



APRIL 2021

ACTIVEKIT GRANT

The ActiveKIT initiative is a grant being offered by the QLD Department of Tourism, Innovation and Sport. This grant aims to support innovative solutions within the Active Industry to increase physical activity opportunities for target cohorts and contribute to the Industry's capability and resilience.

The funding available for this grant is:

- Up to \$100,000, requiring a 20% applicant contribution;
- \$100,000–\$200,000, requiring a 50% applicant contribution.

The aim is to trial and implement new and innovative products or services that respond to two key challenges:

- Increase physical activity participation of Queenslanders who are insufficiently active (including children and young people aged 16-17 years, and adults experiencing socio-economic disadvantage).
- Strengthen the capability of organisations within the Active Industry including financial health and workforce capability.

Eligible costs for ActiveKIT projects include:

- Delivery of innovative, unique and new products or solutions to address the outlined Challenges including (but not limited to):
- solutions to attract participants from target cohorts in physical activity;
- system improvements to enhance organisational performance and financial health;
- new technology that modernises operations or activity delivery.
- Salaries of project staff (including salary-related on-costs);
- Services provided by external parties;
- Consumables and equipment;
- Domestic travel and accommodation;
- Items / services which can be reasonably attributed to the project.

Ineligible costs include:

- Food and Drug Administration (FDA), Therapeutic Goods Agency (TGA) or other regulatory approval costs;
- Capital works, expenditure and/or physical infrastructure including any buildings, telecommunications and IT networks;
- Employee allowances, bonuses and fringe benefits;
- International air travel;
- Domestic air travel other than economy class;
- Conference fees;
- Entertainment costs;
- Feasibility studies / research;
- Ongoing compliance fees and licences;
- Inventory and warehousing costs;
- Costs associated with securing (grant writers) and/or managing the grant funding;
- Business as usual or general operational activities and associated expenses;
- Concept development and idea generation;
- Distribution other than to send samples for market / customer acceptance testing;
- Distribution, purchase or import of existing products or technologies without significant adaptation;
- Costs incurred prior to entering into a funding agreement.

Key dates

22 March 2021	Applications open
19 April 2021	Applications close 5pm
1 June 2021	Successful projects approved can commence upon execution of a funding agreement with the Department
30 June 2022	Program period complete
31 July 2022	Outcomes report and final acquittal

Closing date for applications

As above, applications close at **5PM on 19 April 2021** so if you wish to learn further about this grant or make an application, please contact us to discuss.

More information can be found here: <https://www.dtis.qld.gov.au/sport/funding-programs/activekit>

For more information or assistance with your application please contact us:

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