



## **YOUTH COMMUNITY ACCESS GRANT PROGRAM FREQUENTLY ASKED QUESTIONS (FAQs)**

**Q: When must the funds be expended?**

A: Spring 2024.

**Q: Will there be future rounds of Youth Community Access grant funding?**

A: Yes. Rounds are anticipated annually.

**Q: When is the next solicitation of funding?**

A: The next solicitation is anticipated to open late Summer 2021.

**Q: My organization has several eligible projects that we feel are competitive. Should we submit one proposal for all projects, or individual proposals?**

A: Multiple projects cannot be submitted under one proposal; however, applicants may submit more than one proposal.

**Q: Can two or more entities submit an application together?**

A: No. One entity must be the sole applicant. Other entities can be project partners.

**Q: Can we sub-grant to our partners?**

A: No. Sub-granting is not allowed. Contracting for specific tasks necessary to execute the proposed project is allowed.

**Q: Can our program be completely virtual?**

A: No. Projects must provide physical access to the natural or cultural resources.

**Q: What tool should applicants use to determine if a project is located within a “low-income community”?**

A: Applicants may use any applicable tool that meets the program’s definition of low-income community. An acceptable user friendly tool is the Community FactFinder, developed by California State Parks, at <http://www.parksforcalifornia.org/communities>.

**Q: If we apply for a program where we take youth to the natural or cultural resources, do those resources need to be located in a low-income community?**

A: For programming only projects to meet the low-income criteria, 80% of the participants must be from a low-income area. The natural or cultural resource does not need to be physically located in a low-income community.

**Q: Can you fund an existing program?**

A: Yes. Existing and new programs are eligible.

**Q: Does the 25% non-construction cap apply to programming projects?**

A: No. The 25% non-construction cap applies only to capital development projects. If proposing a combination capital development and programming project, the 25% non-construction cap would apply to the costs associated with the capital portion of the project.

**Q: Are matching funds required?**

A: Matching funds are not a requirement of this program. However, projects may be more competitive when leveraging funds. Please note that matching or other sources of funds must be included in the cost estimate.

**Q: Are costs directly related to the grant project, but incurred prior to the project award date eligible for reimbursement?**

A: No. Costs must be incurred during the project performance period to be eligible. Grant funds cannot be expended until a grant agreement is executed which generally occurs within a few months after awards are announced.

**Q: Are stipends eligible?**

A: Yes. Stipends for the youth are eligible as a minor component of the project.

**Q: Can an applicant who cannot access SOAR due to computer and/or browser still apply?**

A: Yes. Applicants who can demonstrate hardship in accessing SOAR should contact the Natural Resources Agency.

**Q: Are workforce development and job training programs eligible?**

A: Yes. Workforce and job training programs are eligible as a minor component of the overall project to increase youth access to natural or cultural resources.

**Q: My non-profit is less than a year old. Can we submit a project proposal?**

A: No. Non-profit applicants must be a registered 501(c)(3) qualified to do business in California and incorporated for at least two years.

**Q: A minor component of my program involves taking youth to plant street trees in neighborhoods. Can I apply as a programming only project?**

A: No. The proposed program results in a capital development project and should be submitted as a combination programming and capital project.

**Q: How are natural and cultural resources defined?**

A: Appendix N in the Youth Community Access Program Guidelines includes definitions for natural and cultural resources.