	Scenario 1	Scenario 1A	Scenario 2	Scenario 3	Scenario 4
	Use existing building	Use base of historic build	Keep head, demolish field	Keep head, demolish field	Full demolition
	Use historic tax credits	No tax credits	Mixed - preservation/new const.	Mixed - preservation/new const.	New construction
nber of units	31	31	44	44	4
e of units	Senior/Special Needs	Senior/Special Needs	Senior/Special Needs	Family	Family
t per unit	\$ 751,923	\$ 751,923	\$ 497,631	\$ 586,783	\$ 545,28
p)/Surplus	\$ (1,557,736)		\$ (0)	\$ 0	\$ (
vton funding/unit	\$ 90,000	\$ 90,000	\$ 90,000	\$ 90,000	\$ 90,00
CD funding/unit	\$ 100,000	\$ 100,000	\$ 86,892	\$ 95,522	\$ 89,24
struction cost per square foot	\$ 425	\$ 425	400/350	400/350	\$ 35
are footage	34,652	34,652	43,736	52,558	50,77
ss square footage per unit	1,118	1,118	994	1,195	1,10
king: Garage/Surface Total	13/3 16	13/3 16	23/0 23	28/16 44	37/9 4
king Ratio	0.52	0.52	0.52	1.00	1.0
t mortgage/unit	\$ 93,309	\$ 93,309	\$ 84,193	\$ 133,079	\$ 135,60
ome mix Very Low Income - 30%	7	7	10	10	1
Tax credit - 60% AMI	24	24	34	34	3
Finance Developer Fees/Reserves	\$ 488,606 \$ 2,106,696 \$ 23,309,620		\$ 582,142 \$ 2,652,391 \$ 21,895,755	\$ 2,896,488	\$ 2,738,88
Total Development Costs	\$ 23,309,620		\$ 21,895,755	\$ 25,818,464	\$ 25,083,09
Newton CPA	1,590,000		2,760,000	2,760,000	2,940,000
Newton CDBG	800,000		800,000	800,000	800,00
Newton HOME	400,000		400,000	400,000	400,00
DHCD Soft	3,100,000		3,823,251	4,202,984	4,105,18
Bank Financing	2,892,574		3,704,504	5,855,480	6,237,91
LIHTC Equity	6,277,500		9,000,000	9,000,000	9,000,00
State LIHTC	1,000,000		1,408,000	2,800,000	1,600,00
Historic Equity - Federal	4,061,207		-	-	-
Historic Equity - State	1,630,603		-	-	-
Developer Equity	-		-	-	-
Total Development Sources	21,751,884		21,895,755	25,818,464	25,083,09
Considerations:	Historic		Historic	Historic	Histori
	Cost per unit		Achieving consensus	Achieving consensus	Achieving consensu
	Accessing state credits		_	Cost per unit	Cost per un
	Achieving consensus				
Feasible	Not feasible	Not feasible	Feasible	Feasible	Feasibl
reasible	NOT TEASIBLE	NOL TEASIBLE	reasible	reasible	reasib