



CITY OF SAINT PAUL
OFFICE OF THE CITY COUNCIL
310 CITY HALL
15 WEST KELLOGG BOULEVARD
SAINT PAUL, MN 55102-1615
Marcia Moermond, Legislative Hearing Officer
EMAIL: legislativehearings@ci.stpaul.mn.us
PHONE: (651) 266-8585 FAX: (651) 266-8574

March 15, 2024

Wesley Hart
13130 Quail Creek Dr NE
Minneapolis, MN 55449

William Purtell
obo Freedom Mortgage Corp.

VIA EMAIL: wwhart@gmail.com

VIA EMAIL: William.purtell@dinsmore.com

Re: Remove or Repair of the Structure at 378 SIMS AVENUE

Dear Mr. Hart & Mr. Purtell:

This is to confirm that at the Legislative Hearing on March 12, 2024 the matter was continued to Legislative Hearing on **Tuesday, March 26, 2024 at 9 am in room 330 City Hall/Courthouse** (if attending by phone between the hours of 9 and 11 am) for further discussion.

By no later than close of business March 7, 2024 you were to:

- 1. submit evidence of financing sufficient to complete the rehabilitation.** Staff estimates costs to exceed \$60,000. If total for bids are more than 20% less than staff estimate, a high level of detail will be required. Financing could be business or personal accounts, a line of credit, or construction loan. Other types of financing will be reviewed on a case-by-case basis;
- 2. submit an affidavit indicating the finances will be dedicated to completing the project** and not diverted until a code compliance certificate is issued;
- 3. submit work plan, sworn construction statement, or scope of work.** This should include **signed** subcontractor bids which address all items in the Code Compliance Inspection Report and a **schedule** for completion of the project; and
- 4. the property must continue to be maintained.**

Those should be submitted no later than noon on March 25, 2024. Please let me know if you would like samples of these documents. Those items can be submitted to me at Joanna.zimny@ci.stpaul.mn.us. If you have any questions, please contact me at 651-266-8585

Sincerely,

/s/
Joanna Zimny
Legislative Hearing Executive Assistant



c: Rehabilitation & Removal staff