

Sullivan County  
Public Hearings Notice  
Community Development Block Grant Project

The Sullivan County Commissioners will hold three consecutive Public Hearings on **Monday, December 2, 2019 at 3:30 pm** in the Sullivan County Commissioners Conference Room, 14 Main Street, Newport, NH 03773 to discuss New Hampshire Community Development Block Grant funds that are available to municipalities through the NH Community Development Finance Authority. Up to \$500,000 annually is available for economic development projects, up to \$500,000 for public facility projects, up to \$500,000 for housing projects, up to \$500,000 for emergency activities, and up to \$25,000 is available per planning study grant. All CDBG projects must primarily benefit low and moderate income persons. The public hearings will hear public comment on the following:

1. A proposed application to the Community Development Finance Authority for up to \$500,000 in Community Development Block Grant Housing funds. The County will retain some of the CDBG funds for administrative expenses and grant the bulk of the funds to New England Family Housing (NEFH), a for-profit entity. NEFH will then loan the CDBG funds to a related entity to be determined for the renovation of the Newport Mill, 169 Sunapee St. in Newport, New Hampshire into 68 units of primarily affordable, safe and sanitary apartments. The apartments will remain affordable to low and moderate income households for a minimum of 20 years.
2. And the Residential Antidisplacement and Relocation Assistance Plan.
3. The progress of the Goddard Block Housing Rehabilitation project at 54-62 Pleasant Street in Claremont, New Hampshire.

For persons with special needs, provisions can be made by contacting the Commissioner's Office telephone 603-863-2560, Email: [commissioners@sullivancountynh.gov](mailto:commissioners@sullivancountynh.gov) or mail, at least five days prior to the public hearings.

Sullivan County Commissioners  
14 Main Street  
Newport, New Hampshire 03773  
Telephone: 603-863-2560