

Block Urban Infill Land Development Grant BUILD Grant Application

Please respond to each section in paragraph form. Repeating the question in your narrative is not necessary.

Team Narrative: *Tell us about your team members, how long you've worked together and other projects you've completed as a team. Who is the principal/Main Developer? Describe the team ability to complete the project within the desired time frame. Does anyone on your team have any past or present legal issues related to a real estate redevelopment project? Does any team member have a bankruptcy?*

Architect & Contractor: *If you have chosen an architect and contractor for this project please name them. If not, please list any that you may have used in the past that might be likely candidates.*

Financing: *What is your anticipated source for financing this project? Please describe in detail your financing plan, including the development team's investment in the project. Can you provide previous lenders of other projects that may provide a reference?*

Project Plan: *Describe in detail the project including but not limited to location, density of site plan, parking plan, the project's ability to connect corridors within Downtown, proposed use(s), ground floor pedestrian friendliness.*

Project Details: *Provide a summary of the design/build costs; provide an explanation of expected materials to be used; provide renderings; expected tenant types and rates; Provide a summary of the projected costs; Will it be owner occupied?*

Order of Operations:

- 1. Applicant meets with LDDA staff to discuss proposed project.**
- 2. Applicant completes the BUILD Grant application and returns to LDDA located at 117 N. Kentucky Ave, Lakeland, FL 33801 before the grant deadline of March 31, 2020.**
- 3. Once application period closes, LDDA Board members individually review each project.**
- 4. Qualified applicants are contacted to present projects at an LDDA Meeting.**
- 5. LDDA board members meet to discuss all presentations and may make an award decision.**