

Your land is your cheapest capital. We buy the land. You keep the building.

We purchase the land under commercial real estate and lease it back for 99 years. The owner keeps the building, the operations, the depreciation, and 100% of the upside. The land purchase turns a dormant asset on the balance sheet into capital that closes a deal, funds a paydown, or replaces expensive layers of the stack.

HOW IT WORKS

- 1 **We buy the land** under the property at a negotiated price and the owner signs a 99-year ground lease.
- 2 **The owner keeps the building:** operations, cash flow, depreciation on the improvements, and all upside and promote.
- 3 **The leasehold stays financeable.** The lease is drafted to institutional, agency, and lender standards, with the full suite of leasehold-lender protections built in.
- 4 **Rent is set to be carried easily:** sized off property income with modest fixed escalations. No fair-market resets.

WHERE IT FITS

- **Recaps and workouts:** a principal paydown that is not debt, so no DSCR or debt-yield test stands in the way.
- **Acquisitions:** the buyer's check shrinks by the land price, widening the pool and stretching equity.
- **Construction and completion gaps:** fund the finish without rescue-capital pricing.
- **Affordable / LIHTC:** land is not in eligible basis; a land sale funds the recap and rents do not move.
- **Replacing expensive capital:** retire amortizing, lien-based layers with non-amortizing land money.

THE TYPICAL NUMBERS

99 years

Lease term. No maturity, no refinance risk, no balloon.

Mid 6s

Typical cost. Non-amortizing. Not a lien, not debt on the building.

~25% of NOI

Typical ground rent, leaving 3–4x coverage from property income.

30–40%

Of total basis often held in the land — priced off income, not the assessor's land line.

We answer fast from three numbers: the property address, the income, and the debt. A non-binding indication of land value follows, as principal or with arranged capital, and there is no cost and no obligation to look.