



Legislation Details

File #:	21-0108	Version:	0	Name:	City Property - Renaming James Mosher Elementary School to Billie Holiday Elementary School
Type:	Ordinance	Status:			Enacted
File created:	7/19/2021	In control:			Baltimore City Council
On agenda:		Final action:			1/24/2022
Enactment date:		Enactment #:			22-112
Title:	City Property - Renaming James Mosher Elementary School to Billie Holiday Elementary School For the purpose of changing the name of James Mosher Elementary School, located at 2400 Mosher Street, to Billie Holiday Elementary School.				
Sponsors:	John T. Bullock, Phylicia Porter				
Indexes:	City Property - Renaming				
Code sections:					
Attachments:	1. 21-0108~1st Reader, 2. Law 21-0108, 3. Real Estate 21-0108, 4. Planning Revised 21-0108, 5. 21-0108 - City Schools - Renaming James Mosher to Billie Holiday, 6. DOT 21-0108, 7. Finance 21-0108, 8. 21-0108 Agenda, 9. 21-0108- Bill Synopsis, 10. 21-0108 Hearing Notes, 11. 21-0108 Voting Form, 12. 21-0108 Minutes, 13. 21-0108~3rd Reader, 14. Completed Ordinance 21-0108				

Date	Ver.	Action By	Action	Result
2/7/2022	0	Mayor	Signed by Mayor	
11/15/2021	0	Baltimore City Council	Approved and Sent to the Mayor	
11/1/2021	0	Baltimore City Council	3rd Reader, for final passage	
11/1/2021	0	Economic and Community Development	Recommended Favorably	
10/26/2021	0	Economic and Community Development	Recommended Favorably	Pass
10/4/2021	0	Economic and Community Development	Scheduled for a Public Hearing	
7/22/2021	0	Baltimore City Council	Refer to Dept. of Finance	
7/22/2021	0	Baltimore City Council	Refer to Dept. of Transportation	
7/22/2021	0	Baltimore City Council	Refer to Dept. of Real Estate	
7/22/2021	0	Baltimore City Council	Refer to Baltimore Development Corporation	
7/22/2021	0	Baltimore City Council	Refer to Baltimore City Public School System	
7/22/2021	0	Baltimore City Council	Refer to City Solicitor	
7/22/2021	0	Baltimore City Council	Refer to Planning Commission	
7/19/2021	0	Baltimore City Council	Introduced	
7/19/2021	0	Baltimore City Council	Assigned	