

OUTLINE of PROPOSED Facility Hardship Program Regulations

1859.82 – Facility Hardship and Seismic Mitigation Program

Description of program purpose

1859.82.1 – Facility Hardship Program

Facility Hardship Program intent and scope

(a) Replacement: Funding Factors

(1) through (6): factors for program consideration

(b) Replacement: Funding Eligibility

(1) Eligibility for School Buildings that are Lost or Destroyed

(A) and (B): required components for application submission

(2) Eligibility where the cost of mitigation exceeds 50% of the cost of replacement

(A) through (D): required components for application submission

(3) Return of Ineligible Applications

(4) Replacement: Funding Calculations

(A) Whole Site Replacement (all School Buildings on site)

1. through 3. Base replacement grant calculation

4. Eligible Supplemental Grants

(B) School Building Replacement (individual School Buildings on site)

1. and 2. Square Footage Calculation to determine base grant

3. Eligible Supplemental Grants

(C) Replacement Funding for Portables

1. through 6. Supplemental Grants

(D) Replacement Funding used for Rehabilitation work

1. through 6. Eligible Supplemental Grants

(c) Rehabilitation: Funding Factors

(1) Eligibility where the cost of mitigation is less than 50% of the cost of replacement

(2) Eligibility for Component Systems of Buildings (includes non-enclosed areas)

(A) through (D) list factors for program consideration

(d) Rehabilitation: Funding Eligibility

(1) through (4): required components for application submission

(5) Rehabilitation: Funding Calculation

(A) Base Grant Calculation (60% of verified cost estimate)

(B) Eligible Supplemental Grants

(e) Funding Offsets for Facility Hardship Grants

(1) Offsets to Facility Hardship Replacement Funding

(2) Offsets to Facility Hardship Rehabilitation Funding

(f) Adjustments to School Facility Program per-pupil Grants as a result of Facility Hardship Funding

(g) Advanced Funding for Site and/or Design

1859.82.2 – Seismic Mitigation Program

Pending