

The Board of Directors
Otter Housing Association Inc.
Port Rexton

13 April 2024

Hello Board Members,

I am writing today to express my interest in renewing my term as a Board Member for Otter Housing Association.

Port Rexton and the surrounding areas have been struggling from a lack of affordable housing for quite some time now. Our community's thriving tourism industry has created many opportunities for seasonal work during late Spring and Summer, but has also brought with it many issues such as housing insecurity, specifically for those who wish to live here year round. As a young local who wishes to stay in the area, I have had first hand experience with the struggles of trying to find accommodations in the area. Rentals are few and far in between and land is virtually unobtainable. Otter Housing Association is among the first in rural NL to recognize this issue and to work towards a long term solution. I am passionate about the aim of this project as it is relevant to not only my situation, but so many other young families looking to establish themselves in the area.

I have been a director with Otter Housing Association over the last two-year term. During this time, I have been involved in both the challenges and successes that have gotten our team to where we are now. I understand the importance of being a responsible and active board member, and I am dedicated to continue learning, helping, and educating in all aspects. I also feel that my passion for architecture and experience in carpentry and construction will be valuable during the building process. My excitement grows as we work towards the final design stages of the Port Rexton Housing Project. The progress made is a huge step in the right direction and will certainly contribute to the longevity of Port Rexton and its surrounding communities.

I appreciate the opportunity Otter Housing Association has given me during these past two years, and I wish to continue to be a part of our team.

Thank you for your consideration.

Nicholas Bailey