


<b>F R O M</b>	NAME & TITLE	Steve Sharkey, Director	<b>CITY of BALTIMORE  M E M O</b>	
	AGENCY NAME & ADDRESS	Department of Transportation (DOT) 417 E Fayette Street, Room 527		
	SUBJECT	City Council Bill 22-0219		

TO: Mayor Brandon M. Scott  
TO: Economic & Community Development Committee  
FROM: Department of Transportation  
POSITION: **No Objection**  
RE: Council Bill – 22-0219

DATE: 6/27/22

**INTRODUCTION** – Planned Unit Development - Amendment - Harbor Point

**PURPOSE/PLANS** – For the purpose of approving certain amendments to the Development Plan of the Harbor Point Planned Unit Development.

**COMMENTS** – Council Bill 22-0219 seeks to amend the existing Development Plan for the Harbor Point Planned Unit Development (PUD). The existing Harbor Point PUD dates back to 2013 and was authorized via Ordinance 13-136. Harbor Point is a multi-phased, high density, mixed-use development that exists adjacent to the Baltimore Harbor, Harbor East, and Fells Point. Council Bill 22-0219 seeks several amendments, including extending the permitted operation of temporary parking lots from 24 to 36 months. Additionally, the legislation would formalize updates made to Harbor Point’s proposed Open Space & Public Access Easement Plan. The Harbor Point Open Space & Public Access Easement Plan outlines plans for the pending construction of a brand-new public park and a brand-new section of Baltimore’s Waterfront Promenade.

**AGENCY/DEPARTMENT POSITION** – DOT’s ongoing Central Avenue Streetscape Project is currently expected to reach the substantial completion milestone by November 2022. DOT will continue to monitor ongoing and future development of Harbor Point by way of the City’s site plan review process. Baltimore City DOT has **no objection** towards the advancement of Council Bill 22-0219.

If you have any questions, please do not hesitate to contact Liam Davis at [Liam.Davis@baltimorecity.gov](mailto:Liam.Davis@baltimorecity.gov) or at 410-545-3207.

Sincerely,

Steve Sharkey  
Director