TABLE OF EXAMPLE PROJECT ACTIVITIES AND FUNDING ELIGIBILITY

The following table provides some examples of typical project activities and their eligibility for grant reimbursement or match funding. Please note that this is not a comprehensive list, as every project is different.

Please consult with the Matching Grant Program Coordinator to discuss if your project includes activities not listed below.

	Eligible Expense	Eligible Expense
ACQUISITION COSTS	GRANT	МАТСН
Appraisal	•	•
Broker/agent fees	No	No
Escrow/closing (e.g., title insurance fee, escrow fees, recording fees)	•	•
Initial hazardous materials investigations (e.g., Phase 1)	•	•
Price or portion of price of acquisition (e.g., purchase or donation of project site)	•	•
Property survey	•	•
Staff time for negotiations, closing, etc. with the landowner	No	No
Standard County fees (e.g., voluntary merger, lot line adjustment)	•	•
Title report		

DESIGN COSTS – Total of all not to exceed 25% of grant funding and 25% of match funding

	Limited to <25% of total Grant	Limited to <25% of total Match
CEQA analysis		•
Conceptual plans	•	
Construction drawings	•	
Insurance and bonds for construction	•	•
Permits, City and County	•	
Permits, regulatory	•	
Personnel or contractor time spent on design, permitting, or other similar activities.	•	•
Restoration, planting and irrigation plans	•	•
Site analysis (cultural studies, existing conditions reports, etc.)	•	•
Stormwater Pollution Prevention Plans	•	•

IMPLEMENTATION Contractor and staff labor for implementation of project Construction or improvement of infrastructure outside project site boundaries	• No	MATCH No
Contractor and staff labor for implementation of project Construction or improvement of infrastructure outside project site boundaries		No
Construction or improvement of infrastructure outside project site boundaries		No
boundaries		No
In-kind contributions of materials, professional services (non-applicant), and labor (non-applicant)	N/A	•
 Materials and structures to implement the project such as: Plants, soil, erosion control, lumber, fencing, other restoration and construction materials Permanent interpretive/educational elements (e.g., kiosk, signage) Permanent elements for outdoor recreation/park facilities (e.g., interpretive signage, benches, bike rack, fishing pier, dock, boat put-in) Public access improvements (e.g., walkways, trails, creek crossings, ADA components, parking improvements that facilitate access) Other landscaping and gardening elements (e.g., greenhouses, fences) Small sheds for storage of property maintenance materials 	•	•
Mitigation costs on-site or off-site	No	No
Permanent public access improvements costs such as walkways, trails, creek crossings, ADA components and parking improvements that facilitate access	•	•
Planting monitoring and maintenance costs		
Purchase of tools, equipment (e.g., shovels, tractors) and office equipment (e.g. computers, furniture)	No	No
Rental of tools, equipment (e.g., shovels, tractors)		
Significant structural improvements for recreation facilities (e.g., swimming pool, playgrounds, water parks, gymnasiums)	No	No
Utility infrastructure that supports project (e.g., water hooks-ups for planting irrigation)		•
Waste disposal fees (e.g., trash, green) during project implementation		•

Eligible Expense Eligible Expense

GRANT

MATCH

OTHER

Costs incurred before project is accepted into the MGP	No	Maybe considered for acquisition costs
Fundraising, grant writing	No	No
Long-term leases	No	No
Meeting workshops, materials, food and room rentals	No	No
Monetary contribution from any source (e.g., public or private grant or donation, or funds from an organization or agency's allocated budget)	N/A	•
Non-project-specific expenses (e.g., utilities, rent, overhead)	No	No
Operations and maintenance of property	No	Limited to <50% of match
Project management costs related directly to implementation of the project		•
Research	No	No
Staff time for negotiating MGP documents with Ag + Open Space (conservation easement, matching grant agreement, recreation covenant)	No	No