COVID-19 Access and Equity Grant Funding – Budget Example

Funding purpose: This funding will be used to ensure greater access and equity of COVID-19 vaccinations by populations disproportionately affected by COVID-19. **Maximum awards are \$95,000.**

Budget Detail:

Below are two sample budget frameworks that can be used to design your budget. If your organization has a preferable budget template, we encourage you to use that template for your grant application.

Your budget should align with project activities described in your narrative where you:

- 1. established that the use of funding will allow your organization to implement, support, and/or expand vaccination activities
- 2. explained ways funded activities will focus on vaccine education, awareness, and uptake in populations at higher risk of COVID-19

Remember: Your organization must have the ability to work within a **reimbursement model.** If you are unsure what this entails, please contact Bonnie Fulford at 804-762-1529 or <u>bonnie.fulford@vdh.virginia.gov</u>.

<u>Personnel & Fringe Costs</u> (If you are hiring or expanding a position for this project. Only personnel costs related to the project will be funded.)

Position Title/Project Role	Wage/Salary (per hour) and Fringe Costs	Number of hours projected	Total Staff Cost
			Sub Total

Operating Costs

These expenses should relate to the ways in which your organization will use grant funding to implement, support, and/or expand vaccination activities.

As applicable, include costs for supplies, travel, contractors, rentals (including storage for supplies related to the project and space at tabling events), software that helps facilitate information flow, transportation that takes someone to and from a vaccination appointment and other expenses that enable your organization to provide vaccine education, awareness, and uptake in populations at higher risk of COVID-19. (See **eligible** and **ineligible** expenses under <u>FAQs</u>)

Category	Item	Unit Cost	Quantity	Total Operating Cost
				Sub Total
				Total