



## 2023 AMHA Competition (Show) Grant Process & Guidelines

Five percent of the net proceeds from the AMHA Stallion Service Auction is available for the AMHA Show Grant Program for financially challenged Morgan competitions. Grant requirements must be met. Maximum grant per show is \$1,000. **The grant application period for 2023 opens on November 1, 2022, and closes at the end of the day (5:00 PM Eastern) on January 20, 2023.**

Grant monies may be utilized for expenses such as the examples listed here:

- EMTs (Medical personnel)
- Officials (Judge, Steward, TD, CD)
- Veterinarian(s)
- Farrier(s)
- Insurance
- Facility Rentals
- Footing in arenas, pens, warmup areas
- Memberships (Manager, Secretary, Judge(s), Steward(s), Competition Employee)
- Trophies & Awards

Grant monies may **NOT** be used for expenses such as those listed below:

- Appreciation Gifts
- Car Rentals
- Class Sponsorships
- Decorations
- Donations/contributions to charities
- Fines, fees, penalties
- Hospitality
- Internet Web design and updates
- Media: Ads for magazines, newspapers, radio, TV, etc.
- Memberships (Exhibitors)
- Office and mailing supplies
- Personal (cannot be used by for-profit organizations or individuals)
- Routine and Customary Expenses
- Telephone calls/telephone bills

Complete the application and submit it to the AMHA Office. Upon its submission, you will receive an email at the address provided on this application as verification that your document has been received. If you do not receive such an email within two (2) business days, please contact us.

All grant recipients must agree to expenditure responsibility disclosures and are, therefore, required to submit the Show Grant Follow-up Report no later than 30 days following the last day of the show. This will ensure consideration of future show grant applications. (If you are awarded a grant, this document will be mailed to you along with your check. It is also available on the website at <https://www.morganhorse.com/media-events/competitions/grants/>)