



Application:
Best Buy @15™ Challenge with Youth Venture
Due: October 27, 2008

Eligibility: Applicants for the Best Buy @15™ Youth Venture Challenge must be age 12-18 and residents of the United States or Puerto Rico. Applicants may be previous Youth Venture grant recipients or new Venturers. All applicants must be approved Venture Teams by September 1, 2008. Only one application may be submitted per person.

Send Completed Applications To:

Spectra Myers | Manager of Programming and Special Projects | 2831 Aldrich Ave. S, Minneapolis, MN 55408
Toll Free: 1-866-788-1628 | bestbuy15@youthventure.org

Lead Venturer Contact Information				
First Name			Last Name	
Date of Birth		I am currently in grade: <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 <input type="checkbox"/> 10 <input type="checkbox"/> 11 <input type="checkbox"/> 12 <input type="checkbox"/> College <input type="checkbox"/> Other		
Home Phone			Cell Phone	
Email Address				
Permanent Address				
Street Address				
City		State		Zip
Current Address (If different from permanent)				
Street Address				
City		State		Zip

Venture Information			
Name of Venture			Launch Month/Year
Youth Venture launch office	<input type="checkbox"/> New York <input type="checkbox"/> New England <input type="checkbox"/> Mid-Atlantic <input type="checkbox"/> Midwest <input type="checkbox"/> Seattle <input type="checkbox"/> Virtual Venture <input type="checkbox"/> Other, please specify: _____		
GenV.net Team Profile Name			
Other Venture Website (If applicable)			
Venture Email Address (If applicable)			

Ally Information				
First Name			Last Name	
Street Address				
City		State		Zip
Home Phone			Cell Phone	
Email Address				

Question responses should be a maximum of 250 words and a minimum 150 words (*approximately a paragraph*) in length.

Venture Questions	
1.	Provide an overview of the Venture you lead (or will lead), including your objective in launching the Venture and your Venture's main activities.
2.	Describe the impact your Venture has had in the community. What makes you the most proud about the work you have already completed? If possible, provide statistics, stories, or examples.
3.	If you are selected as a Best Buy @15™ Challenge recipient, what will you do to increase the impact of your Venture? Be as specific as possible in describing the problem you are trying to address and outlining your goals.
4.	What is unique or creative about the approach your Venture will take to address this issue in the community?
5.	What personally inspires you as a young changemaker to pursue this idea?

6.	Success will be defined differently by each Venture Team. How will you know that your Venture is achieving its goals and benefiting the community?
7.	How will the additional funding help you increase the impact of your Venture? What plans do you have to keep your Venture going and growing?

Budget				
Major Supplies/Expenses	Cost of One (\$)	Number Needed (#)	Total Cost \$ <small>(cost of one multiplied by number needed)</small>	Event or project for which supplies will be used
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				
13.				
Total Expenses:				
<small>(add all numbers in Total Cost column)</small>				

Media Permission Form

Everyone, regardless of age, needs to sign this form to give Youth Venture, Best Buy and our partner organizations permission to use their image and story; however, only individuals under the age of 18 need to have their parents/guardian's signature as well.

I, _____ (print first & last name), agree and authorize the use by Youth Venture, Best Buy and partner organizations of pictures and information about my Venture in any and all promotional materials including websites, print, (newspapers, magazines, catalogs, brochures) and all digital and electronic (TV/radio) media.

Partner organizations may include, but are not limited to, schools, community based organizations, youth organizations, corporate and nonprofit sponsors, public relations firms and advertising agencies.

Venturer Signature: _____ Date: _____

If under 18 years old:

I, _____ (print first & last name), agree and authorize Youth Venture to use my child's information as stated above.

Parent Signature: _____ Date: _____

Demographics

Which of the following describe your race or ethnicity? (Please select all that apply)*

- American Indian/Native American
 - Alaskan Native
 - Hawaiian Native
- Asian
 - Pacific Islander
- Hispanic/Latino
- White, not of Hispanic origin
- Black or African American, not of Hispanic origin

*Youth Venture collects participant statistics in order to complete reporting requirements to our funders and ensure that we are working with a population of youth that is as inclusive as possible. The information you provide has no bearing on your receiving support from Youth Venture. All responses will remain confidential, and will only be used in the aggregate.

Conditions of Association

I, _____ (print first & last name), understand and agree to the conditions of association and Youth Venture terms and legal agreements as stipulated below.

Venturer Signature: _____ Date: _____

Nothing is more critical in becoming a Youth Venturer than knowing right from wrong and being trustworthy and responsible. These Conditions of Association define core standards everyone involved with Youth Venture can expect from their colleagues. By joining the Youth Venture community, you accept these standards as your own, you understand the responsibilities associated with becoming a Youth Venturer, and you agree not to pursue activities that could potentially harm other individuals or teams or discredit Youth Venture as an organization.

Because these issues are so important, Youth Venture is available to help you think them through. Please call us if you would like to discuss any potentially controversial components of your Venture. By signing this document, you, your Venture Team, and all members of the team agree to abide by the following standards of behavior. Youth Venture reserves the right to withhold or withdraw membership and support from any Venturer or team that violates any of the following principles:

1. Violence. Youth Venturers will not advocate for, participate in, or endorse any type of violence.
2. Diversity. Youth Venturers will not tolerate discrimination of any kind, including but not limited to:

- discrimination on the basis of race, age, class, religion, ethnicity, nationality, gender, or sexual orientation.
3. **Illegal Activity.** Youth Venturers will not engage in or advocate for any type of illegal activity.
 4. **Religious Respect.** Youth Venture respects religious freedom. We welcome partnerships with people of faith and faith-based organizations. Youth Venturers and their teams, consistent with these values, can be moved by faith but may not coerce others or use their Venture to preach to or try to recruit or convert others.
 5. **Political Partisanship.** Youth Venturers are active citizens. It is entirely appropriate for Teams to undertake issue advocacy and education, including support for referenda. However, it is important that no Venture be used for partisan political ends. Venture Teams may not endorse, advocate for, or promote political parties or candidates for public office – directly or indirectly.

Youth Venture supports the right of every young person to dream his or her own dream – and to organize and make it happen. Upon accepting and respecting these five values and standards of conduct, we welcome every young person who has the courage and energy to build their dream as members in the Youth Venture community. Youth Venture’s support of a team does not necessarily indicate endorsement of its perspective or proposals, but rather support of the right of young people to be change agents in their communities.

Youth Venture Terms and Legal Agreements

Please review the Youth Venture terms listed below and sign the Conditions of Association to indicate that you have read and agreed to the following:

- 1) Your Venture Team will spend the funding only for the purposes outlined in your application. **Your team must provide 6 and 12 month grantee reports at the request of Youth Venture.**
- 2) You and your team will work with at least one Ally to support your Venture.
- 3) You and your team will acknowledge the full range of Youth Venture’s support in interviews, conferences, and recognition opportunities related to your Venture.
- 4) You and your team agree and understand that your failure to carry out any of the terms described in this agreement may result in termination of support for your Venture.
- 5) You and your team take full responsibility for all actions related to your Venture and understand that Youth Venture is not responsible for your Venture or any of its activities.
- 6) Your organization will provide contact information for all team members, both current and future.

The Lead Venturer must sign the Conditions of Association to indicate that (s)he has read and agreed to the terms described on the preceding pages and the YV legal agreement below.

THIS IS AN IMPORTANT LEGAL NOTICE: PLEASE READ THE FOLLOWING CAREFULLY. IF YOU DO NOT UNDERSTAND IT, HAVE SOMEONE READ IT AND EXPLAIN IT TO YOU. YOU ACKNOWLEDGE AND AGREE TO THE FOLLOWING:

1. YOUTH VENTURE, INC. (“YV”) PROVIDES ASSISTANCE, RESOURCES, AND GRANTS FOR START-UP EXPENSES TO PARTICIPANTS IN VENTURES.
2. YV IS NOT, FOR LEGAL OR OTHER PURPOSES, A PARTNER, JOINT VENTURER, PRINCIPAL, AGENT, MANAGER, DIRECTOR, SHAREHOLDER, OR MEMBER OF ANY VENTURE OR ANY PARTICIPANT IN ANY VENTURE. NEITHER YV, NOR ANY OFFICER, DIRECTOR, OR EMPLOYEE OF YV, HAS ANY RIGHT, POWER, OR AUTHORITY TO MAKE DECISIONS FOR OR TO BIND LEGALLY ANY VENTURE OR PARTICIPANT, OR TO CONTROL ANY OF THE ACTIVITIES, BUSINESS, OR AFFAIRS OF ANY VENTURE OR PARTICIPANT IN ANY VENTURE. PARTICIPANTS IN VENTURES ARE SOLELY AND EXCLUSIVELY RESPONSIBLE FOR MANAGEMENT AND CONTROL OF THE VENTURE, FOR THE ACTIVITIES AND BUSINESS OF THE VENTURE, AND FOR ALL OF THEIR CONDUCT, ACTS, OR OMISSIONS. PARTICIPANTS ASSUME ALL RESPONSIBILITY AND RISK ASSOCIATED WITH PARTICIPATION IN THE VENTURE AND THE BEST BUY @15 YOUTH VENTURE CHALLENGE.
3. PARTICIPANTS IN VENTURES ARE SOLELY RESPONSIBLE FOR CONSULTING WITH QUALIFIED PROFESSIONALS AND INVESTIGATING, UNDERSTANDING, AND COMPLYING WITH ANY AND ALL FEDERAL, STATE, AND LOCAL LAWS, CODES, REGULATIONS, AND ORDINANCES WHICH MAY APPLY TO THEIR VENTURES AND THE ACTIVITIES AND/OR BUSINESS IN WHICH SUCH VENTURES MAY ENGAGE.
4. THERE MAY BE TAX CONSEQUENCES ASSOCIATED WITH THE FUNDS A VENTURE OR PARTICIPANTS IN A VENTURE RECEIVE FROM YV, AND WITH ANY INCOME RECEIVED BY A VENTURE, WHICH MAY INCLUDE, AMONG OTHERS, AN OBLIGATION TO REPORT AS INCOME AND TO PAY TAXES ON SUCH FUNDS/INCOME TO FEDERAL, STATE, AND OR LOCAL AUTHORITIES. IT IS UP TO THE VENTURE’S PARTICIPANTS TO DETERMINE THE TAX CONSEQUENCES OF SUCH FUNDS/INCOME, AND TO COMPLY WITH ALL APPLICABLE LAWS IN ALL RESPECTS.
5. YV CANNOT PROVIDE LEGAL OR TAX ADVICE. PLEASE CONFER WITH QUALIFIED PROFESSIONALS TO HELP YOU DETERMINE AND COMPLY WITH YOUR LEGAL AND TAX OBLIGATIONS.