

Expand opportunities for home ownership:

- Opportunity to Purchase bill for mobile home park residents to own the land under their manufactured homes. (this was [HB 1100](#) in the last biennium)

Make workforce housing economical through funding, incentives, subsidies, and regulatory abeyance:

- Sales tax exemption for affordable housing construction and preservation. (Was this the Habitat effort for labor and materials? (YES))
- Support Multifamily Tax Exemption and interest rate subsidies. Allow qualifying households at/under 120% AMI to benefit from interest rate subsidy (via housing finance agency as a soft second mortgage approach = more research needed).
- Increase funding for energy efficiency standards in new housing that doesn't take away from the funds for affordable housing units.
- Provide legislative backing and align with MFTE for public funds for up to 115% AMI for rental, 120% AMI for owner occupied housing to minimize risk of gifting public funds.
- Reduce the required frequency of State Building Code adoption from every 3 years to every 6 years
- Legislate limitations on Washington State Department of Ecology's requirement of new municipal national pollutant discharge elimination system (NPDES) permits every 5 years to reduce frequency and rulemaking processes.

Create legal stability for planning larger projects and infill development:

- Support reform of condo liability rules (ongoing legislative issue)
- Extend SEPA appeal exemptions for residential building capacity actions taken after April 1, 2023 (see [SSB 5818 Bill Report page 2](#)) and extend provision of planning funding up to \$100k for jurisdictions as per [RCW 36.70A.600\(6\)](#). This is particularly important for jurisdictions like ours on the 2025 periodic update schedule - so even another year extension would be beneficial if not just striking the end date.
- Amend new requirement that all Planned Unit Developments require formation of Home Owners Associations, an expensive and cumbersome barrier for affordable housing projects.