



MVC's Housing Action Task Force Meeting

Ptown's All-of-the-Above Housing Strategy: an in-depth Q & A with Provincetown's Select Board Member Leslie Sandberg & Town Manager Alex Morse

Thursday, July 13, 2023 at 6:30 p.m.

This is a HYBRID MEETING:

- In person at the MVC Offices, Stone Building, 33 New York Ave, OB
- Zoom link to join the meeting will be posted on the MVC's online calendar 48 hrs prior: <https://www.mvcommission.org/calendar>

By popular request, MVC is bringing Provincetown Select Board member Leslie Sandberg in person to MV for an in-depth conversation on housing strategy, along with Ptown's Town Manager Alex Morse.

With a median home price of \$ 1.9 million, Ptown has become priced out for most year-round residents. The town is employing multiple strategies to address the immediate crisis, meet community and workforce needs, and to plan for long-term solutions as real estate prices continue to escalate. **Led by the Ptown Select Board in partnership with the town Housing Trusts and town staff, this all-of-the-above approach looks at funding, planning, zoning, legislation, transportation, wastewater and working with other municipalities, including:**

- Incentivizing private-sector creation of year-round units
- Repurposing existing buildings & underutilized town owned land
- Expansion of income service range for Housing Trust
- Creating a permanent year-round market rate inventory
- Zoning reform
- Permanently dedicating portion of Rooms Tax revenues to Housing and Wastewater
- Subsidized transportation program for commuters
- Municipal workforce housing
- Seasonal workforce housing
- Short Term Rental study
- Transfer Fee home rule petition
- Inter-town collaboration

In person space is limited, priority seating will be given to MV governmental representatives and staff, and Emergency Services – please RSVP if you know you will attend in-person to:

Lucy Morrison, MVC Executive Assistant morrison@mvcommission.org
Laura Silber, MVC Island Housing Planner silber@mvcommission.org

