



## Code Compliance Assistance Grant Application Form

Submittal Date: \_\_\_\_\_

Applicant Information:

Property Address: \_\_\_\_\_

Property Owner Name: \_\_\_\_\_

Mailing Address: \_\_\_\_\_

Phone Number: \_\_\_\_\_ Email: \_\_\_\_\_

### Applicant Affidavit

- Applicant lives at the residence listed on the application and qualifies as low income using the HUD Linn County low-income requirements. ([Click here to view 2023 HUD income limits.](#))
- Applicant owns the subject property listed above and is requesting a Code Compliance Assistance Grant to help pay for the resolution of existing violations of City Code on the property.
- Applicant understands that any award would be a reimbursement grant that is paid only after all code violations on the property are resolved.
- If approved, the grant will be limited to 50% of the costs to resolve the violation(s), with a maximum award of \$500.
- One grant award per applicant is permitted. No repeat awards will be issued.
- Applicant hereby acknowledges that they have received, read, and understand the attached Sweet Home Code Compliance Assistance Grant Program Policy and Rules.
- Applicant understands and acknowledges that applying does not in any way guarantee that they will be granted the requested assistance.
- Applicant affirms that the information set forth in this Code Compliance Assistance Grant Application Form is true and accurate.

Applicant must attach:

1. **A copy of the courtesy notification, notice of violation, or citation issued by the Code Compliance Officer detailing the violations present on the property.**
2. **Cost estimates from businesses or contractors for the resolution of the violations.**
3. **A copy of tax returns, HUD voucher, or other documentation to verify their household's low-income status.**

Applicant Signature: \_\_\_\_\_ Date: \_\_\_\_\_

### For City of Sweet Home Use Only:

Date Received: \_\_\_\_\_ Applicant Notified (Date): \_\_\_\_\_

Approved/Denied: \_\_\_\_\_ Utility Billing Clerk Initials: \_\_\_\_\_