



Community Grants Application

Western Nova Scotia has derived economic, recreational, and ecological values from our forests for many generations. Communities near mills have always benefited from companies' contributions to local initiatives. WestFor is joining the forest sector's community support efforts through a Community Fund for projects and organizations in the counties where it operates. Each year, \$1 for every two tonnes of wood harvested in a county will be set aside to be distributed back into that county in the subsequent year. The focus of the Community Fund will be to provide support for child and youth programs and outdoor recreation. Applications will be sought, and submissions will be reviewed by a committee comprised of a community representative from each of the counties benefiting from the Fund.

Funding will be considered for projects in the following counties:

1. Digby
2. Annapolis
3. Halifax
4. Hants
5. Kings
6. Queens
7. Shelburne
8. Lunenburg

Requesting Group Information

Name of Organization: _____
Street Address: _____
Mailing Address: _____
Email: _____ Telephone: _____

Name of organization Chairperson: _____
Email: _____ Telephone: _____

Application Contact: _____
Email: _____ Telephone: _____

Is the organization registered with the Nova Scotia Registry of Joint Stocks as a non-profit society or non-profit cooperative? Yes___ No___
If yes, please provide your Nova Scotia Registry of Joint Stocks registration number: _____



Organization Declaration:

I hereby certify that I act as a duly authorized representative of the organization and confirm to the accuracy and completeness of the information contained in this application.

Name of Organization representative: _____ Date: _____

Title of Organization representative: _____

Signature of Organization representative: _____

Submit application to communications@westfor.org by May 2nd, 2022.

We will be doing a Fall Application this year so please keep your eyes peeled for our applications starting August 15th, 2022.