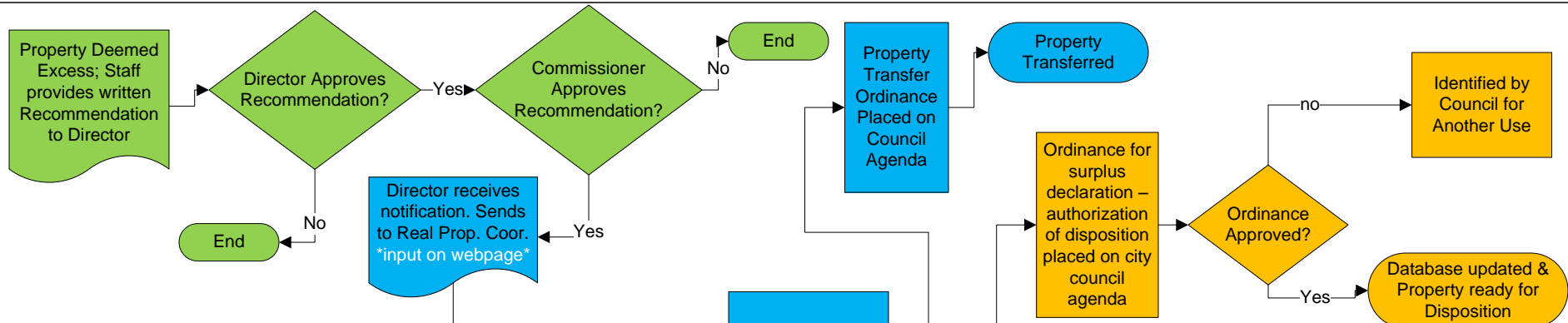
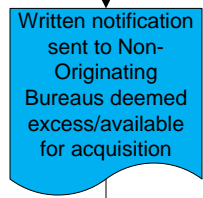


Disposition of Real Property: Category 1 (Sub-Sections A,B, and D of Section III)

Originating Bureau

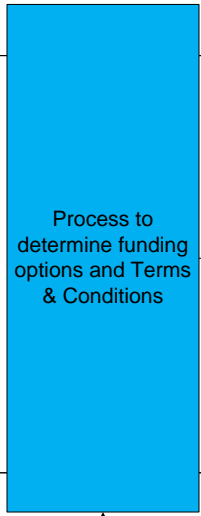


City Real Property Coordinator - BIBS Director



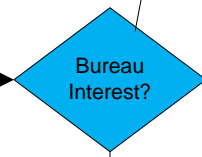
Within 7 calendar days of notification

21 day response timeframe
Reminder at 14 days if needed; sent from Coordinator



- ◆ A: Identification process for excess real property
- ◆ B: Internal notification process for excess real property
- ◆ C: External notification process for excess real property
- ◆ D: Declaration and disposition process for surplus real property

Non-Originating Bureaus

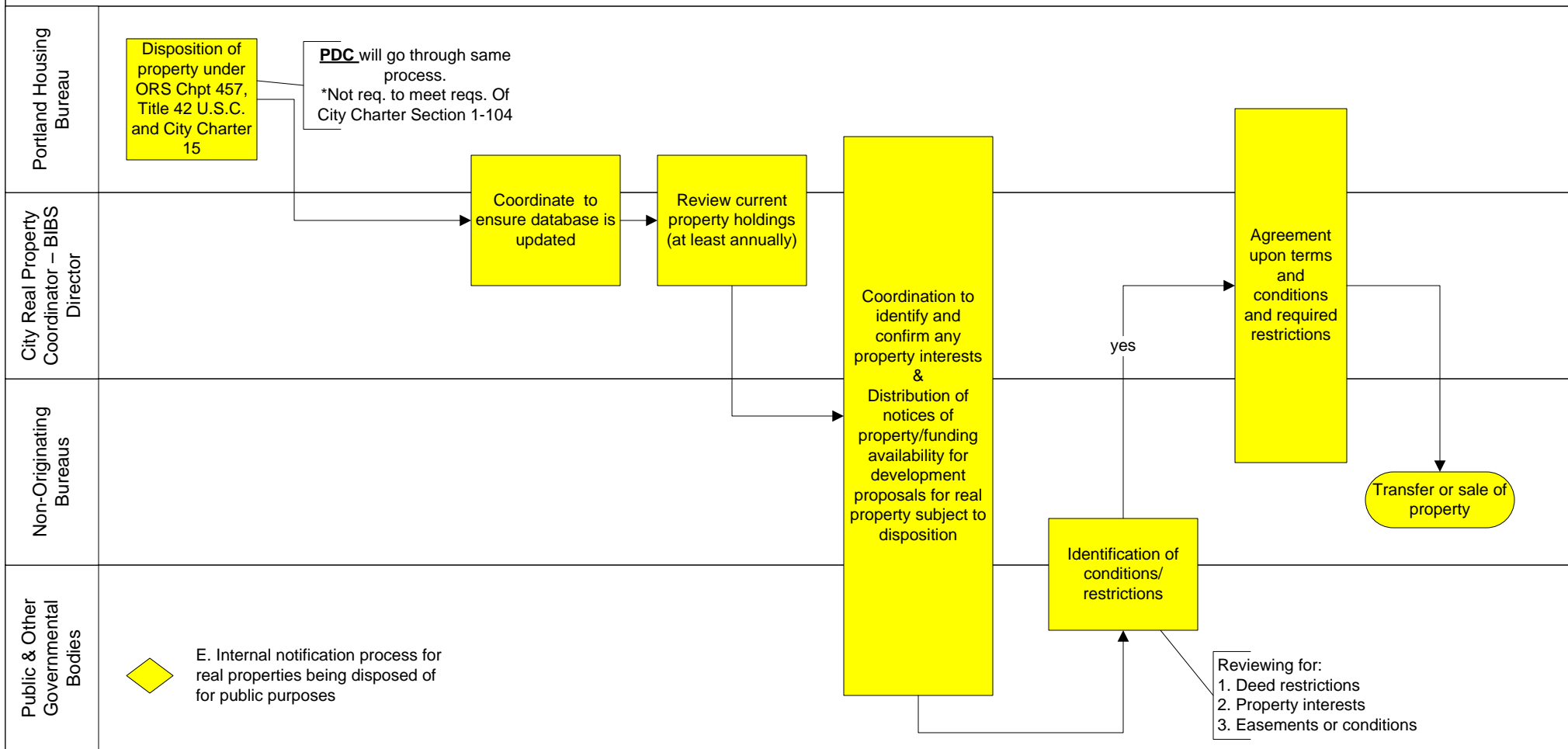


If no interest received within 7 calendars days of the end of the 21-day period, City Property Coordinator notifies originating bureau

Public & Other Governmental Bodies

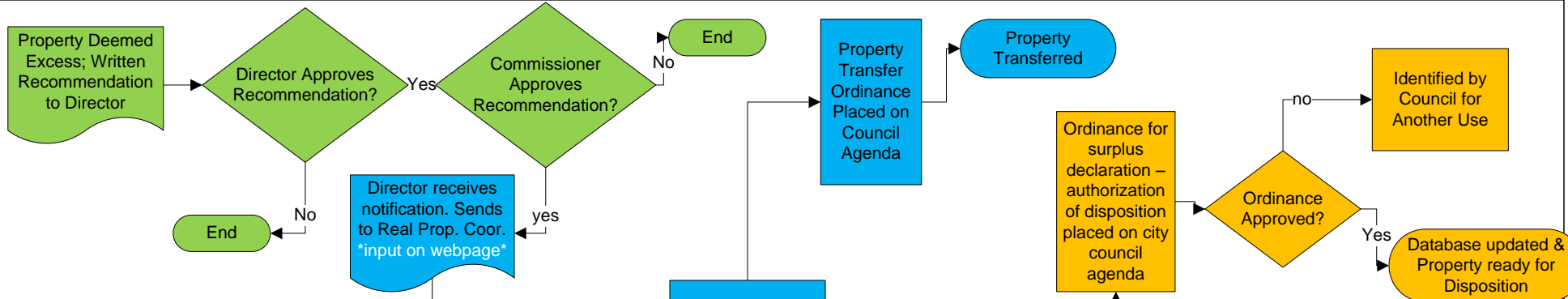
Disposition of Real Property: Category 2 (Sub-section E)

The Portland Housing Bureau shall use the following process steps to allow City bureaus or offices the opportunity to identify any existing or required deed restrictions, property interests, easements or conditions.

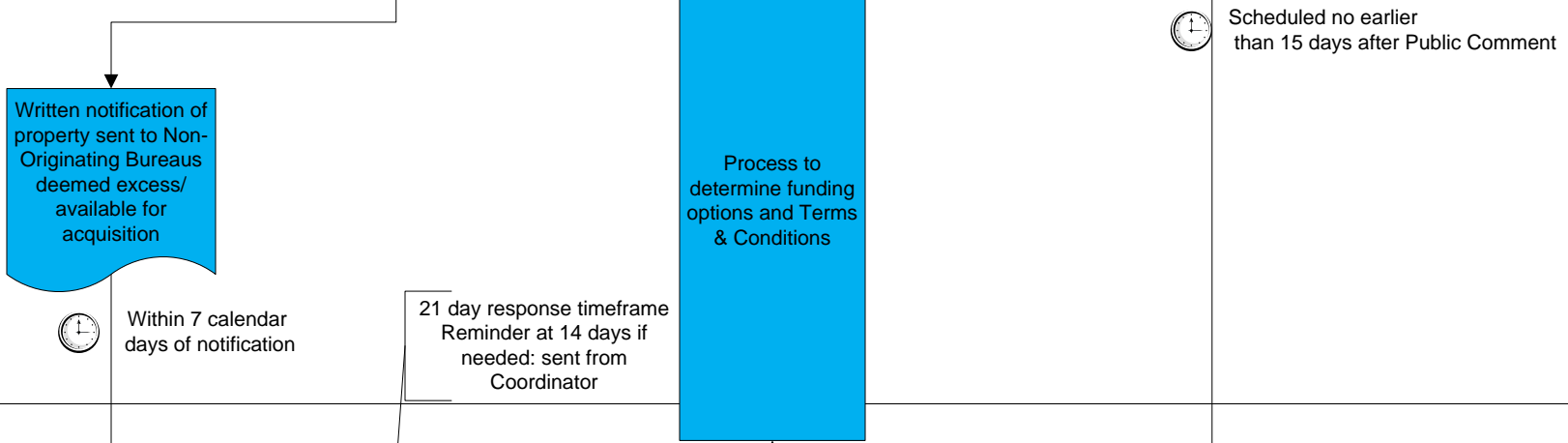


Disposition of Real Property: Category 3 (Sub-Sections A,B,C,and D)

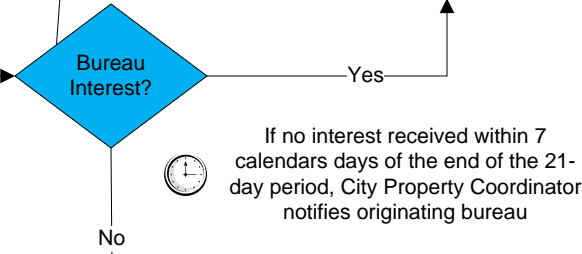
Originating Bureau



City Real Property Coordinator – BIBS Director



Non-Originating Bureaus



Public & Other Governmental Bodies

- The following items will be completed within 2 business days of the end of the internal notification period, the **City Real Property Coordinator** shall:
- list on website
 - notify neighborhood & business associations
 - Mailing
 - Maintain subscription for notification
 - notify other Governmental Agencies
- The **originating bureau** shall:
- post signage

Solicitation by Originating Bureau & City Property Coordinator for Public Comment (60 Days)

- ◆ A: Identification process for excess real property
- ◆ B: Internal notification process for excess real property
- ◆ C: External notification process for excess real property
- ◆ D: Declaration and disposition process for surplus real property