

- is incomplete, we will send it back highlighting the missing information, and we will only process it once all of the required information has been received;
- is ineligible, it will be rejected.

If your application is eligible, a forester will arrange to carry out a site visit to confirm suitability. If your application is successful, you will receive a letter of approval, an annotated map and a claim form.

What type of operations qualify for a Forest Environments Grant?

Different types of projects will be considered under the Woodland Environment Grant scheme. However, all projects must demonstrate a contribution towards the objectives mentioned above. One such example is the control or eradication of invasive species such as rhododendron, which pose a threat to existing woodland ecosystems.

Frequently asked questions



Can I get a Woodland Environment Grant for carrying out normal woodland management operations?

No. Support under the Woodland Environment Grant will only be offered for projects which are over and above that normally regarded as good woodland management and do not lead to any significant increase in the value or profitability of the forestry holding.

When do I receive Forest Environment payments?

Woodland Environment Grant will be paid upon condition of competitively tendered and agreed costs for the project following verification and inspection of receipts.

Under the Sustainable Forestry Operations Grant scheme, applications totalling five hectares or less will receive the full payment at the end of the first year. For schemes over five hectares plans will be annualised over the agreement period and grant paid annually in arrears on condition of inspection and approval.

Where can I find out more?



If you would like to find out more, please contact us:

Tel: 0845 3044 509

Website: www.rdpni.info

Email: rdp@dardni.gov.uk

Write to us at: Rural Development Programme, Room 141, Dundonald House, Upper Newtownards Road, Belfast, BT4 3SB

or call in to your local DARD office.