



Grant Program Application

The Burnet Economic Development Corporation (BEDC) has created a Business Grant Program (BGP) to improve visual appeal, and support and incentivize improvements to the external appearance and signage of commercial properties.

Unless otherwise approved, all costs under the grant program shall require receipts and proof of payment prior to reimbursement.

To be considered for incentives, complete the application and submit with the following:

- Proof of ownership and/or occupancy such as deed/lease; If the applicant does not own the property on which the project is located, the applicant must provide proof satisfactory to the City that any proposed permanent improvements are allowed and authorized by the owner.
- Detailed explanation of proposed improvements to include renderings, elevations, drawings, etc.
- Photograph(s) of existing conditions.
- Construction cost breakdown on eligible improvements.
- Detailed timeline of the proposed project.

Submit all applications and related inquiries to: PO Box 1369, Burnet, Texas 78611 or bedc@cityofburnet.com

Please complete all sections below. Incomplete applications will not be reviewed.

Applicant Name
Business Name
Mailing Address
Phone Number
Email Address
Building Owner (if different than applicant)
Building Owner Contact Phone (if different than applicant)
Building Owner Email Address (if different than applicant)
Project Site/ Address

About the Business

Type of business _____

Business owner(s) (if multiple, list here with ownership %) _____

Number of employees _____

Describe length and monthly terms of your lease (if applicable) _____

Hours of operation _____

About the Project

Building/Property Address _____

Size of space _____

Anticipated start date _____

Anticipated date of completion _____

Total project budget _____

Administrative

Have you received any economic incentives from the BEDC in the
past 24 months? (Yes/No) _____

Signed Understanding

I have read and understand the program guidelines.

Applicant Signature

Date