





## SAVE THE DATE!

<u>Date</u>: January 4, 2018, from Noon to 4 p.m. <u>Location</u>: Community Concepts, Inc.: 240 Bates St., Lewiston

## STATEWIDE LEAD ABATEMENT WORK OPPORTUNITIES Eat lunch and learn how to earn lead abatement grant money

The Federal Department of Housing and Urban Development (HUD) has provided grants for Lead Hazard Control work in residential properties, in the state of Maine. **Three lead programs are funding this work with 10 million dollars in grant and local matching funds over the next 3 years.** The Portland Lead Program funds projects in Cumberland County. The Lewiston-Auburn Lead Program funds only the two cities, and the Maine State Housing Authority Lead Program funds projects statewide.

A lack of Lead Abatement Contractors working with the HUD programs has become a concern. The Lead Programs are co-sponsoring this half day event to introduce interested contractors to the funding sources and the state agencies that regulate the industry. This is a small industry with supportive agencies and companies that are here to help.

There will be grant program information about the work paid for, the program flow, billing and payments, and the quarterly grant targets. Information about lead worker training, work practices, and licensing will be covered by industry professionals. Questions and interaction will be encouraged since we have some veteran contractors and the enforcement agencies available to address them accurately. (If you can think of it, someone here has the experience to deal with it.).

• Lunch will be provided at 12:00 p.m. and presentations start at 1:00 p.m.

For any questions about this event or work opportunities in this field please contact the relevant Program Manager below:

Colleen Hennessy, Portland Lead Program Ph. (207) 874-8983 <u>chennessy@portlandmaine.gov</u>

Travis Mills, Lewiston-Auburn Lead Program Ph. (207) 513-3126 xt.3251 tmills@lewistonmaine.gov

Kin Dydasco, Maine State Housing Authority Lead ProgramPh. (207) 624-5779kdydasco@mainehousing.org