



Housing/Community Development/Social Services Committee - Board of Representatives

Elaine Mitchell, Chair

Lila Wallace, Vice Chair

Committee Report

Date: Wednesday, September 21, 2016
Time: 6:30 p.m.
Place: Democratic Caucus Room, 4th Floor, Government Center, 888
Washington Boulevard

The Housing/Community Development/Social Services Committee met at the above time and place. Present were Chair Mitchell, and Vice Chair Wallace; Committee Members Reps. McNeil, Moore, Mahoney and Watkins. Excused were committee member Giordano. Also present were Eric Larson, Community Development; Michael Bagley, Sound Waters; and David Stein, Zoning Board.

Chair Mitchell called the meeting to order at 6:33 p.m.

The Committee first considered Item no. 2.

Chair Mitchell opened the public hearing at 6:34 p.m.

Item No.	Description	Committee Action
¹ 2. HCD29.50	APPROVAL <u>and public hearing</u> ; Request from New Neighborhoods, Inc. to use Year 42 award of \$150,000.00 to NNI Bell Street Limited Partnership for the Atlantic at NNI Belltown Manor, 09/07/16 – Submitted by Erik Larson	NO ACTION TAKEN

Mr. Burkhardt explained that they would like to use the funds awarded to a property on Burdick Street which is leased from the city and houses 27 affordable rentals for the elderly. At the time of applying for the CDBG funds for the property on Bell/Atlantic Street they did not think they qualified for the State of Connecticut Housing Tax Credit Contribution Program, but after talking to CHFA, they decided to apply and were awarded the full amount of funds. The property on Burdick Street needs major improvements including: replacement of kitchens, proper handicap access in bathrooms and repointing exterior of the building.

Chair Mitchell asked that New Neighborhoods submit in writing a list of how the funding will be used.

Chair Mitchell stated tonight's meeting was a public hearing and will take action at the October's meeting.

¹ Video time Stamp 00:01:40

- ²1. [HCD29.49](#) APPROVAL; Consideration of a request to modify the Community Development Department budget to move \$5,600 in YR42 HOME Administration funds (salaries) and \$11,200 in CDBG Administration funds (salaries) to a HOME Seasonal and CDBG Seasonal line to allow the department to hire a Seasonal Office Worker.
08/04/16 – Submitted by Erik Larson
- Committee
Approved 5-0-0**

Mr. Larson said he's been operating the department by himself and once all contracts are settled he will look to hire permanent staff for the department.

A motion to approve this item was made, seconded and approved by a vote of 5-0-0. (Mitchell, Mahoney, McNeil, Moore and Watkins and in Favor.

- ³3. [HCD29.43](#) REVIEW; Creating One Source where all Affordable Housing Funds are located and from which they are Disbursed.
03/08/16 – Submitted by Rep. Mitchell
03/22/16 – Report Made & Held in Committee
04/19/16 – Report Made & Held in Committee
07/19/16 – Report Made & Held in Committee

Chair Mitchell explained the reason for having administration at the meeting was to see if they agree with affordable housing being distributed from one source. Mr. Mahoney added, the Committee would like to know if the City has a Master Plan or goals for housing funds.

Ms. Bromley said the opportunity is welcome but added that Corporation Council would need to be involved because of the restrictions on housing funds. Mr. Pollard added he talked to the Mayor briefly regarding this issue and he expressed he is in agreement as long as the legal restrictions are dealt with first.

Mr. Mahoney said the Committee's goal, as a group including Administration, the Legislative Body and the Community are to have a master plan regarding housing funds and implement a coordinated and transparent plan to distribute these funds which will include all the restricted regulations.

Chair Mitchell said they will invite Corporation Council to the next meeting.

The meeting adjourned at 7:35 p.m.

Submitted by,

Elaine Mitchell, Chair

This meeting is on [Video](#).

² Video Time Stamp 00:21:30

³ Video Time Stamp 00:26:32