



OLD MASSETT VILLAGE COUNCIL

Housing

348 Eagle Avenue Old Massett / PO Box 189

Massett Haida Gwaii V0T 1M0

Tel: 250 626-9759 Housing Coordinator

250 626-9556 Housing Coordinator Assistant

Emergency Disability Funding

This funding was made available to Old Massett members who **do not** qualify for the Emergency Elders Renovation Fund.

In order to be eligible for this funding, you will need a note from your doctor, as well as any other supporting documents (homecare nurse, family member, caretaker etc.).

This funding will be prioritized for those who are unable to cover necessary home improvements needed to support the independence and safety of the individual.

The maximum capacity for this funding will be \$5,000. Any project that exceeds the \$5,000, will be brought forth to council and be discussed on a council level. This will ensure this funding avenue is the best suited to your needs.

This funding will be a **one-time** funding opportunity. If you require additional funding for disability needs, please write a detailed letter explaining the need for additional funding, and have it addressed to the Housing Department, as well as Council to optimize your response time.

There may be other funding avenues that can assist you further.

Once you have sent in all related documents, the Housing Department will respond to your request within a 2-week timeline. Any applications that exceed the funding limit will be discussed at the Housing Committee.

If you have any questions, please do not hesitate to contact our staff.

Name: _____

Age: _____

Address: _____ Eagle / Raven / Other: _____

Do you have a COP? YES / NO

Support letter(s) attached? YES / NO

Preferred method of contact:

Phone number: _____

Email address: _____

Reason for request: _____

What is needed/required:

Faucet replacement (from turn handles to lever)

Doorknobs (replaced by door handles)

Grab bar installation

Handrail installation

Sink adjustment (adjusting to a convenient height)

Ramp accessibility

Other: _____
