

# Demolition Grant Guidelines

Improving Cavalier

## APPLICATION MUST BE PRE-APPROVED

### A. Purpose

1. To assist local business and property owners to demolish blighted and substandard structures for future development or community quality of life improvements
2. To reduce the cost of capital improvements that increase the visual appeal of Cavalier

### B. Goals

1. To improve the visual appearance of Cavalier
2. To incentivize continued revitalization of Cavalier
3. To lower the cost of property improvements

### C. Overview

1. Matching grant of up to \$3,000, but no more than 50% of the cost demolishing a structure located in Cavalier, ND and waiving of the demolition permit fee
2. Cavalier city council determines grant awardees by a majority vote
3. Proof of property ownership may be required in order to process the grant application
4. Disbursement of grant award will occur after the approved project is completed and all applicable receipts are submitted
5. A demolition permit must be completed and approved before any work can begin
6. All utilities must be capped or disconnected prior to demolition.
7. All demolition work must be completed within one (1) year of the application being approved unless prior authorization is received
8. A property can receive the grant once with a maximum lifetime award of \$10,000 for the property owner
9. **Work shall not commence prior to application approval**
10. Purchases must be made in Cavalier unless prior authorization is received
11. Sales tax dollars are not reimbursable

### D. Blighted, eligible structures include but are not limited to

1. A garage or outbuilding damaged due to the effects of fire, wind, flood, or other natural disaster; physical deterioration; or partial demolition
2. A structure not habitable as a dwelling, or in the case of a non-dwelling structure, is no longer useful for the purpose for which the non-dwelling structure was intended
3. A structure designated as detrimental to the public health or safety in its present condition and use