

City of Baltimore

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

Meeting Minutes - Final

Health, Environment, and Technology

Wednesday, March 20, 2024

10:00 AM Virtual/Du Burns Chambers, 4th Floor, City Hall, Phone:
+1-408-418-9388, Access Code: 2341 734 7207, Password:
Public, Link: [https://bmore.webex.com/bmore/j.php?
MTID=m0724b7005b2735b02ebba361c828e24d](https://bmore.webex.com/bmore/j.php?MTID=m0724b7005b2735b02ebba361c828e24d)

23-0201R

CALL TO ORDER

INTRODUCTIONS

ATTENDANCE

- Present** 4 - John T. Bullock, Mark Conway, Phylicia Porter, and James Torrence
- Excused** 1 - Danielle N. McCray
- Absent** 2 - Ryan Dorsey, and Isaac "Yitzy" Schleifer

ITEMS SCHEDULED FOR PUBLIC HEARING

[23-0201R](#)

Informational Hearing - Medical Waste Incinerators

For the purpose of inviting representatives from the Department of Public Works, the Baltimore Health Department, Baltimore City hospitals, institutions that make use of medical waste incinerators in Baltimore City, and any other relevant stakeholders to discuss: (1) which local hospitals send waste to medical incinerators in Baltimore City and which local hospitals do not; (2) what, if any, oversight mechanisms these hospitals have in place over their hazardous waste disposal service contracts; (3) the sustainability and environmental justice commitments local hospitals have made and how those commitments may conflict with service contracts the hospitals have with medical waste incineration companies that have long histories of environmental violations; and (4) what hospitals intend to do in the immediate future to mitigate the negative effects of their medical waste disposal on Baltimore's communities.

Sponsors: Phylicia Porter, John T. Bullock

A motion was made by Porter, seconded by Torrence, that this City Council Resolution be Recommended Favorably. The motion carried by the following vote:

- Yes:** 4 - Bullock, Conway, Porter, and Torrence
- Absent:** 2 - Dorsey, and "Yitzy" Schleifer

ADJOURNMENT