



CODE COMPLIANCE - CITY OF WILDWOOD

Agenda
Regular Meeting
July 7, 2026 1:00 PM
City Hall Commission Chamber
100 N Main Street

Persons with disabilities or language barriers needing assistance to participate in any of these proceedings should contact the City Clerk's Department, ADA Coordinator, at 352-330-1330, Ext. 103, forty-eight (48) hours in advance of the meeting.

F.S.S. 286.0105 - If a person decides to appeal any decision made by the Commission with respect to any matter considered at this meeting, they will need a record of the proceedings, and that, for such purpose, they may need to ensure that a verbatim record of the proceedings is made, which record includes the testimony and evidence upon which the appeal is to be based. The City of Wildwood DOES NOT provide this verbatim record.

I. CALL TO ORDER

1. *SPECIAL MAGISTRATE, OVERVIEW OF THE CODE ENFORCEMENT PROCESS*
2. *SWEAR IN CITY STAFF*

II. APPROVAL OF SUMMARY MINUTES

1. June 2, 2026

III. OLD BUSINESS

1. City of Wildwood Case# 25-0060
Respondents: BMS Holdings
Violation Address: Parcel G06H055, 802 High Street
Violations: Code of Ordinances, Chapter 15 – Accumulation of Junk and Debris and Overgrown Vegetation; Chapter 7 Exterior Maintenance Standards;
Status: Order of Foreclosure Hearing for Failure to Pay Case Costs and Fines
2. City of Wildwood Case# 25-0146
Respondents: BMS Holdings LLC
Violation Address: Parcel G06F020, 696 Kilgore Street
Violations: Code of Ordinances: Chapter 7 Exterior Maintenance Standards; Chapter 9, Failure to Abate, and Chapter 15 – Accumulation of Junk and Debris
Status: Order of Foreclosure Hearing for Failure to Pay Case Costs and Fines

IV. NEW BUSINESS

1. City of Wildwood Case# 26-0040
Respondents: Estate of Jack O. Hatcher
Violation Address: Parcel G07-073, 500 E Gulf Atlantic Highway
Violations: Code of Ordinances: Land Development Regulations, Chapter 3, Chapter 4, City Code of Ordinances, Chapter 15, and 19.
Status: Non-Compliant – Order of Enforcement with Fines.

V. ADJOURNMENT

July 7, 2026 1:00 PM