

City Council Study Session

Buena Vista Mobile Home Park

Monday, March 4

Santa Clara County Housing Authority (SCCHA)
and Van Meter Williams Pollack (VMWP)





Today's Agenda

01

**Development
Introduction**

02

**Community Workshop
Series Recap**

03

**Mobile Home Park and
Building Form**

04

**Integrating
Community Input**

05

Entitlements

06

Next Steps



01

Development Introduction



Making Homes, Growing Communities





Meet the Team: Architect - Van Meter Williams Pollack

Passionate People Sustainable Design



**VAN METER
WILLIAMS
POLLACK** LLP 

Project Goals

#1

**Housing for
all current
residents/
families**



#2

**Housing
remains
affordable**



#3

**Preserve
ownership**



#4

**Improve
amenities
and utilities**

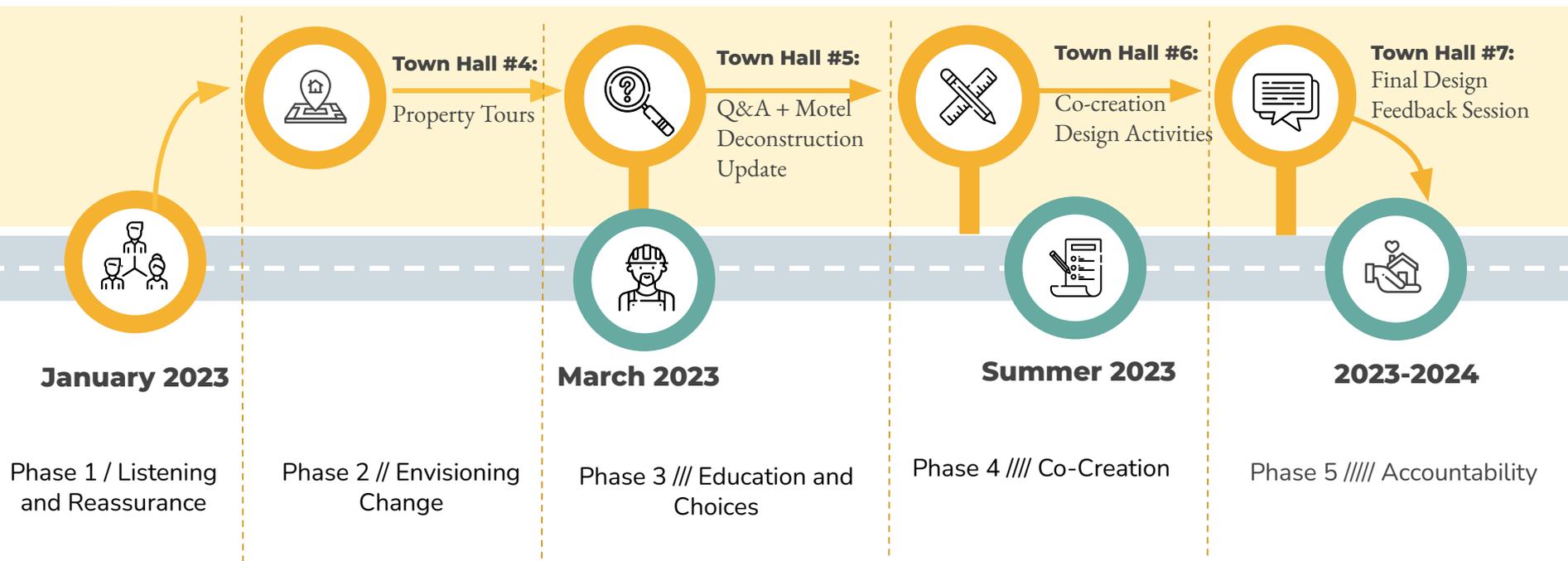


02

Community Workshop Series Recap



Resident Engagement Process



Resident Engagement Timeline



Phase 1 / Listening and Reassuring



Our first **Town Hall, "Reconnection,"** aimed to reconnect with residents after the community engagement process was paused due to the pandemic.

Here, we shared the **updates** on development and engagement timeline, resident rights, and debuted major **project wins**:

- 1) Housing for all current residents/families;
- 2) Housing to remain affordable;
- 3) Preservation of ownership for current owners; and
- 4) Improvement of amenities and utilities.

Phase 2 // Envisioning Change



The second phase was meant to inspire residents with **options of what the future might look like** - challenging preconceived notions of what affordable apartments can look and feel like.

This included **three apartment building property tours** where residents were asked to take photos of design elements they liked, and note ones they didn't about each of the properties. This phase also included **on-site tours of a new model coach** and off-site open house.

Phase 3 /// Education and Choices

Do you want to learn more about: **HQS and Home Maintenance Requirements for Owners?**

We will cover:

- Current Housing Quality Standards (HQS) responsibilities.
- Future HQS responsibilities.
- Why HQS responsibilities are needed.
- Time for your questions.

Current Sessions:

- May 23rd, 5:30-7pm

More meetings will be added if needed to make sure anyone who is interested can attend.

Meetings will be held in the park's Community Room and will be about 1 and a half hours.

Spanish translation will be available.

This will be an ongoing

series of small group meetings to dive into topics of interest with residents. Our goal is to have open dialogue and more ways to discuss what we're offering and the redevelopment.

Topics will continue to

change. In the future we expect to cover topics such as financial overview for renters, HQS responsibilities, design and layout.

Space is limited to 12 residents per meeting, but we will have as many meetings as we need on every topic so that everyone can attend if they want to.

How to sign-up

If you are interested in attending, please sign up for the meeting in the property manager's office.

Questions?

Reach out to BVplanning@scshousingauthority.org



Do you want to learn more about: **Owners' Financial Overview - Loan Terms and Appraisals**

In this session, we will cover items like:

- The methods the appraiser used to come up with your home's value
- Calculations to see how your equity could grow
- A breakdown of the loans and the term meanings
- Your options within the loan terms
- Time for your questions

Available Sessions:

- May 13th, 2-3:30pm
- May 17th, 5:30-7pm

More meetings will be added if needed to make sure anyone who is interested can attend.

Meetings will be held in the park's Community Room and will be about 1.5 hours.

Spanish translation will be available.

Kicking off an ongoing series of small group meetings to dive into topics of interest with residents. Our goal is to have open dialogue and more avenues for education about what we're offering and what is going on with redevelopment.

Topics will be continue to change. In the future we expect to cover topics such as financial overview for renters, HQS responsibilities, design and layout.

Space is limited to 12 residents per meeting, but we will have as many meetings as we need on every topic so that everyone can attend if they want to.

How to sign-up

If you are interested in attending, please sign up for the meeting of your choice in the property manager's office.

Questions?

Reach out to BVplanning@scshousingauthority.org



During this time, residents learned their **housing options.**

Our next step was to acknowledge the intricacies of making those choices. During this phase, we **slowed down and hosted in-depth education series** about the following topics to help residents decide which of their options to take:

- Financial Overview for Homeowners Series
- HQS and Home Maintenance Series Session
- Renters Workshop

Phase 4 /// Co-creation



Our first design exercise aimed at building trust. We provided a survey to residents regarding the **Motel Demolition** - asking them what temporary use would be the best use for the site while we awaited construction.

Our next **co-creation event**, we hosted the Town Hall 5: “Information & Ideas Session.” During this session, we collected input based on themes we heard from previous engagement events such as **amenity space look and feel, architectural style, and site plan design.**

Phase 5 // // // Accountability

Diseño de Apartamento Apartment Design



Concepto de diseño de Apartamentos: Vista aérea
Conceptual Apartment Design: Aerial View

Revestimiento superpuesto de fibrocemento
Fiber Cement Lap Siding



Tablero de Fibrocemento
Fiber Cement Board



Estuco
Stucco



Elevación propuesta para la fachada de la plaza
Proposed Plaza Facade Elevation



Enrejado de Madera
Wood Trellis



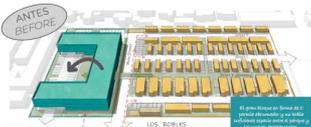
Yeso para Exteriores
Exterior Plaster



Fachada propuesta a lo largo de Los Robles
Proposed facade along Los Robles



Vista Aérea del Buena Vista
Aerial view of Buena Vista



Masa del edificio de apartamentos dividida en 3 pedazos, con un trazo de masa apartado del parque de casas móviles
Apartment Building massing broken into 3 pieces, with a chunk of the mass pushed back away from the mobile home park

At Town Halls 6 & 7: “Accountability Design Updates,” we **celebrated the design updates influenced by resident input.**

These moments were showcased using diagrams, callouts, and other graphics to explain what we’ve heard from residents and how that input has influenced the design.

03

Mobile Home Park And Building Form

Fred Pollack, Van Meter Williams Pollack LLP



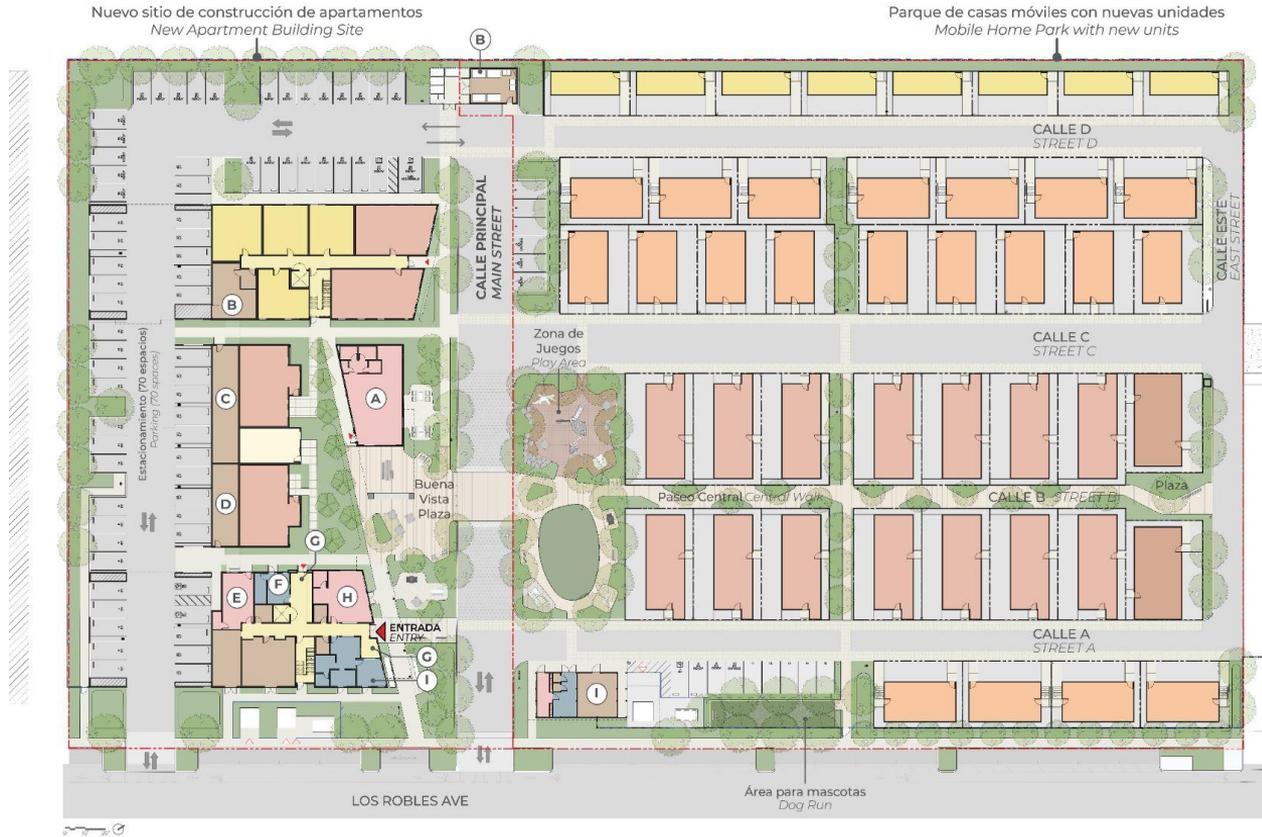
Site Context



Proposed Development



Overall Site Plan: Current design



- (A) Salón Comunitario
Community Room
- (B) Cuarto/Recinto de Basura
Trash Room/Enclosure
- (C) Almacenamiento
Storage
- (D) Sala de Bicicletas
Bike Room
- (E) Cuarto de Lavandería
Laundry Room
- (F) Oficina de Servicios
Services Office
- (G) Vestíbulo
Lobby
- (H) Salón para adolescentes
Teen Room
- (I) Oficina
Office

RECUENTOS TOTALES DE UNIDADES OVERALL UNIT COUNTS

Ubicación Location	Unidades Units
Parque de casas móviles Mobile Home Park	44
Edificio de apartamentos Apartment Building	61
Total	105

CLAVE DE LEGENDA LEGEND

- Línea de propiedad Property Line
- Unidad de estudio Studio Unit
- Unidad de 1 habitación 1 BR Unit
- Unidad de 2 habitación 2 BR Unit
- Unidad de 3 habitación 3 BR Unit
- Unidad de 4 habitación 4 BR Unit
- Área común Common Area
- Oficina Office
- Circulación Circulation
- Área de servicios públicos Utility Area
- Vía de manejo Driveway
- Estacionamiento Parking
- Zona ajardinada Landscape

Buena Vista Commons



04

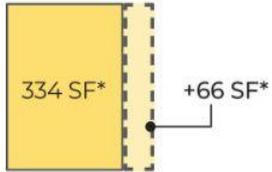
Integrating Community Input

Flaherty Ward, Santa Clara County Housing Authority &
Fred Pollack, Van Meter Williams Pollack

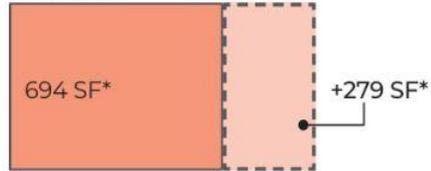


Mobile Home Sizing

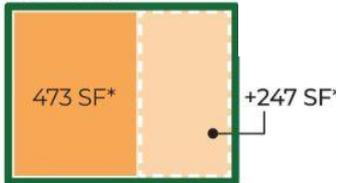
Unidad de 1 habitación
1 BR Unit



Unidad de 3 habitaciones
3 BR Unit



Unidad de 2 habitaciones
2 BR Unit



Unidad de 4 habitaciones
4 BR Unit



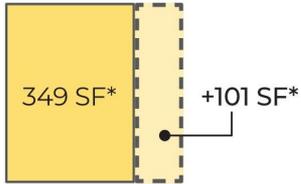
53%: Average Increase for mobile home sizes per unit type

Resident feedback:
2-bedroom mobile home units were too small

Apartment Unit Sizing

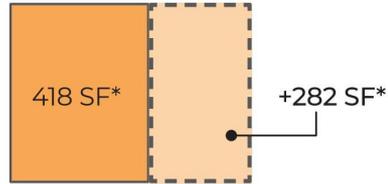
1 BR Unit

Unidad de 1 habitación



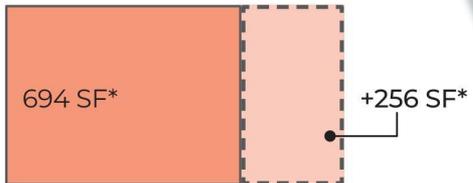
2 BR Unit

Unidad de 2 habitación



3 BR Unit

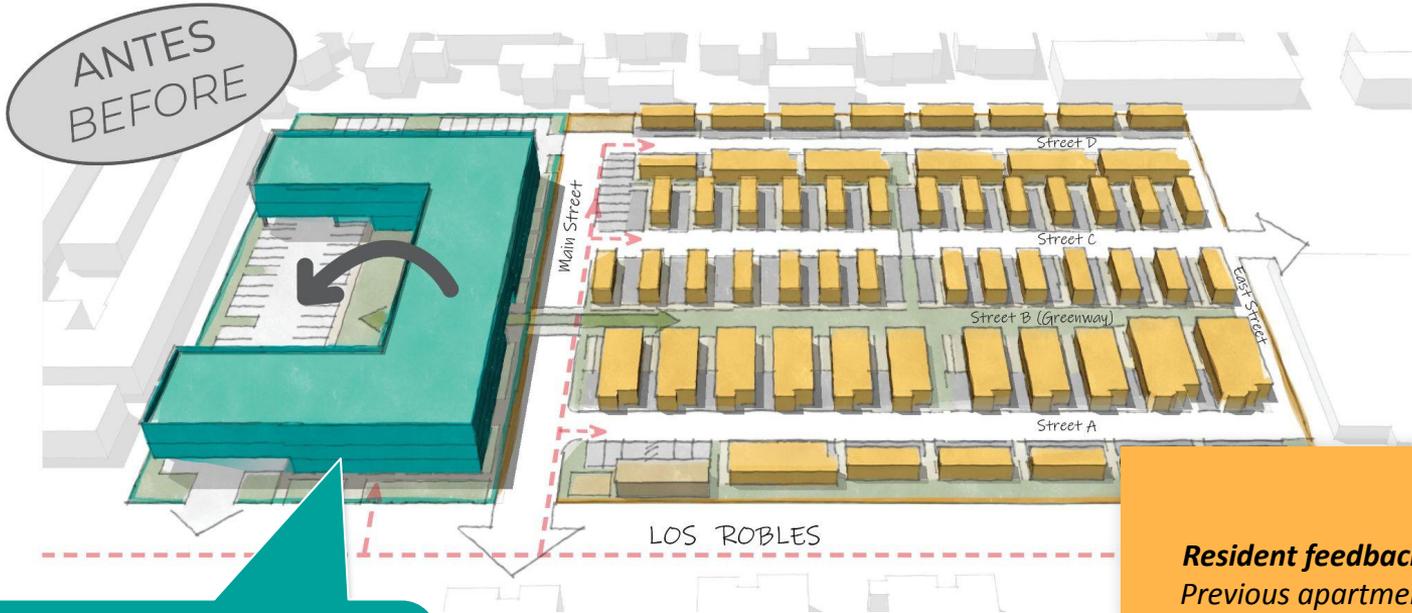
Unidad de 3 habitación



44%: Average Increase for apartment sizes per unit type

Resident feedback:
Residents wanted their homes to have more space.

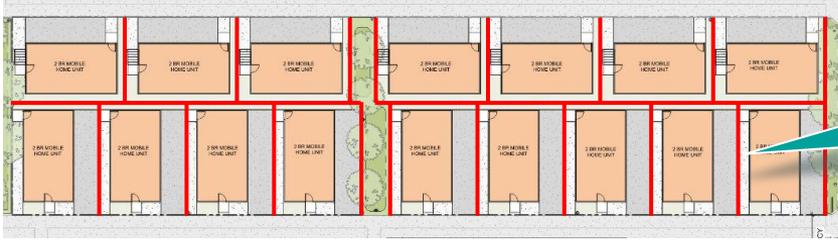
Building Massing + Orientation



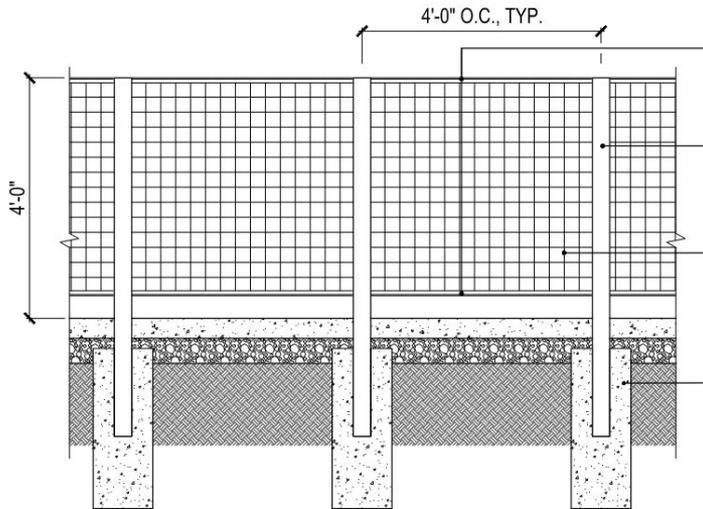
Apartment building **flipped around** to open up to mobile home park

Resident feedback:
Previous apartment building massing created a wall facing the mobile home park

Resident Privacy



Proposed **privacy fencing** between mobile home units



Resident feedback:
Dedicated yards with privacy are important to maintain in the future park

Landscape Design

Programmed **open spaces** with **seating** planned

Playground now central to the site layout



Resident feedback:
There are lots of kids in Buena Vista and they need a place to play

Resident feedback:
Currently there no open spaces or outdoor seating at Buena Vista

Landscape Design

Resident feedback:
Noisy open spaces behind mobile home units are not preferred



More planting areas and trees were added

Resident feedback:
Buena Vista currently doesn't have many trees

Active open spaces now located centrally, not behind any units

Community Amenities: Community + Teen Room

Community space now **centrally-located** in the courtyard, oriented toward MHP, accessible to all residents



Dedicated **Teen Room** added now - can host and expand the homework club



Resident feedback:
Community room isolated inside the apartment building felt like it was not shared among all residents



Resident feedback:
Homework Club is an important part of the Buena Vista community and supports the kids who live here



Site Design

Resident feedback:
Large events like the Posada are important to Buena Vista residents, and space for these should exist in the future layout

Unprogrammed/**flex courtyard** space provided for outdoor community events

Added large space for outdoor **BBQ area**

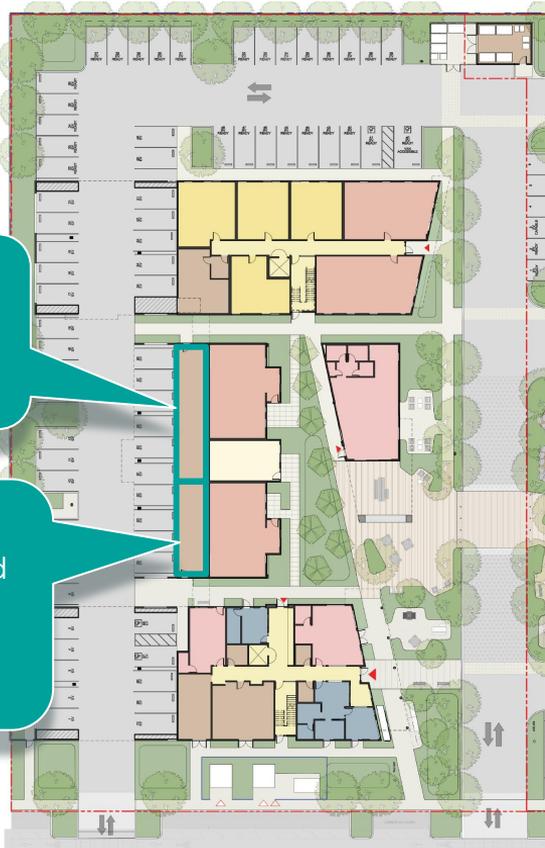
Resident feedback:
Barbecue would be used a lot by the residents and families for gatherings and events



Community Amenities

Storage spaces added

Bike Room added
in apartment
building



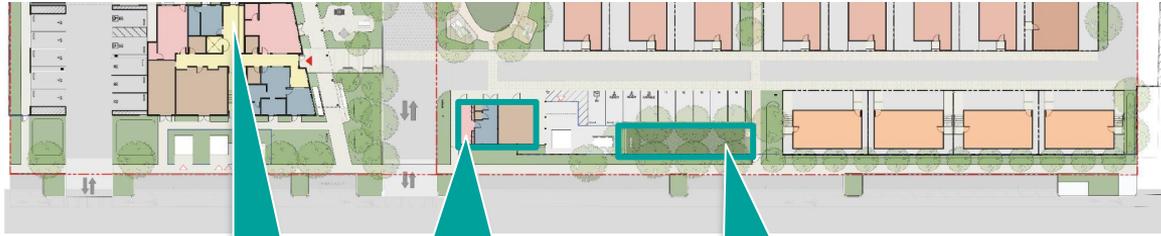
Resident feedback:
Residents moving from the park to an apartment will need extra storage space.



Resident feedback:
Families with bikes would like a bike room for bike storage so they can make the most of their new apartment



Site Design



Resident feedback:
Current mail area feels
very exposed, no
protection from weather

Indoor/covered mail areas
planned in apartment building
and mobile home park

Dog run/pet relief area
now added (not next to
any units)

Resident feedback:
There are lots of dogs at
Buena Vista, residents
need an area nearby
where their dogs can go

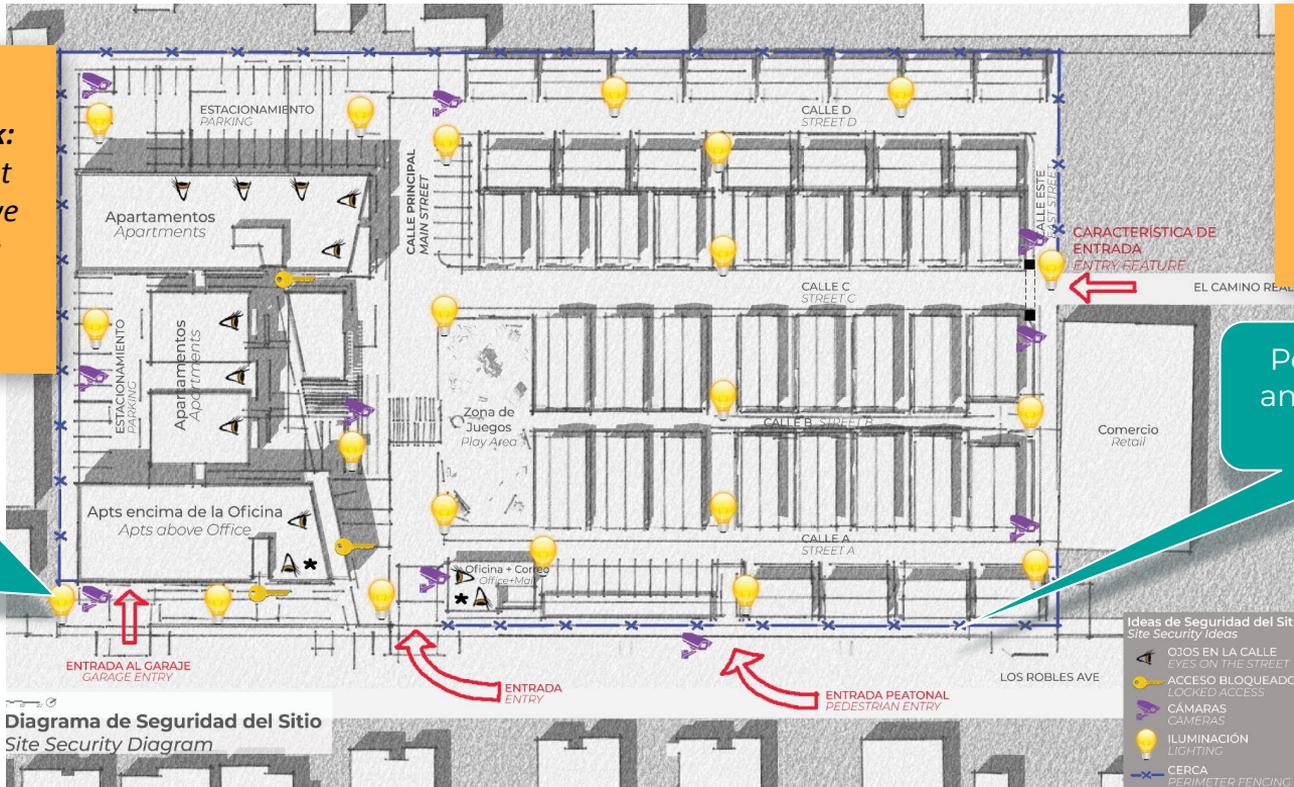
Site Safety

Resident feedback:
More light at night
time would improve
security at Buena
Vista

Resident feedback:
Security at Buena
Vista needs to be
updated

Ample site
lighting
planned

Perimeter fencing
and camera system
planned



ENTRADA AL GARAJE
GARAGE ENTRY

ENTRADA
ENTRY

ENTRADA PEATONAL
PEDESTRIAN ENTRY

CARACTERÍSTICA DE
ENTRADA
ENTRY FEATURE

Comercio
Retail

LOS ROBLES AVE

EL CAMINO REAL

ESTACIONAMIENTO
PARKING

Apartamentos
Apartments

ESTACIONAMIENTO
PARKING

Apartamentos
Apartments

Apts encima de la Oficina
Apts above Office

Zona de Juegos
Play Area

Oficina + Correo
Office + Mail

CALLE PRINCIPAL
MAIN STREET

CALLE D
STREET D

CALLE C
STREET C

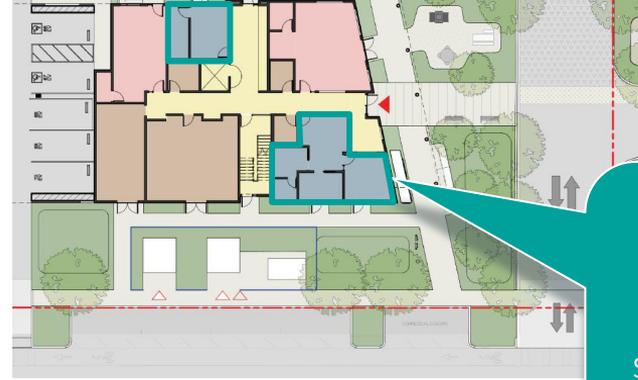
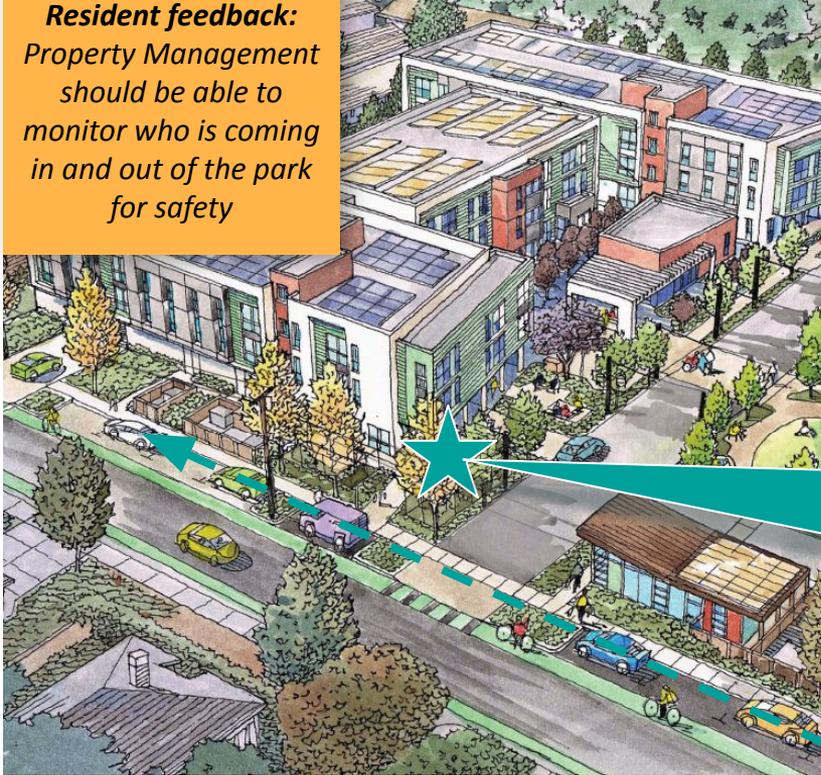
CALLE B
STREET B

CALLE A
STREET A

CALLE ESTE
E STREET

Property Management & Services

Resident feedback:
Property Management should be able to monitor who is coming in and out of the park for safety



Property Management office and Resident Services offices now separate

Apartment building lobby and office located at the entry corner, along main street (**eyes on the street**)

Feedback:
Residents might feel uncomfortable with Property Management office and Resident Services offices being too close together

05

Entitlements

Fred Pollack, Van Meter Williams Pollack LLP



Entitlements



Key information

Site area
1.69 acres

Zoning
RM-20 Low-density Multifamily

Comprehensive Plan
Multifamily Residential

State Laws Used
**State Density Bonus Law
SB-330, AB 1763**

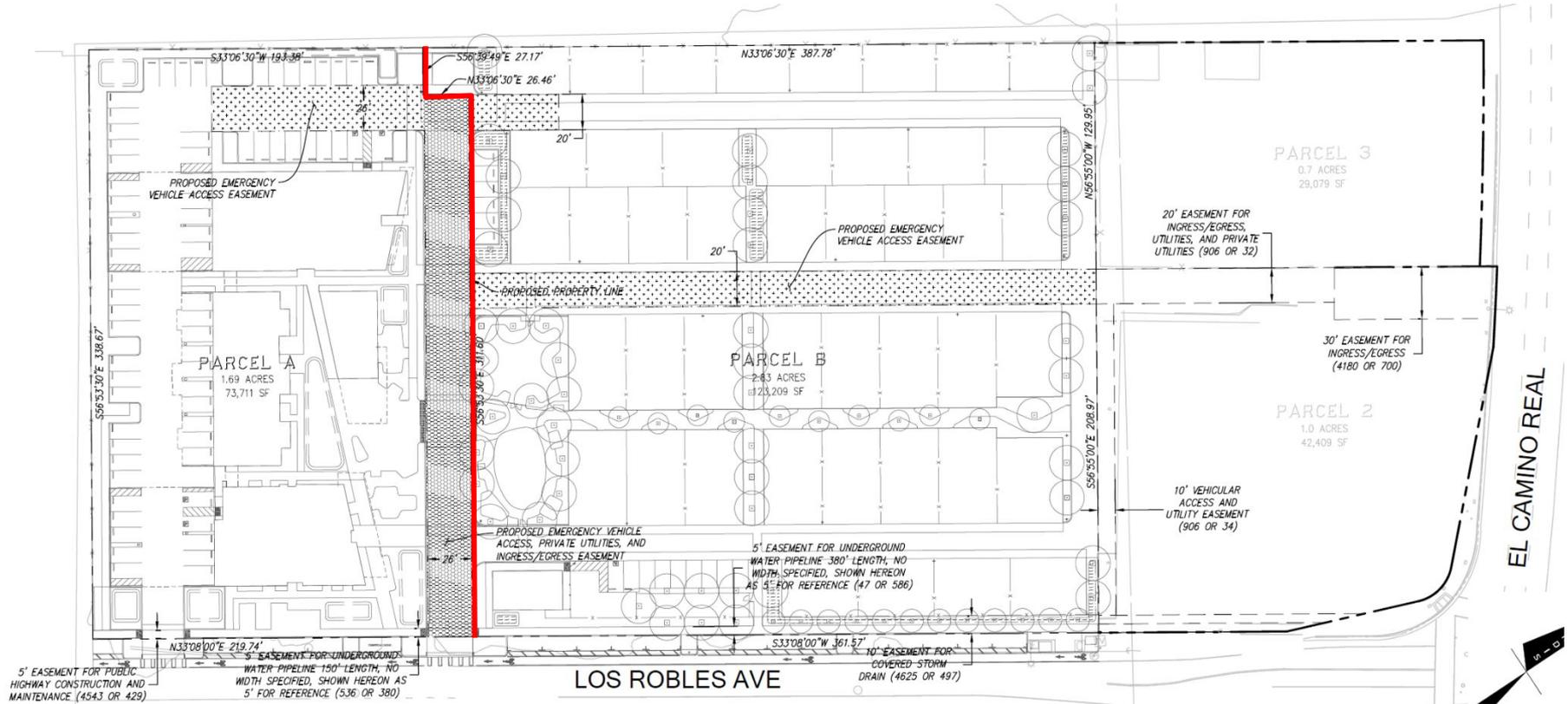
06

Next Steps

Flaherty Ward, Santa Clara County Housing Authority



Vesting Tentative Map



Regulatory Agreement

2017 Regulatory Agreement

1. **One agreement** that sets a floor of 100 affordable units and ensures 100% affordable when any moderate or high-income households vacate.
2. 80% AMI units are not to exceed **60%** rents and 120% units are not to exceed **110%** rents.
3. Has references that are now or will be obsolete, such as leased land, capital investment requirement and base rent.

2024 Proposed Changes

1. **Two agreements** with a sum of 105 units and ensures 100% affordable when any moderate or high-income households vacate.
2. Simplifies rent levels so that 80% units are not to exceed **80%** AMI rents and units at 120% AMI are not to exceed **120%** AMI rents.
3. Removes obsolete references, such as leased land, capital investment requirement and base rent.
4. **Property transfer** is allowed between entities controlled by SCCHA.

Any changes are also to be reviewed by the County.

Relocation Plan



**Everyone has a home
at Buena Vista!**

*Relocation Plan
coming soon*

Milestone Schedule



February 2024

Submit for Apartment Entitlements



Spring-Summer 2024

Apply for HCD Permits (Mobile Home Park)



Summer 2024

Approval for: Entitlements, T-Map and Reg Agreement

All funding applications due (Apartment)



Fall/Winter 2024

Mobile Home Park Starts Construction

Utility make-ready work that will not displace residents



Spring 2025

Apartment Starts Construction

Mobile Home Replacements Begin

Residents Move Temporarily



Construction Completion

Q4 2025
Mobile Home Park Construction Complete

Q4 2026
Apartment Construction Complete



THANKS!

Santa Clara County Housing Authority

Van Meter Williams Pollack

Engage FORA

