

City of Baltimore

City Council City Hall, Room 408 100 North Holliday Street Baltimore, Maryland 21202

Legislation Details

File #: 21-0179 Version: 0 Name: City Property - Naming a Skate Park in the Joseph

H. Rash Playfield to be Jake's Skate Park

Type: Ordinance Status: Enacted

File created: 11/15/2021 In control: Baltimore City Council

On agenda: Final action: 4/22/2022
Enactment date: Enactment #: 22-132

Title: City Property - Naming a Skate Park in the Joseph H. Rash Playfield to be Jake's Skate Park

For the purpose of naming a portion of the Joseph H. Rash Playfield (Block 890, Lot 006), to be

located at the coordinates of 39.281387, - 76.610944, Jake's Skate Park.

Sponsors: Eric T. Costello

Indexes: City Property - Renaming, Parks

Code sections:

Attachments: 1. 21-0179~1st Reader, 2. 21-0179 - Planning Commission, 3. Planning Department 21-0179, 4. Law

21-0179, 5. 21-0179 Real Estate, 6. BDC 21 0179, 7. Waterfront Partnership - 21-0179 - Support, 8. BCRP 21-0179, 9. 21-0179 Agenda, 10. 21-0179 Bill Synopsis, 11. 21-0179 Voting Form, 12. 21-0179 Hearing Notes, 13. 21-0179 Minutes, 14. 21-0179~3rd Reader, 15. 21-0179 Signed, 16.

Complete File 21-0179

Date	Ver.	Action By	Action	Result
4/25/2022	0	Mayor	Signed by Mayor	
3/7/2022	0	Baltimore City Council	Approved and Sent to the Mayor	
2/22/2022	0	Baltimore City Council	3rd Reader, for final passage	
2/22/2022	0	Economic and Community Development	Recommended Favorably	
2/8/2022	0	Economic and Community Development	Recommended Favorably	Pass
1/10/2022	0	Economic and Community Development	Scheduled for a Public Hearing	
11/18/2021	0	Baltimore City Council	Refer to Dept. of Recreation and Parks	
11/18/2021	0	Baltimore City Council	Refer to Baltimore Development Corporation	
11/18/2021	0	Baltimore City Council	Refer to Dept. of Real Estate	
11/18/2021	0	Baltimore City Council	Refer to City Solicitor	
11/18/2021	0	Baltimore City Council	Refer to Planning Commission	
11/15/2021	0	Baltimore City Council	Assigned	
11/15/2021	0	Baltimore City Council	Introduced	