

June 1, 2015

The Honorable Harvey Hall
The Honorable Willie Rivera
The Honorable Terry Maxwell
The Honorable Ken Weir
The Honorable Bob Smith
The Honorable Harold Hanson
The Honorable Jacquie Sullivan
The Honorable Chris Parlier
City of Bakersfield
1600 Truxtun Avenue
Bakersfield, CA 93301

Re: Support for Viridian's "Lofts on 18<sup>th</sup>" Downtown Housing Revitalization

Dear Bakersfield City Council Members:

On behalf of the Council of Infill Builders, a statewide organization of developers and other real estate professionals committed to improving California through infill development, I write in support of Viridian Corporation's proposed apartment home project in downtown Bakersfield. The project will provide much-needed housing for professionals and contribute to downtown economic revitalization.

The Council of Infill Builders, through its nonprofit efforts and the work of its individual board members and advisors, has made it a priority to help revitalize the historic downtowns in the San Joaquin Valley. Well-planned and designed infill projects like Viridian's are key to meeting the unmet market demand for convenient, walkable housing in downtowns and unlocking the tremendous economic potential in many otherwise underperforming communities throughout the Valley.

Council of Infill Builders board and staff members have worked with Edith Gibson of Viridian and witnessed firsthand the critical role she and her company are playing in downtown revitalization. For example, her renovation of the Hay Building sparked further redevelopment in the Arts and Entertainment District. It has been a pleasure to meet some of the tenants of the building – creative young professionals attracted to the walkability, style, and convenience of the area and the project.

Viridian has made significant financial investments in the downtown, and this project would be a further boost. We urge you to uphold the Board of Zoning Adjustment approval and support revitalization.

Sincerely,

Curt Johansen

President, Council of Infill Builders