

HOST ORGANIZATION APPLICATION FORM

Please provide the following information and supporting materials in PDF format and send via email to: cathy.bennett@uli.org. Questions? Call the office of ULI Minnesota at (612) 338-1332.

DATE OF APPLICATION: February xx, 2023

LEAD APPLICANT ORGANIZATION: City of Saint Anthony Village

CONTACT PERSON: Charlie Yunker

TITLE/ROLE: City Manager

ADDRESS: 3301 Silver Lake Road, St. Anthony, MN 55418

TELEPHONE NUMBER: 612-782-3315

EMAIL: charlie.yunker@savmn.com

Please attach the following required documents to this application:

1. COVER LETTER

Briefly state the need for a Technical Assistance Panel (TAP), including how the proposed TAP meets ULI Minnesota's Selection Criteria (below).

2. STUDY AREA SYNOPSIS

Define the study area and provide a one to two-page description including background information, previous development efforts and their outcomes, and current or future plans and activities (both public and private). Also, include background information on what is getting in the way of success of the proposed project, e.g. politics, community opposition, entitlements, land ownership, market, pollution, lack of resources, etc.

3. SCOPE OF WORK

Provide **three to four well-defined**, answerable questions your organization would like the TAP panel to address for the study area.

4. DOCUMENTED LEADERSHIP SUPPORT

Provide a letter from the municipality in support of the TAP process, agreement with the criteria outlined in this application, and the program fee (as determined by ULI MN based upon the agreed scope of work). Letters of support from local businesses, property owners, and/or community-based organizations are encouraged but are not required.

SELECTION CRITERIA

- Strong local leadership capacity
- A clearly defined scope of work, and **three to four well-articulated questions to be addressed during the session**
- A clearly defined geographic boundary (a neighborhood, district, corridor, site, etc.)
- Transferability to other communities in the region