

City of Spring lake Park Code Enforcement Division

1301 Eighty First Avenue Northeast Spring Lake Park, Minnesota 55432 (763) 783-6491 Fax: (763) 792-7257

REPORT

TO: Spring Lake Park City Council

FROM: Jeff Baker, Code Enforcement Official

RE: Code Enforcement Monthly Report for October 2021

DATE: October 27, 2021

The Spring Lake Park Code Enforcement department is the authority having jurisdiction for all fire, rental, property, nuisance, and zoning codes within Spring Lake Park.

In October, a total of 13 building, 0 Fire Suppression, 9 mechanical, 3 plumbing, 1 Certificate of Occupancy and 4 zoning for a total of 31 permits issued compared to a total of 36 in 2020. Code Enforcement conducted 149 inspections in the month of October including 61 building, 15 rental, 5 zoning, 41 nuisance and 27 fire. 15 Admin tickets were issued for non-compliance.

Inspector Morris continues his duties with housing, fire and nuisance inspections. Since Walter has started fulltime, neighbors seem to be more irritated with each other as nuisance complaints are on the rise. Walter is doing a wonderful job at gaining compliance and talking the residents down, so issues do not escalate any further.

CONSTRUCTION UPDATE:

7824 & 7830 Monroe - the only thing left for those two properties are the final inspection/Certificate of Occupancy.

Suite Living, 525 Osborne Rd – the underground plumbing, in floor heat and cement slab have been completed, a long with the shed slab. The pre-fabricated exterior walls will go up rather quickly, so don't be surprised to see those up in the next few weeks.

In October of 2021, I also attended the following appointments:

- Pre-Inspection walk through October 7th.
- City Council meeting on October 4th
- City Council Work Shop on October 11th.
- Department Head meeting on October 5th.
- P&Z meeting October 25th.

This concludes the Code Enforcement monthly report for October 2021. If anyone has any questions or concerns regarding my report, I would be happy to answer them at this time.