COMMUNITY DEVELOPMENT

Director – David Staley

The Community Development department is organized to undertake revitalization activities in the community, in City Council approved revitalization areas and in NNRHA public housing properties.

- Development Division Undertakes Community Development and Redevelopment projects and land assemblage (acquisition, relocation and demolition), constructs affordable for sale and rental housing; qualifies prospective homebuyers and loan recipients; prepares applications for funding and for mixed finance/low income housing tax credit applications; and coordinates proposals for other new and rehabilitated multifamily developments.
- Capital Funds and Rehabilitation Division Oversees planning, engineering and completion of improvements to NNRHA's existing public housing stock and works with property owners in designated revitalization areas and in communities throughout the City to renovate existing homes through CDBG and HOME funded loans and grants. Specific programs include HOMEplace, HOMEcare and HOMEvestor and the CDBG funded Emergency Repair and Open House Programs.
- Community Development Program Planning Provides oversight for the planning, citizen participation input and program management for the five year and annual Consolidated Housing and Community Development Programs, the collection of data for the Consolidated Annual Performance and Evaluation Report (CAPER) and coordinates and monitors non-profit sub grantees and supports overall program budget development and monitoring.
- Commercial Loans, Residential Bond Financing and Labor Compliance Administers NNRHA commercial loans funded through the CDBG funded Newport News Urban Development Grant Program (NNUDAG) to engender economic and business development throughout the City. Oversees mortgage revenue bond requests for the development and preservation of affordable rental housing and performs related compliance monitoring; monitors HUD mandated labor compliance and Section 3 requirements for federally funded projects.