



REQUEST FOR ASSISTANCE

DRAFT, FOR CLIENT REVIEW

Fill out this form by hand and return it by mail, email, or in person. Someone from Connect Longview will follow up with you.

APPLICANT INFORMATION

FULL NAME

STREET ADDRESS

CITY, STATE, ZIP

PHONE

EMAIL

HOMEOWNERSHIP

- ☐ I own this home ☐ This is my primary residence
☐ Property taxes are current ☐ Mortgage is current (if applicable)

REASON FOR REQUEST

DESCRIBE THE PHYSICAL OR FINANCIAL REASON YOU ARE UNABLE TO COMPLETE THIS REPAIR YOURSELF

WHAT NEEDS ATTENTION

- ☐ Yard or exterior cleanup ☐ Home repair (describe below) ☐ Other

DESCRIPTION

RESOURCES ON HAND

WHAT TOOLS, MATERIALS, OR HELP DO YOU ALREADY HAVE ACCESS TO?

AUTHORIZATION AND RELEASE

Yes, I would like to be considered for the City of Longview's Connect Longview program. I am currently unable to complete work without assistance. I also grant the City of Longview permission to contact me to discuss the program, arrange for any further inspections needed of my property, and grant permission for my property to be included in photographs and video.

I understand repairs and beautification work is performed by volunteers. This means the work performed is not guaranteed, nor does any work performed come with a warranty. I understand by my signature that a committee determines my eligibility in this program and that I may be referred to another agency for assistance. Other agencies may require additional documentation and application.

If application is approved, a City of Longview representative will contact homeowner to discuss participation in the program. Homeowners are expected to be present during work time. As volunteers are donating their time and effort, any assistance, physical or through hospitality, is appreciated.

Should a homeowner choose not to participate or application is denied, any violations of City codes and ordinances will continue to be addressed by the Code Compliance division.

SIGNATURE

DATE

FOR OFFICE USE ONLY

DATE RECEIVED

REVIEWED BY

DECISION

NOTES

