**Section 1100.50 Funding Priorities**

a) The Administrator shall consider the following factors in determining whether and how much to fund a given applicant:

1) The extent to which a program implements the recommended services set forth in Sections 1100.100, 1100.110, 1100.120, 1100.122, 1100.124 and/or 1100.130;

2) The extent to which the applicant's stated goals are consistent with the delivery of services enumerated in Section 8 of the Violent Crime Victims Assistance Act;

3) The commitment and ability to provide the services for which funding is sought. Evidence of commitment and ability includes: programmatic expertise (i.e., qualifications, training, including in-service training for staff and volunteers, and experience of agency staff), level of resources available to the program and past grant compliance;

4) The number of people served, types of services provided and needs of the community as described in the grant application;

5) Evidence of community support exhibited by the grant application;

6) The organizational structure of the agency;

7) The extent to which the applicant proposes to maximize the use of volunteers and student interns;

8) The applicant's history of compliance with reporting, accounting and other requirements pertaining to grants awarded under this Part or under any other governmental program.

b) The Administrator shall compare and contrast the applicants' proposed programs to determine which applicants in a given geographic area are best able to maximize the number of victims and witnesses served and the types of services available to victims and witnesses.

c) The Administrator shall select applicants so as to maximize the number of victims and witnesses served and the types of services available to victims and witnesses statewide, as well as to provide opportunities for specialized services and training.

d) Grants will be made for a term of one year corresponding to the State's fiscal year, unless the Administrator determines that a shorter term is appropriate.