



## Legislation Details (With Text)

**File #:** RLH AR 21- 33 **Version:** 3  
**Type:** Resolution LH Assessment **Status:** Passed  
Roll  
**In control:** City Council  
**Final action:** 5/19/2021  
**Title:** Ratifying the assessments for Securing and/or Emergency Boarding services during December 2020.  
(File No. J2107B, Assessment No. 218106)  
**Sponsors:** Amy Brendmoen  
**Indexes:**  
**Code sections:**  
**Attachments:** 1. Assessment Roll J2107B.218206

Date	Ver.	Action By	Action	Result
5/25/2021	3	Mayor's Office	Signed	
5/19/2021	2	City Council	Adopted As Amended	Pass
4/6/2021	1	Legislative Hearings	Referred	

Ratifying the assessments for Securing and/or Emergency Boarding services during December 2020. (File No. J2107B, Assessment No. 218106)

### **AMENDED 5/19/21**

WHEREAS, the Saint Paul City Council in Council File RES 21-265 accepted the Report of Completion for Securing and/or Emergency Boarding of a Structure on Private Properties during the month of December 2020; and

WHEREAS, the City Council's Legislative Hearing Officer has considered objections of affected property owners and developed recommendations for the City Council with respect to their assessments; and

WHEREAS, the City Council held a public hearing on May 19, 2021 to consider ratification of the assessment roll; and

WHEREAS, the City Council considered and found satisfactory the assessment of benefits, costs and expenses for the services provided; now, therefore be it

RESOLVED, that, pursuant to Chapter 429 of Minnesota State Statutes and Chapter 60 of the Saint Paul Administrative Code, the assessments are is hereby in all respects ratified with the exception of the following amendment which will be considered separately:

RLH TA 21-201: 587 Virginia Street;

RLH TA 21-XX: 1802 Ross Avenue; to delete for Legislative Hearing on June 8, 2021 @ 9 a.m. and be it further

RESOLVED, that the assessments be payable in one (1) installment, unless specified by the Legislative Hearing Officer's recommended amendments.