

**CITY OF BALTIMORE
COUNCIL BILL 09-0411
(First Reader)**

Introduced by: The Council President
At the request of: The Comptroller (Department of Real Estate)
Introduced and read first time: October 19, 2009
Assigned to: Taxation, Finance and Economic Development Committee

REFERRED TO THE FOLLOWING AGENCIES: Planning Commission, Department of Housing and Community Development, Department of Public Works, Department of Transportation, Baltimore City Parking Authority Board, Department of Real Estate, Department of Finance, Board of Estimates

A BILL ENTITLED

1 AN ORDINANCE concerning

2 **Sale of Property – 4900 Boston Street**

3 FOR the purpose of authorizing the Mayor and City Council of Baltimore to sell, at either public
4 or private sale, all its interest in certain property known as 4900 Boston Street (Block 6820,
5 Lot 055) and no longer needed for public use; and providing for a special effective date.

6 BY authority of
7 Article V - Comptroller
8 Section 5(b)
9 Baltimore City Charter
10 (1996 Edition)

11 **SECTION 1. BE IT ORDAINED BY THE MAYOR AND CITY COUNCIL OF BALTIMORE**, That, in
12 accordance with Article V, § 5(b) of the City Charter, the City Comptroller may sell, at either
13 public or private sale, all the interest of the Mayor and City Council of Baltimore in the property
14 known as 4900 Boston Street (Block 6820, Lot 055), and more particularly described as follows:

15 The subject parcel (Block 6820, Lot 055) is an unimproved lot. The site is
16 located on the northeast corner of Boston and Ponca Streets,
17
18 containing 26,658 square feet, more or less, this property being no longer needed for public use.

19 **SECTION 2. AND BE IT FURTHER ORDAINED**, That no deed may pass under this Ordinance
20 unless the deed has been approved by the City Solicitor.

21 **SECTION 3. AND BE IT FURTHER ORDAINED**, That this Ordinance takes effect on the date it
22 is enacted.

EXPLANATION: CAPITALS indicate matter added to existing law.
[Brackets] indicate matter deleted from existing law.