Finding Funding

- Connect with OGR staff early!
- Talk with colleagues and collaborators.
- Sign up for listservs.
- Network through professional organizations.
- Investigate foundations, government agencies & corporate sponsors.
- Search the Pivot database.

Let's Connect

Roger Wareham Director

warehamr@uwgb.edu

Kristin Kearns
Pre-Award Program Specialist
kearnsk@uwgb.edu

Trisha Linssen
Pre-Award Program Specialist
Iinssent@uwgb.edu

Jeff Selner Grants Accountant selnerj@uwgb.edu

McKinley Lentz Grants Associate lentzm@uwgb.edu

Website *www.uwgb.edu/research*

The Proposal Submission Process



Early – Contact OGR for assistance with finding an appropriate funding opportunity, creating a budget, reviewing a narrative, etc.



T-5 business days before deadline: Principal Investigator (PI) provides a complete submission package to OGR via email for final review.



T-4/3/2 days: OGR reviews for completeness and compliance, then provides approval routing instructions to Pl.



T-4/3/2 days: PI submits the electronic Extramural Transmittal Form (ETF) to collect approval signatures.



T-3/2/1 days: OGR notifies PI when approvals are secured.



T-0: Your Grant Proposal is Submitted!



Office of Grants & Research



Grants Assistance













We're here to encourage and guide you through the funding process, and to answer all your questions regarding grant funding.



OGR assists faculty and staff in procuring external funding to support research, scholarship, and other creative activities.

DRAFTING YOUR BUDGET

- Consult OGR staff for budget templates and assistance!
- What is the project period?
- What resources will the project need?
- Does the sponsor indicate any restrictions on use of funds?
- Is there a cost-sharing requirement?
- Are indirect costs (F&A) allowed or restricted?

DRAFTING YOUR PROPOSAL

- Connect with OGR staff early and often!
- Read the RFP and other guidance carefully, and ask questions.
- Organize partnerships early.
- Ask colleagues to review a draft of your proposal.

