

12 September 2014

Aurizon's Community Giving Fund provides an outlet for Esperance kids in the holidays

Australia's largest rail freight operator Aurizon is kicking off another round of community grants on 15 September 2014.

The Community Giving Fund program has supported 149 worthy charities across Australia since its inception in 2011.

One of the worthy recipients was Inclusion WA who were awarded a grant for their Esperance Inclusive Community Program.

Inclusion WA Sport and Community Development Office, Eleanor Jones says Aurizon's Community Giving Fund grant will support the facilitation of the Esperance Inclusive Community Program.

"The Esperance Inclusive is a multi-activity program which sees local sport and recreation clubs being supported to run skill development sessions open to all people in the community during the holidays.

"These sessions have been developed to encourage social inclusion – to bring together young people from diverse backgrounds & of ranging ability levels.

"The program is not just about participation opportunities during the holidays; it's about linking disconnected or disengaged community members to local clubs on an ongoing basis.

"The Aurizon grant will support Inclusion WA to undertake extensive mentoring and training with steering committee members to develop and implement strategies to allow this group to manage the Esperance Inclusive Holiday Program beyond the project end date."

Aurizon Managing Director and CEO Lance Hockridge is calling on the community to encourage local charities to apply.

"The Community Giving Fund can genuinely make a world of difference to those in need.

"We are calling on all charities and not for profit organisations who have projects based on environment, community safety, education or health and wellbeing to apply for a grant of up to \$20,000."

“Apply and let us help you to help those who need it.”

The Community Giving Fund opens on 15 September 2014 and closes at 5pm AEDST 24 October 2014.

To apply visit www.aurizon.com.au/community.

