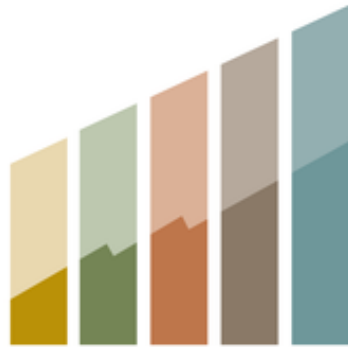


Montana Department of Commerce
Community Development Division

CDBG-CV award
for





- The CARES act allocated this additional funding to states through HUD
- CDBG-CV funds must be used for activities that prevent, prepare for, and respond to COVID-19
- Montana Department of Commerce determined State CDBG-CV funds would be used to fund public facility, public services, and housing and homelessness assistance projects
- State held a competitive grant opportunity in 2021 to allocate the last of its CDBG-CV funds

Community Development Block Grant Coronavirus



- Oct 2021: City submitted NeighborWorks Montana proposal for a new Resident Owned Community (ROC) in Missoula
- Dec. 2021: Notice of \$850,000 award and 6-month pre-contracting process
- Sept. 2022: both State and subrecipient contracts are ready



River Acres ROC, Missoula

Manufactured home communities are at significant risk of redevelopment leaving residents without affordable housing options.

Displacement from stable housing significantly increases risk of exposure to COVID-19 and can increase community spread.

ROC program residents purchase and operate their communities, creating stable and affordable places residents are proud to call home.



NWMT went under contract on Old Hellgate Village in June. Resident purchase is expected to be completed in October.

- Built in 1968
- 34 lots
- Total Project size \$3,026,000
- \$835,000 CDBG-CV



High level of resident participation and engagement from residents.

- 29 out of 30 eligible households have joined as members of the ROC - over 95% participation!
- Mix of young families, empty nesters, and retirees
- Of surveys collected to date 60% of households are below 60% AMI

I move the City Council approve and authorize the Mayor to sign the contracts with the Montana Department of Commerce awarding \$850,000 to the City of Missoula for a Resident Owned Community (ROC) project in Missoula, and with NeighborWorks Montana awarding \$835,000 as a subrecipient to create the ROC.

Recommended Motion