



CITY AND COUNTY OF SAN FRANCISCO
OFFICE OF THE CONTROLLER

Ben Rosenfield
Controller

Todd Rydstrom
Deputy Controller

August 15, 2016

Mr. John Arntz
Department of Elections
City Hall, Room 48
Dr. Carlton B. Goodlett Place
San Francisco, CA 94102-4689

RE: Proposition M – Charter amendment creating a Housing and Development Commission

Dear Mr. Arntz,

Should the proposed charter amendment be approved by the voters, in my opinion, it would have a minimal impact on the cost of government.

The proposed amendment would increase the cost of government by approximately \$210,000 annually to fund the cost of a new city commission which would have oversight over the Department of Economic and Workforce Development and the Department of Housing and Community Development. These funds would provide for a commission secretary, commissioner compensation, and costs such as preparing public materials.

The proposed amendment establishes the Housing and Development Commission consisting of seven members, three appointed by the Mayor, three by the Board of Supervisors, and one by the Controller. Commission members must have significant affordable housing development or community development experience. The commission would have the authority to appoint, evaluate, and remove the department heads of the two departments.

The commission would be required to review and make recommendations to the Board of Supervisors regarding proposed development agreements and conveyance of certain surplus City property. The commission would adopt rules to create competitive selection processes for development of affordable housing on City property and expenditure of the City's affordable housing funds. Additionally, the commission would review any proposed ordinance that would set or change the minimum or maximum inclusionary or affordable housing obligations for housing development projects, prior to any Board of Supervisors hearings.

Sincerely,

A handwritten signature in black ink, appearing to read "Ben Rosenfield".

for Ben Rosenfield
Controller