

## Supporting Document Example: Grant Application – Organization Budget

This document provides an example organization budget. In order to be considered for a Community Gaming Grant, applicants must submit organization financial documents, including an organization-level budget for the current fiscal year. If your organization is unsure of what to include in the current fiscal year budget, the following example may be used as a guide. See Section 3.3 of the Community Gaming Grants: Program Guidelines for additional information regarding organization financial eligibility and requirements. The Program Guidelines and other online resources are available on the Community Gaming Grants Branch website, at: <https://www2.gov.bc.ca/gov/content/sports-culture/gambling-fundraising/gaming-grants>.

### Example: Organization Budget

<b>BUDGET <sup>1</sup></b>			
<i>[Name of Organization]</i>			
<b>Projected Revenues &amp; Expenses for [current fiscal year start date to end date]</b>			
	General Fund	Gaming Fund <sup>2</sup>	Total
<b>Revenues <sup>3</sup></b>			
Federal XYZ Department <sup>3</sup>	4,000	-	4,000
Provincial ABC Ministry <sup>3</sup>	3,000	-	3,000
Municipal Funding <sup>3</sup>	1,000	-	1,000
Community Gaming Grant <sup>2</sup>	-	5,000	5,000
Licensed Gaming <sup>2</sup>	-	1,000	1,000
Donations	1,000	-	1,000
Registration fees	15,000	-	15,000
Fundraising	2,000	-	2,000
Membership Fees	1,000	-	1,000
Interest & Other	1,250	250	1,500
	<b>\$28,250</b>	<b>\$6,250</b>	<b>\$34,500</b>
<b>Expenses</b>			
Advertising	750	-	750
Bank Charges	60	50	110
Heat & Light	500	1,000	1,500
Insurance	1,500	-	1,500
Legal	250	-	250
Miscellaneous	75	-	75
Office Supplies	1,200	-	1,200
Equipment Rentals	793	-	793
Rent	4,000	5,200	9,200
Telephone	622	-	622
Wages & benefits	18,500	-	18,500
	<b>\$28,250</b>	<b>\$6,250</b>	<b>\$34,500</b>
Excess of Revenues over Expenses	<b>\$0</b>	<b>\$0</b>	<b>\$0</b>

<sup>1</sup> Budget for your entire organization including all programs and all services, for the current fiscal year.

<sup>2</sup> Gaming funds include any funds generated through gaming, including licensed gaming events (e.g. raffles), Community Gaming Grants, gaming fund donations from Service Clubs, as well as any GST/HST rebates, interest and/or revenues from the sale of assets purchased with gaming funds.

<sup>3</sup> Itemize and identify all sources of funding. Do not use abbreviations or acronyms.