RESOLUTION

GRANT AWARD - COVID HOMELESSNESS EMERGENCY RESPONSE PROGRAM

RAPID RE-HOUSING FUNDS - \$291,229

- WHEREAS, the James City County Social Services Housing Unit (Housing) is designated as a Virginia Homeless Solutions Program Partner by the Greater Virginia Peninsula Homelessness Consortium (GVPHC), to provide emergency shelter, homelessness prevention, rapid re-housing, and associated services within James City County, the City of Williamsburg, and Upper York County (Upper Peninsula); and
- WHEREAS, the Department of Housing and Community Development has made COVID Homelessness Emergency Response Program (CHERP) funds available for Rapid Re-Housing Operations; and
- WHEREAS, the James City County Social Services Housing Unit, as a designated subgrantee of funding awarded through the GVPHC to the City of Hampton, has received an allocation from the CHERP funding of \$291,229 including: \$206,960 for Rapid Re-Housing direct services, \$12,268 for Rapid Re-Housing program administration, \$68,572 for Housing Stabilization Specialist salary and fringes, and \$3,429 for Housing Stabilization program administration in the Upper Peninsula; and

WHEREAS, no local match is required.

NOW, THEREFORE, BE IT RESOLVED that the Board of Supervisors of James City County, Virginia, hereby accepts this award for CHERP funding and authorizes the following appropriation to the Housing and Neighborhood Development Fund:

\$291,229

Revenue:

Expenditures:	
Rapid Re-Housing Direct Services Rapid Re-Housing Program Administration Housing Stabilization Specialist Salary and Fringes Housing Stabilization Program Administration	\$206,960 12,268 68,572 3,429
Total	\$291,229

Federal - CHERP Rapid Re-Housing

	Chairman, Bo	ard of Sup	ervisors	
		VOTES	5	
ATTEST:		AYE	<u>NAY</u>	ABSTAIN
Teresa J. Fellows Deputy Clerk to the Board	SADLER ICENHOUR LARSON MCGLENNON	11/1/		
Deputy Clerk to the Board	HIPPLE			

Adopted by the Board of Supervisors of James City County, Virginia, this 27th day of April, 2021.

GA-CHERPRapRHO-res