

## City of Coral Gables

405 Biltmore Way Coral Gables, FL 33134 www.coralgables.com

## Legislation Details (With Text)

File #:

NOVI-22-04-

0167

Version: 1

Name:

Type:

Code Enforcement Board

Status:

Noted and Filed

File created:

Violation 10/10/2022

In control:

Code Enforcement Board

On agenda:

10/19/2022

**Final action:** 10/19/2022

**Enactment date:** 

Enactment #:

Title: 1545 Urbino Avenue

Violation Description - Sec. 105-278. -Floors, walls, ceilings and roofs - Floors, walls, ceilings and roofs of every structure used for human habitation shall be structurally sound, and maintained in a clean and sanitary condition. They shall be free from cracks, breaks, loose plaster and similar conditions so serious as to endanger the safety of occupants or to seriously mark the attractiveness of

the premises.

Roof is dirty.

Remedy - Must pressure wash roof.

Owner - Antonia B. Hernandez &

Code Enforcement Officer Vilato

Sponsors:

Indexes:

Code sections:

Attachments:

1. violation pictures 042122, 2. violation pictures 052522, 3. violation pictures 100722, 4. Notice of Violation Warning (04-25-2022) (3), 5. warning posting pictures, 6. Notice of Violation (05-25-2022).pdf, 7. NOV posting pictures, 8. NOV USPS delivery confirmation, 9. Summons 1545 Urbino Avenue, 10. summons to appear 101922 posting, 11. Miami-Dade owner of record

Date	Ver.	Action By	Action	Result
10/19/2022	1	Code Enforcement Board		

## 1545 Urbino Avenue

Violation Description - Sec. 105-278. -Floors, walls, ceilings and roofs - Floors, walls, ceilings and roofs of every structure used for human habitation shall be structurally sound, and maintained in a clean and sanitary condition. They shall be free from cracks, breaks, loose plaster and similar conditions so serious as to endanger the safety of occupants or to seriously mark the attractiveness of the premises.

Roof is dirty.

Remedy - Must pressure wash roof.

Owner - Antonia B. Hernandez &

File #: NOVI-22-04-0167, Version: 1

Code Enforcement Officer Vilato