

Multifamily RFP – Information Session
Questions / Answers
October 7, 2015

Q. Has the City developed a Needs Assessment for housing needs per community?

A. The City spent approximately 1½ years developing a planning study to guide its use of Disaster Recovery Round 2 funds. This study identified the Community Revitalization Areas that are identified in the slide.

Q. Will the scoring on submittals be published for each project submitted?

A. No

Q. How old can the Phase I be?

A. 6 months

Q. Can the Phase I be prepared for someone other than the current developer?

A. Yes

Q. Is there any flexibility in the term of the LURA?

A. If federal funds are used in the project, there is no flexibility. If only private funds – for example, TIRZ funds – are used, there may be some flexibility

Q. Will elderly deals be considered?

A. Yes

Q. Can you receive these funds after you've closed on the site?

A. You can apply for funds if you already own the property. However, we strongly discourage anyone from closing on a property while you are applying for our funds, because there is no guarantee that we will provide funds for your project.

Q. Explain what funding amounts are available from each funding source

A. Based on recent history, we expect to receive approximately \$7 million in HOME funds. For CDBG, TIRZ and Bonds, the allocations are distributed within the department, so we don't currently know how much will be allocated to Multi-Family.

Q. Have Revitalization zones been determined that will qualify for points under the 2016 QAP?

A. We are working with TDHCA to have the DR2 CRA's reinstated into the QAP

Q. What if qualified Section 3 contractors cannot be found, even after best efforts?

A. You would need to provide strong evidence that sincere best efforts were made. Our compliance staff will work with you to help you achieve the Section 3 and MBE/SBE goals.

Q. Do detailed plans need to be submitted by the application deadline?

A. We want to see, at a minimum, a site plan of the proposed building(s), basic renderings, and unit drawings.