

# INCOME LIMITS

OZARKS AREA COMMUNITY ACTION CORPORATION (OACAC)

DALLAS COUNTY PHA

Housing Assistance Program

215 S. Barnes, Springfield, MO 65802

DEPARTMENT OF HOUSING & URBAN DEVELOPMENT (HUD)

HUD EFFECTIVE DATE April 1, 2020

COUNTY	% Median Income	NUMBER OF HOUSEHOLD MEMBERS							
		1	2	3	4	5	6	7	8
Christian Greene Webster	50%	22,900	26,150	29,400	32,650	35,300	37,900	40,500	43,100
Barry	50%	19,650	22,450	25,250	28,050	30,300	32,550	34,800	37,050
Dade	50%	19,650	22,450	25,250	28,050	30,300	32,550	34,800	37,050
Dallas	50%	19,650	22,450	25,250	28,050	30,300	32,550	34,800	37,050
Lawrence	50%	19,650	22,450	25,250	28,050	30,300	32,550	34,800	37,050
Polk	50%	19,650	22,450	25,250	28,050	30,300	32,550	34,800	37,050
Stone	50%	19,650	22,450	25,250	28,050	30,300	32,550	34,800	37,050
Taney	50%	19,650	22,450	25,250	28,050	30,300	32,550	34,800	37,050

Source: U.S. Department of Housing and Urban Development  
Area Median Income (AMI)

**Family Size Adjustments:** Once the final 4-person income limit has been established, income limits for other family sizes are calculated by applying a percentage adjustment to the final 4-person VLIL. Calculation of income limits for other family sizes is straight-forward. The 1-person family income limit is 70% of the 4-person income limit. The 2-person family income limit is 80% of the 4-person income limit, the 3-person family income limit is 90% of the 4-person income limit, the 5-person income limit is 108% of the 4-person income limit, the 6-person family income limit is 116% of the 4-person income limit, the 7-person family income limit is 124% of the 4-person income limit, and the 8-person family income limit is 132% of the 4-person income limit. For family sizes larger than 8 persons, the income limit can be calculated by adding an additional eight (8) percent per person to the next lower limit. For example a 9-person family income limit is 140% (132% + 8%), and so on. The resulting low-income limit calculation for other family sizes are then rounded up to the nearest \$50 to produce the Final VLIL.



