



Sliding Scale Guidelines

Wilderness Torah offers a sliding scale for several programs, balancing the values of financial accessibility and financial viability. In these cases, please choose the price tier you can most afford.

Lower-income rate: This option applies if you truly need to pay less to afford this program. Criteria to consider:

- I am a low-income earner or at poverty level, and I am eligible for public assistance.
- I am a single parent and the sole provider of my family.
- I am unemployed or under-employed and struggling to meet basic needs. I have debt and it sometimes prohibits me from meeting basic needs.
- I am a renter and not of the property-owning class. I do not have a car or have limited access to a car but can't always afford gas.
- I have medical expenses causing an inability to meet basic needs.

Medium-income rate: This option applies if you can afford the actual break-even price for running this program. Criteria to consider:

- I am employed and meeting my basic needs. I have access to financial savings.
- I own or lease a car. I have access to healthcare.
- I have some expendable income. I am able to buy new items. I can take a vacation annually or every few years without financial burden.

Higher-income rate: This option applies if you can help support the costs of running Wilderness Torah programs, as well as people paying the lower-income rate. Criteria to consider:

- I am employed or do not need to work to meet basic needs. I am unemployed or work part-time by choice.
- I own a home, land, and/or am of the property-owning class. I have investments, retirement accounts, and/or inherited money. I may have some debt but it does not prohibit attainment of basic needs. I have access to family money and resources in times of need.
- I own or lease a car. I have expendable income to travel recreationally. I have a relatively high degree of social capital and/or earning power due to racial privilege, class privilege, gender privilege, level of education, my able body, etc.