



Toy Library Federation of New Zealand LOTTERY COMMUNITY GRANT Application Form for 2016



Please complete this form & return to TLFNZ c/o CCH, 301 Tuam Str, Christchurch 8640
OR via email to support@toylibrary.co.nz
To arrive **no later than Monday 14th November 2016**

Name of Toy Library: _____

Certificate of Incorporation: # _____ GST Number (if registered): _____

Are you registered with Charities: Yes/No Charities Number (if yes): _____

No of Financial Members: _____ No of Children Involved: _____

Primary Contact Person: _____

Phone Number: _____ Email: _____

2nd Contact Person: _____

Phone Number: _____ Email: _____

Date of Your Most Recent Annual Accounts: _____

Total Income from Annual Accounts: \$ _____ Total Expenditure from Annual Accounts: \$ _____

Cash of Hand from Annual Accounts: \$ _____ (i.e. all money in bank accounts, deposits & petty cash)

Money Reserved for Specific Purposes (state purpose and amount): \$ _____

Have you previously received a Lottery Grant: Yes/No When was the last time? _____

Please indicate which ONE option you would like to apply for:

Toys (*purchased through Toy Express*) to the value of \$950 OR

Insurance (*via the TLFNZ bulk scheme*) to the value of \$950
(balance to be spent on toys via Toy Express if premium is less than \$950)

WE the undersigned authorise TLFNZ to use these details and to act on our behalf in making a bulk grant application to Lottery Community:

Name: _____ Name: _____

Position: _____ Position: _____

Signature: _____ Signature: _____

Date: _____ Date: _____

Note: Both contact people must sign this form, and both must be office holders on the toy library committee

CHECKLIST! You MUST enclose with your application

- A copy of your most recent verified or audited accounts
- If your accounts are prior to 31 July 2016, then an up-to-date Statement of Financial Performance or Receipts and Payments Summary for the period from the end of your financial year to 31 July 2016
- A copy of your most recent Annual President/Chairperson Report