



The Virginia DECA Diamond Fund provides need-based financial support to help student members participate in the State Leadership Conference (SLC) and International Career Development Conference (ICDC). The program ensures every qualified member can experience DECA's state and international opportunities, regardless of financial barriers.

ELIGIBILITY CRITERIA

To qualify for the Virginia DECA Diamond Fund, a student must:

- 1.Be a paid member of local DECA chapter, VA DECA, and National DECA.
- 2.Be qualified to compete at the State Leadership Conference (SLC) or International Career Development Conference (ICDC).
 - 1.Demonstrate financial need, such as:
 - Free or reduced lunch status, or
 - Other verifiable hardship or extenuating circumstances.
 - 2. Confirm attempts to fundraise or contribute personally toward their DECA participation.

APPLICATION PROCESS

Student Submission:
 <u>https://bit.ly/VADiamondFund</u> Advisor &
 Counselor Confirmation Form

Deadline:

- SLC application due January 9, 2026
- ICDC applications may be considered after SLC pending available funds. The application deadline will be March 7th.

ADDITIONAL INFORMATION

- Open to current paid high school DECA members
- Flexible for special cases
- Communication and accountability via Google Form system
- Full conference registration payment required by deadlines, regardless of Diamond Fund status
- Reimbursement issued after conference, once all registration drops are confirmed



• Applications will be reviewed by a Virginia DECA Diamond Fund Committee.

VIRGINIA DECA

DIAMOND

- If funding requests exceed available funds, a tiered lottery system will allocate awards based on need and requested amounts.
- Priority will be given to students with the highest demonstrated need, with flexibility for extenuating circumstances.

Funding Tiers Based on Free/Reduced Lunch Eligibility

School's F/R Lunch %	Funding Eligibility
25-49%	Up to 25% of funds requested
50-74%	Up to 50% of funds requested
75-100%	Up to 100% of funds requested