



CEDAR LODGE ENDOWMENT FUND

The income from this endowment is used for the purpose of supporting charitable projects which involve residential rehabilitation, assessment or teaching and research for persons recovering from head or other physical injuries. Applications for this award are reviewed throughout the year. The maximum allowable for any one project is \$10,000.

Applications for funding from the Cedar Lodge endowment are invited. Please submit your application with the following information. Include contact information for applicants as well as contact information of faculty sponsors if applicable.

- Concise description of your project and the activities to be undertaken
- Statement of the issues or community priorities that the project will address
- How the project was identified as a priority
- Which other organizations in the community you are working with (as appropriate)
- Start-up and completion dates
- Amount requested and justification

The College expects the following from grant recipients:

- Activities will reflect those described in the application
- Proper fiscal management
- Thorough and well-planned evaluation
- A final report (descriptive and financial)
- Public recognition of the support received from the College of Health Disciplines

Examples of possible uses are:

- An annual conference for disabled students or an annual student sponsored, community based conference regarding disabilities
- Annual student poster conference regarding disabilities
- Development of an interprofessional training package for placements in the area of disabilities
- Development of an interprofessional training package using WebCT to support placements in the area of disabilities
- Expansion of an interprofessional project at GF Strong to other sites serving people with disabilities
- Interprofessional student projects regarding disabilities or disability and the justice system.

Please submit your application c/o Susana Leon, Administrator, College of Health Disciplines at susana.leon@ubc.ca.