



SULLIVAN RENAISSANCE
2012 EXPRESSION OF INTEREST

Interested in applying for a 2012 grant? As Sullivan Renaissance finalizes its plans for the 2012 year, it would be helpful to know what types of projects you have in mind. Our staff is available to assist with the process.

Filling out this “Expression of Interest” form does not obligate an individual or organization to submit an application, nor does it guarantee funding.

Types of projects Sullivan Renaissance traditionally funds:

- *Beautification Grants*
 - Category A (single element projects)
 - Category B (multiple element projects at one location)
 - Category C (multiple element projects at multiple locations)
 - Maintenance grants for long-term projects
 - Community development grants
- *Seasonal Demonstration Grants*
- *Mini-grants for Beautification*
- *School and Youth Initiatives*
- *Technical Assistance Grants*
- *Environmental Initiatives*

If you would like to explore possible projects or need assistance in planning one, contact Sullivan Renaissance. Organizations that have not been part of the Sullivan Renaissance program in the past should contact us prior to submitting an application.

Please complete form on the reverse side as soon as possible.

Return no later than **December 3, 2011.**

For more information contact:

Glenn Pontier, Director

Phone: (845) 295-2445

Email: gpontier@sullivanrenaissance.org



2012 EXPRESSION OF INTEREST FORM

Name of applying group/organization: _____

Contact Person: _____

Mailing Address: _____

Phone: (day) _____ Phone: (eve) _____

Mobile: _____ Email: _____

1) Describe the type of project you are considering and its location:

2) Check one

- This will be the first Sullivan Renaissance project
- We have received a grant in the past.

3) Describe whether this is a new initiative or enhancement to an existing project:

4) Name the type of grant you might apply for (see list in instructions):

5) Sullivan Renaissance will follow up for more details. When is the best time to contact you?

6) Tell us anything else that we should know: