

ALDERNEY ISLAND GAMES ASSOCIATION TRUST

Trustees :- John Wailer & Roger Featherstone.

OBJECTS of AIGAT

To encourage and foster the development of sport on the Island. This to be achieved by applying donor funds to the development of the competitiveness of players in Alderney representative teams intending to participate in the next forthcoming Island Games events; either:-

travelling off-island to participate in organised competitions prior to a relevant Island Games competition.

travelling off-island to receive coaching; or bringing suitably qualified coaches to the Island; in either case in preparation for an Island Games event.

RULES

1. Only well-prepared and properly presented written applications will be considered
2. Applicants must be Alderney associations belonging to the Alderney Island Games Association. The association must be committed to team representation at the next Island Games. Intended individual beneficiaries must be members of the applicant association.
3. Grants will normally be made only up to 70% of relevant travel or coaching costs, although Juniors eligible to compete in the next upcoming Island Games may be granted up to 100% if:-
 - a. they can demonstrate need and
 - b. relevant funds are potentially available.
4. Grants will only be made to associations on behalf of competitors who will meet the qualification requirements of the Island Games.
5. Aid will be restricted to sports listed on The International Island Games Association *List of Approved Sports*. Pub games and Table games are excluded.
6. Grants must be refunded where the planned arrangements are not fulfilled. Failure to do this may disqualify the sponsoring association from further grants from AIGAT.
7. Applicants must demonstrate, where relevant, that they are compliant with Child Protection Policies.
8. The decision of the Trustees is final and there are no rights of appeal. In particular, the minutes of meetings of the Trustees are confidential and not available to outside parties in any circumstances.