



Policy for Application/Request for City of Weatherford General Fund Revenue

This document was prepared to provide a framework for organizations and/or individuals to apply for or request funding from the City of Weatherford for General Fund revenue.

Application Process

- Annual/standard requests to be considered by the City during the annual budget process:
 - A fully completed application shall be submitted to the City of Weatherford Office of Management & Budget (OMB) by July 15.
 - Applicant shall give a presentation to the City Council during a regularly scheduled City Council meeting during August. Presentations are limited to a maximum of ten (10) minutes and should include the purpose of the request, how the request meets the proper use of General Fund revenue (that it is of benefit to all taxpayers in the community), and if City funds have been used in the past, the results of the use of those funds. The actual meeting time should be coordinated with OMB.
 - Applicants will be notified by October 1 of the City Council's decision on funding by the OMB.
- Special conditions requests may also be considered by the City during the fiscal year:
 - While the dates above may not apply, the general time-line of activities should be prepared for in the planning phase of the request.
 - Contact should be made with the OMB for discussion of actual calendar dates of application process.

Weatherford City Council Decision

- The Weatherford City Council may base approval, denial, and/or funding amounts on items such as, but not limited to, available funding, timing, merits of programs, applicability to proper or full use of General Fund revenues, performance, etc.
- All decisions of the Weatherford City Council are final.

Receipt of Funds Obligation

If an Organization is granted General Fund revenue by the Weatherford City Council, the organization must file a Post Funding Analysis with the City no later with 120 days from the funded event or by the June presentation if it is an annual funding request.