



Legislation Details (With Text)

File #: RLH TA 18- 301 **Version:** 2

Type: Resolution LH Tax Assessment Appeal **Status:** Passed

In control: City Council

Final action: 7/18/2018

Title: Ratifying the Appealed Special Tax Assessment for property at 1504 WHITE BEAR AVENUE. (File No. J1809B, Assessment No. 188110)

Sponsors: Dan Bostrom

Indexes: Assessments, Nuisance Abatement, Special Tax Assessments, Ward - 6

Code sections:

Attachments: 1. 1504 White Bear Ave.Respro Invoice.2-20-18, 2. 1504 White Bear Ave.VB Emergency Boarding Ltr.2-21-18.pdf

Date	Ver.	Action By	Action	Result
7/23/2018	2	Mayor's Office	Signed	
7/18/2018	2	City Council		
6/5/2018	1	Legislative Hearings	Referred	

Ratifying the Appealed Special Tax Assessment for property at 1504 WHITE BEAR AVENUE. (File No. J1809B, Assessment No. 188110)

Date of LH: 6/5/18
Date of CPH: 7/18/18

Cost: \$300
Service Charge: \$162
Total Assessment: \$462
Gold Card Returned by: MARC YANG
Type of Order/Fee: EMERGENCY BOARDING SPPD
Nuisance: UNSECURED BUILDING
Date Work Done: 2/18/18
Comments: REQUESTED BY SPPD. POLICE REPORT REQUESTED.

WHEREAS, the Office of Financial Services Real Estate Section has attached to this Council File both a report of completion outlining the costs and fees associated with Boarding and/or Securing services during February 2018. (File No. J1809B, Assessment No. 188110) and the assessment roll including all properties for which these assessments are proposed for Council ratification; and

WHEREAS, the City Council's Legislative Hearing Officer has reviewed an appeal of this assessment and developed a recommendation for the City Council with respect to this assessment; and

WHEREAS, a public hearing having been conducted for the above improvement, and said assessment having been further considered by the Council and having been considered financially satisfactory; Now, Therefore, Be It

RESOLVED, that pursuant to Chapter 14 of the Saint Paul City Charter, said assessment is hereby ratified and payable in one installment.