



**CITY OF VIRGINIA BEACH, VIRGINIA
HOUSING ADVISORY BOARD**

**Meyera E. Oberndorf Central Library, Central Folio Meeting Room
4100 Virginia Beach Blvd., Virginia Beach, VA 23452**

**March 16, 2026
3:00 p.m.**

AGENDA

1. Welcome – Chair
2. Call to Order – Chair
3. Approval of December 8, 2025 Minutes – Chair
4. Approval of Housing Advisory Board Meeting Remote Participation Policy — Chair
5. Developer Discussion: Feedback on Workforce Housing Bonus Density Program for Rental Housing – Chair
6. Board member recognition – DHNP Staff
7. Housing Study Recommendation Updates/Status – DHNP Staff
8. Public Comment
9. HAB Board Remarks
10. Action Items for follow up
11. Adjournment – Chair

Next Meeting: April 20th, 2026
Central Folio Meeting Room, Meyera E. Oberndorf Central Library

HOUSING ADVISORY BOARD

The Housing Advisory Board takes pride in being fair and courteous to all parties in attendance. It is important, therefore, that everyone understand how the Board normally conducts its meetings. It is equally important that everyone treats each other with respect and civility.

The Housing Advisory Board is required to meet semi-annually on the third Monday of month (option April and October) at 3:00 pm. Meetings may be held in the interim as needed. The meetings are typically held at the Meyera E. Oberndorf Central Library. **Any speakers for public comment are to email Elizabeth Kondzella at ekondzella@vbgov.com to be put on the speaker list.**

The Housing Advisory Board was established by City Council and is charged with the following duties:

1. Establish the maximum sales and rental prices of workforce housing units and adjusting said prices semi-annually.
2. Advise the city council on all aspects of the city's workforce housing program, including recommendations for modifications of the requirements of the program.
3. Report annually to the city council on the production of workforce housing units, participation in the workforce housing program, and achievement of program goals.
4. Advise the City Manager and the City Council regarding implementation of strategies to address issues of housing affordability and neighborhood preservation.

Therefore, the Board welcomes your comments regarding these issues. The Board is neither authorized nor empowered to address other issues, and therefore asks that you address comments regarding any other issues to other appropriate bodies or persons.

PROCEDURES FOR PUBLIC COMMENT

The following describes the order of business for public comment:

1. If you are attending an in-person meeting and desire to address the Board, please arrive 5 minutes prior to the start of the meeting to complete a "Speaker Card". Failure to arrive prior to the start of the meeting to complete a "Speaker Card" may disqualify you from addressing the Board.
2. At a time after the meeting has been called to order, the floor will be open to public comment.
3. Individuals who have completed a "Speaker Card" will be called forward, in no particular order, to address the Board.
4. Individuals will have 3 minutes to address the Board.
5. The Board does not allow slide or computer-generated projections other than those prepared by City staff. The Board asks that speakers not be repetitive or redundant in their comments. Do not repeat something that someone else has already stated. If you are part of a group, the Board requests, in the interest of time, that you use a spokesperson, and the spokesperson is encouraged to have supporters stand to indicate their support.
6. Once all individuals who completed a "Speaker Card" have had the opportunity to address the Board, the public comment portion of the meeting will be closed, and no further public comment will be permitted.
7. No comments concerning a pending application for a rezoning for workforce housing shall be permitted. The Planning Commission and City Council hold public hearings for rezoning applications at which public comment is permitted.

PLEASE BE ADVISED THAT THE BOARD DOES NOT REVIEW ANY APPLICATIONS FOR REZONINGS FOR WORKFORCE HOUSING.