

**Exhibit 1**  
**Broward County Land Use Plan**  
**Proposed Text Amendment**  
**October 2019**

**AFFORDABLE HOUSING INCLUSIONARY POLICY**

**Policy 2.16.5** In order to increase the supply of affordable housing, municipalities shall adopt an inclusionary housing ordinance within the municipal zoning code or municipal land development code no later than 24 months after the effective date of this Policy (*place holder for date*). The inclusionary housing ordinance shall require net new residential development of 10 dwelling units or more to include a minimum of 15% of the units restricted to “moderate income” households, or 10% of the units restricted to “low income” households, or 5% of the units restricted to “very-low income” households. Affordable units must be restricted to applicable income households for at least 30 years. Application of the percentage requirements to a development shall be rounded down (e.g. 15% of 10 units equals 1 unit).

The inclusionary housing ordinance shall provide for a full offset of the developer’s affordable housing contribution, via sufficient density bonuses and/or other incentives, consistent with the requirements of 2019 Florida House Bill 7103. The inclusionary housing ordinance may include an in-lieu fee option, subject to recovery of the full offset of the developer’s affordable housing contribution.

The municipal ordinance shall provide that census tracts, recalculated each year based on assessed values, which have a median assessed value for residential properties (“residential properties” as defined by the Broward County Property Appraiser) at or below 80% of the Broward County median value shall be exempt from the requirements of the inclusionary housing ordinance.

**Definition**

*Inclusionary Housing* means municipal and county ordinances that require a proportion of new residential construction shall be units affordable to very-low, low and moderate income households.

NOTE: proposed additions are underlined, proposed deletions are ~~struck through~~