

**Andrew, Devonia L.**

---

**From:** ClerksBoards  
**Sent:** Monday, September 24, 2001 9:55 AM  
**To:** ClerksBoards  
**Subject:** Board Application

The following application was submitted on Monday, September 24, 19101 at 09:54:47:

-----  
---  
Name: Philip E Rickman  
Address1: 4328 N. W. 29th Terrace  
Address2: Gainesville, FL 32605  
Phone (H): (352)377-7359  
(W): (353)377-7359  
Email: trpinc@gator.net  
Misc Info:

Occupation: Architect

Boards Applying For:  
Gainesville Code Enforcement Board

Training/Experience:  
Registered Architect since 1967  
Thirty years experience in own office  
Gainesville residence since 1987

Education:  
College: University of Florida, 1963  
Graduated  
Degree: BARCH  
  
High School: Gainesville High School, 1957  
Graduated  
Location: Gainesville

Professional Organizations:  
Americaqn Institute of Architects (AIA) Gainesville

Convictions: NO  
Resident of Gainesville: NO  
Relative of Commissioner: NO

-----  
---  
Some important user data--

Remote Host: 198.190.223.163  
Web Browser: Mozilla/4.0 (compatible; MSIE 5.0; Windows 98; DigExt)



Office of the  
Clerk of the Commission  
Advisory Boards/Committees  
P.O. Box 490-18  
Gainesville, FL 32602-0490

Philip E. Rickman  
4328 NW 29th Terrace  
Gainesville, FL 32605

**City of Gainesville  
OFFICE OF THE CLERK OF THE COMMISSION**

*Thank you for applying for a position on the City's Advisory Boards and Committees. With so many capable and interested members of the community volunteering to serve, it sometimes becomes a difficult decision. Your application was recently submitted to the members of the Commission; however, you were not appointed to a position at this time.*

*Should you desire to be considered for any openings listed in future Press Releases or Public Notices, you are encouraged to reapply. Please call the Clerk's Office at 352-334-5015 or e-mail to...clerk@afn.org to request an application.*

**Re: GAINESVILLE CODE ENFORCEMENT BOARD**

**Submitted: 10 / 04 / 01**

(eif: 06/97)