



City of Saint Paul

City Hall and Court House
15 West Kellogg Boulevard
Phone: 651-266-8560

Legislation Text

File #: RES 22-1194, **Version:** 1

Approving the City's cost of providing Collection of Vacant Building Registration fees billed during March 1 to May 16, 2022, and setting date of Legislative Hearing for October 4, 2022 and City Council public hearing for January 11, 2023 to consider and levy the assessments against individual properties. (File No. VB2301, Assessment No. 238800)

WHEREAS, pursuant to Saint Paul Administrative Code Chapter 60: Property Service Cost Assessments, the Office of Financial Services Real Estate Section has prepared the attached Report of Completion of Assessment for Collection of Vacant Building Registration Fees billed during the time period of March 1 to May 16, 2022 under Assessment No. 238800 (File No. VB2301) and,

WHEREAS, the Office of Financial Services Real Estate Section has prepared for City Council consideration the attached Assessment Roll listing the benefited property, the property owner, the service provided and the charges for the service as reported by the department providing the service; and hereby submits said Assessment Roll for City Council consideration to adopt and levy said charges as an assessment against the benefited property; and

WHEREAS, a legislative hearing on said assessment is scheduled on the 4th day of October 2022 at the hour of 9:00 a.m. in Room 330, Third Floor, City Hall Court House, in the City of Saint Paul; now, therefore be it

RESOLVED, that the Council of the City of Saint Paul hereby accepts and approves said Report of Completion of Assessment and Assessment Roll; and be it further

RESOLVED, that a public hearing be had on said assessment on the 11th day of January 2023 at the hour of 3:30 p.m. in the Council Chambers of the Court House and City Hall Building, in the City of Saint Paul; and that the Office of Financial Services Real Estate Section provide mailed and published notice of the same as required by law.