



## TOWN OF SOMERS RECREATION SUBSIDY PROGRAM POLICIES



- The Recreation Subsidy Program is based upon Federal Poverty Guidelines and applicants are eligible for subsidy on an income-based sliding scale.
- Gross income for the past four consecutive weeks for all household members age 18 and up must be provided and includes, but is not limited to: employment wages, self-employment income, Social Security Disability/SSI, Social Security, pensions, child support, rental income, TANF, and unemployment benefits. A copy of the most recent Federal Income Tax Return is also required.
- Applicants who are working or attending school full-time are eligible to receive subsidies for up to 8 weeks of summer camp programming, per child.
- Applicants who are not currently working are eligible to receive subsidies for up to two weeks of summer camp programming, per child.
- Subsidies are non-transferable.
- Subsidies are provided on a first come, first served basis and are contingent upon receipt of evidence of all household income and availability of subsidy funds. Applications are due April 1st.
- Subsidies are available for select Recreation Department programs only. Please inquire with the Somers Recreation for a program list.
- Visit [somers.recdesk.com](http://somers.recdesk.com) or contact the Somers Recreation Department at 860-265-3840 for complete programming information including pricing and scheduling.
- The Town of Somers Recreation Subsidy is available to Somers residents only.
- Approval of a Recreation Subsidy outside of the income guidelines is at the discretion of the Recreation and Leisure Services Director.
- Please contact Social Services at 860-265-7551 to inquire about the Recreation Subsidy Program or to complete an application and submit required documents.

Qualifying Status	Eligible Subsidy Amount
Below 100% FPL	up to 90% subsidy
Between 100-125% FPL	up to 75% subsidy
Between 125% - 150% FPL	up to 50% subsidy
Between 150% - 200% FPL	up to 25% subsidy
Between 200% and 300%	up to 10% subsidy