

The City of San José (City) aims to apply for California Department of Housing and Community Development (HCD) project HomeKey funds to address housing needs of individuals and families experiencing homelessness or are at high risk of being homeless, the City is requesting information to bring forth potential property acquisition opportunities that will immediately provide units to meet the goals of HCD's HomeKey requirements.

This is a highly expedited process. The City of San José plans to submit an application for funding by the August 13, 2020 deadline and spend HomeKey funds before the December 30th deadline.

1. Project Summary				
Project Name:				
Project Address:	Cny:	· 	Zip:	City
Council District: Census Tra-	ct: Parcel No	0:	_	
Total Number of Housing Units:	Units Set Aside for Homele	essness:	-	
Units Set Aside for Homeless are res	tricted to 30% AMI or below: Ye	es No		
Describe Unit Type: Shelter Tra	insitional Permanent			
Please provide a short project descrip	otion:			
2. Sponsor				
Sponsor Name:				
Contact Person:	Phone:	Email:		
Property Management Company:				
Property Management Company:PM Co. Contact Person:	Phone:	Email:		
3. Acquisition Schedule	1 D 1 20 2020 1	:41: 00	1 61 :	
HomeKey requires acquisition closin			days of closing.	
Could this project meet these timing				
Projected acquisition closing date:		_		
Projected date of occupancy:		_		
4. Site Control - Please include Site C	Control documentation with app	plication.		
Deed, for Fee Ownership				
Purchase Agreement - Date of Expira Provision for Extension: Yes:1	ation:			
Provision for Extension: Yes:	No: Cost of Extension:			
Option - Date of Expiration:				
Option - Date of Expiration: Provision for Extension: Yes:	No: Cost of Extension:			
Other Date of Expir	ation:			
Provision for Extension: Yes:	No: Cost of Extension:	· · · · · · · · · · · · · · · · · · ·		
5. Budget				
Estimated Cost of Acquisition:				
Estimated Cost of Rehab:				
Estimated Cost of Renacting Sub-				
Estimated Request for Operating Suc	,51d, per 1 cui			