed, upload it at the end of the form.	,	
Tasks:	Responsible:	Start:	
Fnd·	Davs:	Status:	

Qualifications / Staff

Please fill out the names, qualifications, and responsibilities of the people who will participate in the project. If you need more space to add names, please download the fillable Qualifications and Staff Form Here, fill it out, and then upload it at the end of this form.

Name and Role:	Qualifications:	Respon	sibilities:			
Sustainability:						
How will you keep the project g	going after receiving the grant?					
	Budget & Justif	fication				
Please fill out the budget section to the best of your ability. If you need more space to add items to your budget, please download the fillable budget sheet here. Once it's complete, save and upload it at the end of the form.						
Budget Overview:						
Item Description:	Justification:	Cost:	Quantity:			
Conclusion:						
Appendix						
Email all completed applications to grants@rocketshopfarm.com						