

Alabama Power Foundation
Power to Play 2016

1. Up to 36 grants of \$2,500 each will be awarded to high schools within Alabama Power's service territory. New to Power to Play in 2016, 18 grants will be awarded to arts programs and 18 will be awarded to athletics programs.
2. The goal of the grants is to increase the number of students participating in high school athletics and arts programs.
3. The grant program is limited to schools that are determined to have an overall financial need. A school is determined to have a financial need if 50 percent or more of its full-time students receive free or reduced-price meals.
4. Schools submitting an application must indicate the specific intended use of the grant money and an estimate of how many students will be impacted.
5. To apply for the athletic grant, a participating school must be a member in good standing with the Alabama High School Athletic Association (AHSAA).
6. The applicant must identify one of three goals for athletic grant money: (A) offering a new sport at the high school, (B) offering a new team (freshman team, JV team) in an existing sport, or (C) increasing the number of students carried on the roster of an existing team.
7. The athletic grant money can be used for any purpose that helps accomplish one of the goals specified in the application. Examples of permitted uses include: (A) the purchase of sport-specific equipment and/or uniforms for the new teams/new players, (B) the payment of a coaching supplement for the new team, (C) payment of expenses for the new team, such as referees, umpires and tournament entry fees, or (D) improvements to a sports venue that increase its capacity for handling new teams (for instance, lighting an outdoor field would be an acceptable use, while a new scoreboard would not).
8. The athletic grants also can be used to significantly reduce participation fees for existing teams as a way of increasing participation. A significant reduction means either (A) a decrease of 75 percent or more from the 2015-2016 per-player participation fees, or (B) reduction of participation fees to \$25 or less per player. Schools basing grant applications on this approach must provide supporting data.

9. Schools applying for arts grants must identify one of three goals for the money: (A) increase participation for an existing arts, fine arts or performing arts program, including but not limited to: band, visual arts, creative writing, theatre, choir and dance, (B) offer a new arts program, (C) enhance or upgrade supplies or equipment.
10. The arts grant money can be used for any purpose that helps accomplish one of the goals specified in the application. Examples of permitted uses include: (A) the purchase of new uniforms for dance teams or choirs, (B) purchase of equipment such as instruments for new band members, or production equipment not previously available at the school, (C) significant reduction of annual fees as a way to increase enrollment in an arts program. A significant reduction means a 50 percent decrease in annual fees from the 2015-2016 school year.
11. All applications are due by 6 p.m. Friday, Oct. 28, 2016. Late applications will not be accepted.
12. All applications will be reviewed by the Alabama Power Foundation for adherence to the Power to Play guidelines. If time permits prior to the deadline, schools will be notified if their grant applications must be modified. Applications submitted on the last day cannot be modified if problems are identified by the foundation.
13. Each approved application will be assigned to a group based on (A) the school's size and (B) the school's location within one of six Alabama Power divisions. There will be 36 groups in all.
14. Grant recipients will be announced by the end of the year.