



AdCap is a program of...

GENYOUTH[®]
EXERCISE YOUR INFLUENCE™

Navigating

AdVenture Capital

Presented by
AdCapYOUth.org

Funding

Things to do!

Before Beginning

- Designate a “School Contact” who will be the primary adult contact at the school for AdCap communications and updates, and include his or her contact information in the Project Designer “Building Support” tile.
- After the student has submitted his or her Project online, an email will be sent from AdCap to the School Contact asking them to verify that the student has support to implement his or her Project.
- If the school isn’t already, sign up as a Fuel Up to Play 60 School.

Are my Students Eligible?

To be eligible for grants, students must meet the following criteria:

- Be between 13 and 17 years old.
- Designate one adult as their School Contact.
- Provide email addresses for themselves, their parent or guardian and the School Contact.
- Submit their Project online at AdCapYOUth.org and receive the AdCap Seal of Approval.

Now What?

Your student’s Project has been awarded grant funding from AdCap; now what?

- AdCap will reach out to the School Contact for the school’s mailing address and EIN number if this wasn’t provided during the approval process.
- After the Project review and approval, AdCap grant funding checks will be made out to the school and mailed within 4 weeks. At no time should a grant check be dispersed directly to a student or individual.
- AdCap recommends that the school, rather than the student, makes all purchases relevant to the Project. However, processes will vary from school to school, so talk with your principal or the district’s business office to determine the best one for the Project.
- Keep track of receipts and spending so that that funding updates can be provided to AdCap if and when requested.

Keep in Mind!

AdCap grant checks are meant to fund student-led Projects that show promise of leading to lasting change within the school or community. AdCap grant funding may not:

1. Be used on food sold at school to students or to subsidize food or the cost of meals served to students in the school meal programs.
2. Be used to purchase equipment for organized sports teams.
3. Be used to influence legislation or conduct any political or voter activities or to provide a grant to other individuals or organizations.

For more information, go to AdCapYOUth.org and visit the Funding Guidelines page.

Have questions or need more assistance? Email info@AdCapYOUth.org.

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