



Meridian CDBG Program PY21 Action Plan

OCTOER 1, 2021 TO SEPTEMBER 30, 2022



A photograph of a tree with green, blue, and purple leaves against a blue sky with white clouds. The tree has several branches with small, pointed leaves. The leaves are in various stages of color, from green to blue to purple. The sky is a clear, bright blue with some light, wispy white clouds. The overall scene is bright and vibrant.

The Action Plan identifies strategies to meet the goals of the Consolidated Plan in the upcoming year.

Projects

Admin and Fair Housing

Public Services

- Jesse Tree - Emergency Rental Assistance
- Boys and Girls Club - Scholarships for Youth



Housing

- NeighborWorks Boise - Homeowner Repair
- Backup Project - Homebuyer Assistance

Accessibility

- Chateau Park Playground and Pathway
- Backup Projects - Streetlight Modernization





Encouraged community involvement to maintain relevancy of the goals identified in Con Plan:

- Involvement with stakeholders
- Public comment period
- Two (2) public presentations
- Public Hearing



Comment from Subrecipient

"I believe the City of Meridian CDBG programs are an extremely important means to help the underserved populations of Meridian grow, thrive, age in place, and have a safe secure place to call home. It has been proven that those who have a safe secure home excel in life, whether it be in school, at their job or in their personal lives..."

Michael Shepard, NeighborWorks Boise

Updates to PY19
Action Plan

Pg. 2

Updated the summary of public comments.

Pg. 16

Removed Unity Through Inclusion from the list of groups consulted with.

Pg. 22

Updated the summary of comments received.

Updates to PY19
Action Plan, cont.

Pg. 51

Updated chart to include the public comments that were received.

Pg. 53

Included copies of the public notices provided in the Idaho Statesman, Meridian Press Tribune, on the website, and via email.

Next Steps

July 20

- Public Hearing
- Close public comment period

July 27

- Final Report
- Resolution

July 30

- Submit to HUD