

<b>FY2023 CoC Program Competition</b>		<b>Links</b>
Wednesday July 5, 2023	HUD Releases CoC Notice of Funding Opportunity (NOFO)	<a href="#">CoC Program Competition</a>
Monday July 31, 2023 at 5pm	<b>Agency Due Date</b> All agencies, new or renewing, that intend to apply will submit their Letter of Intent and Housing First Questionnaire via Cognito.	1. <a href="#">Housing First Questionnaire</a>  2. Letter of Intent  <a href="#">Renewal Applicants</a>  OR  <a href="#">New Applicants and Renewal Applicants without Data to Report</a>
Friday August 4, 2023 at 5pm	All agencies, new or renewing, will be notified whether or not their Letter of Intent was approved. If approved, renewing agencies must send a copy of their most recent APR (downloaded from Sage) to UHC.	Please send all emails to <a href="mailto:nrivera@uhcsc.org">nrivera@uhcsc.org</a>
Monday August 21, 2023 at 5pm	<b>Agency Due Date</b> Agencies must email a PDF version of their project application (downloaded from e-snaps) to UHC for review before e-snaps submission.	Please send all emails to <a href="mailto:nrivera@uhcsc.org">nrivera@uhcsc.org</a>
Thursday August 24, 2023 at 5pm	UHC will notify agencies if any changes are required for their project application before submission in e-snaps.	
Monday August 28, 2023 at 5pm	<b>Agency Due Date</b> All project applications are required to be submitted to UHC in e-snaps.	
Thursday September 7, 2023 at 5pm	UHC will notify applicants in writing whether their applications will be accepted and ranked on the CoC Priority Listing, rejected, or reduced.	
Wednesday September 20, 2023 at 5pm	UHC will post all parts of the CoC Consolidated Application (the CoC Application and CoC Priority Listing with all project applications accepted and ranked, or rejected and the Project Applications) on its website for public viewing.	
Friday September 22, 2023 at 5pm	<b>Target Due Date</b> 2023 NOFO Consolidated Application due to HUD	
Thursday September 28, 2023 at 8pm	<b>Final Due Date</b> 2023 NOFO Consolidated Application due to HUD	