2024 Delaware Local JAG Allocations

Listed below are all jurisdictions in the state that are eligible for FY 2024 JAG funding, as determined by the JAG formula. For additional details regarding the JAG formula and award calculation process, with examples, please refer to the JAG Technical report here: https://bjs.ojp.gov/library/publications/justice-assistance-grant-jag-program-2022 and current JAG Frequently Asked Questions here: https://bja.ojp.gov/program/jag/frequently-asked-questions.

Finding your jurisdiction:

- (1) Disparate jurisdictions are listed in shaded groups below, in alphabetic order by county.
- (2) Direct allocations are listed alphabetically below the shaded, disparate groupings.
- (3) Counties that have an asterisk (*) under the "Direct Allocation" column did not submit the level of violent crime data to qualify for a direct award from BJA, but are in the disparate grouping indicated by the shaded area. The JAG legislation requires these counties to remain a partner with the local jurisdictions receiving funds and must be a signatory on the required Memorandum of Understanding (MOU). A sample MOU is provided online at: https://www.bja.gov/Funding/JAGMOU.pdf. Disparate jurisdictions do not need to abide by the listed individual allocations, which are provided for information only. Jurisdictions in a funding disparity are responsible for determining individual amounts within the Eligible Joint Allocation and for documenting individual allocations in the MOU.

State	Jurisdiction Name	Government Type	Direct Allocation	Joint Allocation
DE	KENT COUNTY	County	*	
DE	DOVER CITY	Municipal	\$64,486	
DE	SMYRNA CITY	Municipal	\$11,402	\$75,888
DE	SUSSEX COUNTY	County	*	
DE	GEORGETOWN CITY	Municipal	\$11,592	
DE	LAUREL TOWN	Municipal	\$10,770	
DE	MILFORD CITY	Municipal	\$16,786	
DE	SEAFORD CITY	Municipal	\$16,471	\$55,619
DE	MIDDLETOWN CITY	Municipal	\$13,240	
DE	NEW CASTLE COUNTY	County	\$163,814	
DE	NEWARK CITY	Municipal	\$17,041	
DE	WILMINGTON CITY	Municipal	\$194,348	
	Local total		\$519,950	