



**CITY OF NEWPORT BEACH**  
*Community Development Department*

**CDBG Capital Improvement Application**  
**2022-2023 Program Year**

All City Departments wishing to apply for **2022-2023** Community Development Block Grant (CDBG) funds must complete an application form in order to be considered. Applications will be accepted until **2:00 p.m.** on **Friday, February 18, 2022**, via email at [lwooding@newportbeachca.gov](mailto:lwooding@newportbeachca.gov). Late applications will not be accepted. **NO EXCEPTIONS.** In addition, applications can be submitted to the Community Development Department.

In order to be considered for funding, all sections of the application must be completed. Any sections that do not apply should be marked N/A on the form.

<b>AGENCY INFORMATION</b>	
Department/Agency Name:	Contact Person:
Agency Status <i>(Check One)</i> : <input type="checkbox"/> Non-Profit <input type="checkbox"/> For-Profit <input type="checkbox"/> Public (City)	Contact Title:
Agency Address Street:	Telephone No.:
City, State, Zip:	Facsimile No.
Federal Tax ID No.:	E-mail Address:
DUNS Number:	Name of Person Signing Contracts:

<b>AGENCY BACKGROUND</b> <i>(Attach additional sheets if necessary)</i>
Provide a description of your organization and the services that you provide:



**PROJECT SERVICE AREA INFORMATION**  
*(Check one of the following that best describes your service area)*

- Citywide (*Entire City of Newport Beach*)                       Specific Census Tracts (*select Census Tracts*)
- Specific Target Area (*provide map of target area*)
- Low-Mod Census Tracts (*CDBG Target Area*)

**PROJECT BUDGET SUMMARY**  
*(The Agency understands that no expenditures may be incurred before a contract has been fully executed)*

Formula Grant Cost Category	Overall Budget	Newport Beach CDBG Funds
Personnel Costs		
Non-Personnel Costs (supplies, consultants, etc.)		
Capital Improvement Costs		
<b>Total</b>		

Describe any other funding sources (and the amount of the other funding source) that will be used in the execution of the project:

