



February 24, 2025

b9 Architects
Attn: Bradley Khouri
400 Pine St, Suite 215
Mercer Island, WA 98040
Via: Email

RE: **CA025-018** Review Letter 3; 4450 84th Ave SE, Mercer Island, WA 98040

Dear Bradley,

The City of Mercer Island Community Planning and Development Department has completed a review for compliance with the zoning code, Title 19 of the Mercer Island City Code (MICC) for the above Critical Area Review 2 application. The following issues need to be addressed in your resubmission:

Planning:

1. Please complete the Affidavit of Ownership and Affidavit of Agent Authority. The Affidavit of Ownership and Affidavit of Agent Authority were submitted in draft form in SUB1 and are incomplete. Please complete both Affidavits and have them notarized.

The City's processing of the Critical Area Review 2 application has been put on hold until these issues are resolved. Pursuant to MICC 19.15.110, all requested information must be submitted within 60 days or a request for extension requested. The deadline for a complete response or request for extension is April 25, 2025. If a complete response is not received or an extension response has not been received prior to that date, the application will expire and be canceled for inactivity. No additional notification regarding this deadline or expiration of the application will be provided.

Sincerely,

Madelyn Nelson

Madelyn Nelson, Assistant Planner
City of Mercer Island Community Planning and Development
madelyn.nelson@mercerisland.gov
(206) 275-7704

Responding and Resubmitting: [Click for More Detailed Instructions](#)

1. Reply to all review comments within the review letter.
2. Update your drawings, and any necessary supplemental documents or forms.
3. Upload updated drawings to the [Mercer Island Permit Submittal Portal](#).

Having Trouble? Please Review the Following:

[Accessing, Reviewing, and Responding to MlePlan Comments](#)

[Troubleshooting MlePlan](#)

[MlePlan Overview](#)

Thank you for your participation in the MlePlan review process.