

# CnT Adventure Fund Application

You are about to embark on the adventure of applying to adventure funding. Get psyched! The Adventure Fund is a fund that was created by students, for students. The goal is to encourage larger trips to go out, and to encourage outdoor lovers to get experience that can benefit the entire club.

Feel free to be as creative as possible in your application (bonus points available), but keep it brief.

Applications are due by **Friday, April 20 at MIDNIGHT** to the CnT account (cabin.and.trail@gmail.com)

In addition to this application, applicants will be expected to give a brief presentation to the leader body the following week, on a date to be determined by availability (probs Thursday).

Questions? Blitz cabin.and.trail@gmail.com

Go play!

**Name(s)** \_\_\_\_\_ **Year(s)** \_\_\_\_\_  
**Phone#** \_\_\_\_\_

**What is your journey?** Tell us about the journey you are about to embark on. Please include dates, destination, route, and itinerary. Other things that are good to include are regional climate (political, social, and weather-related), travel plans, and back-up plans.

**What monies do you request?** Please give a detailed budget of trip expenses, and requested expenses. (Rarely does the fund cover the entire cost of the trip.)

**What are your plans for safety?** Please list any certifications of group members. We also like to know the general safety of the region you are going to, and your plan for emergencies.

**What is your motivation for going on this trip?** Express what will you learn, and why do you want to go.

**How do you plan to give back to Cabin and Trail?** To get an idea of this, many CnT adventure fund recipients have gone on to prepare presentations and write Woodsmoke articles. We also expect recipients to be excited to actively give back to the club in ways that include leading trip, planning trips. You definitely *don't* have to be a CnT leader to do this – there are many ways to be involved in the trip planning process and club operations.