

FY 2015-20 Community Development Block Grant Priority Needs & Objectives

Priority: Affordable Housing*

- Increase the availability of affordable rental housing for extremely low (30% AMI), very-low (50% AMI), and low (80% AMI), income households.
- Preserve existing affordable rental housing and ownership for households at or below 120 percent of the area median income (AMI)
- Reduce Housing discrimination and barriers to housing for persons with disabilities
- Sustain and improve access to affordable housing in Alameda through programs such as Fair Housing and Tenant Landlord Counseling

Priority: Homelessness*

- Prevent homelessness and other housing crises.
- Increase housing opportunities for homeless and extremely low-income households.
- Deliver support services to promote stability and independence.
- Measure success and report outcomes.

Priority: Other Special Needs*

- Increase the availability of service-enriched housing for persons with special needs.

Priority: Non- Housing Community Development *

Public Services

- Preserving Alameda's "Safety Net" services for families and individuals (including seniors) who are vulnerable and in crisis, through programs that provide food, shelter, case management services, personal safety services, and homeless prevention services such as short-term rental and utility assistance. Demographic priority be given to the residents with the greatest need and fewest resources

Economic Development

- Provide Economic Development and entrepreneurship opportunities to low-income residents.
- Increase the capacity of local economic development agencies and other community based initiatives
- Increase the availability of capital to businesses to benefit low income persons

Public Facilities and Infrastructure

- Improve public facilities that serve low-income clients and neighborhoods and the disabled
- Improve the accessibility Improve health and safety and reduce blight by removing hazardous structure

* These need areas are uniformly set, as required by HUD.