

STATE OF MINNESOTA  
COUNTY OF ANOKA

CITY OF RAMSEY  
Code Enforcement Unit



April 2<sup>nd</sup>, 2021

Paul M. Griffin  
Or Current Owner  
7471 152<sup>nd</sup> Ave NW  
Ramsey, MN 55303

**-SECOND NOTICE OF VIOLATION -**

RE: Home Based Business and Public Nuisance Violations on Anoka County PID #21-32-25-42-0024 (7471 152<sup>nd</sup> Ave NW)

Dear Property Owner:

The City of Ramsey has adopted ordinances that are designed to keep the community safe, healthy and attractive. The City received a complaint on the above premises in regards to the following violations of the Ramsey City Code:

- Chapter 30-3. – Property conditions constituting a public nuisance.
  - (26) The outdoor or outside storage of any part of a motor vehicle or piece of machinery that is deteriorating or unusable or intended to be used as salvageable parts.
- City Code Section 117-351. - Home occupations.
  - The City received a complaint of a lawnmower salvage operation on site. Home occupations require a permit, administrative or from City Council, for work exceeding the parameters set by Section 117-351.

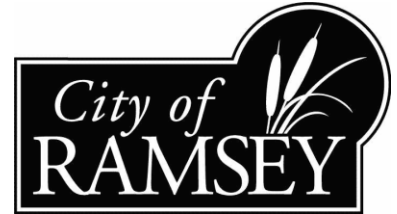
**You have 14 days from the date of this letter to address the following (or you will receive another administrative citation of \$250):**

- Chapter 30-3. – Property conditions constituting a public nuisance.
  - Properly store all public nuisance items, or remove them from the property.
- City Code Section 117-351. - Home occupations.
  - Apply for a Home Occupation Permit – copy of questionnaire is attached

Please contact me at (763) 433-9860 to schedule a follow up inspection after the violations are corrected (to ensure you are not assessed any charges) or to answer any questions you may have.

Sincerely,

Brian McCann, Planning Technician  
(763) 433-9860 | bmccann@cityoframsey.com  
Community Development Department



**Exhibits 1-2: Evidence of a lawnmower salvage business**



City of Ramsey ♦ 7550 Sunwood Dr NW ♦ Ramsey, MN 55303  
City Hall (763) 427-1410 ♦ Police Administration (763) 427-6812