



USEF LITE ORGANIZER GRANT APPLICATION FOR USE OF AN APPLICANT STEWARD/TD

APPLICATION REQUIREMENTS FOR GRANT ELIGIBILITY:

- Must be a USEF Lite licensed competition for the 2023 or 2024 competition year
- Must be for the use of an enrolled Applicant Steward or Technical Delegate, not an existing USEF licensed Steward or Technical Delegate
 - The Applicant Steward or Technical Delegate must have completed the Designated Applicant Training
- The Competition Manager must be an Active Competing Member of USEF.

USEF is offering a grant program for USEF Lite licensed competitions to help offset the costs associated with hiring a USEF Applicant Steward or Technical Delegate. The \$250 grant will be issued to the Payee indicated below, if all requirements are met, and the Applicant Steward or Technical Delegate is approved. The grant is to be used solely for the costs of hiring an enrolled Applicant Steward or Technical Delegate. Each application must list the name of the Applicant official, and that individual must be an existing Applicant prior to the submission of this grant application.

COMPETITION NAME _____ COMPETITION # _____

COMPETITION MANAGER'S NAME _____ USEF ID _____

TELEPHONE # _____ EMAIL _____

LICENSEE'S NAME _____ USEF ID _____

TELEPHONE # _____ EMAIL _____

PLEASE INDICATE THE GRANT PAYEE: COMPETITION MANGAGER COMPETITION LICENSEE OTHER, PLEASE SPECIFY: _____

PAYEE MAILING ADDRESS _____

APPLICANT STEWARD/TD INFORMATION

NAME _____ USEF ID _____

TELEPHONE # _____ EMAIL _____

WHAT COSTS ARE YOU INCURRING TO HIRE AN APPLICANT STEWARD OR TD?

The decision to award funding is at the sole discretion of USEF. If a grant is awarded, recipient(s) will receive reimbursement up to two hundred and fifty dollars, upon receipt of the following:

- Completed Steward/TD USEF Lite Report submitted by the Applicant official post-competition.
- Proof of expenses spent for this role. Invoices and receipts must be submitted with this application.

Return applications to litegrant@usef.org

PAYEE SIGNATURE

DATE