# **City of Baltimore**

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

## **Meeting Agenda - Final**

# **Economic and Community Development**

Tuesday, July 11, 2023

2:00 PM

Virtual/Du Burns Chambers, 4th Floor, City Hall, Phone: +1-408-418-9388, Access Code: 2339 633 2045, Password: Public, Link: https://bmore.webex.com/bmore/j.php? MTID=m33ab062e95989ab7de9126056498d937

22-0250

**CALL TO ORDER** 

INTRODUCTIONS

**ATTENDANCE** 

### ITEM SCHEDULED FOR PUBLIC HEARING

22-0250

The Councilmember Mary Pat Clarke Opportunity to Purchase Act For the purpose of repealing City Code, Article 13, Subtitle 6 ("Tenant's Right of First Refusal" as obsolete and replacing it with a subtitle establishing a tenant's opportunity to purchase certain rental facilities; defining certain terms; establishing certain exemptions from the subtitle; providing for certain rules of interpretation; authorizing the Commissioner of the Department of Housing and Community Development to adopt rules and regulations to carry out the subtitle; requiring that a landlord provide a notice of offer of sale to certain persons on deciding to sell a rental facility; establishing certain procedures for landlords and tenants in instances where a party submits a statement of interest to purchase a rental facility; allowing for the landlord to require certain earnest money deposits; permitting the assignment of certain rights; prohibiting a waiver of certain rights absent agreed-on consideration; requiring certain disclosures if a rental facility is transferred to a party other than a tenant; requiring certain reports; providing for certain penalties; and generally relating to providing tenants with the opportunity to purchase certain rental facilities.

Sponsors:

Odette Ramos, John T. Bullock, Zeke Cohen, Kristerfer Burnett, Isaac "Yitzy" Schleifer, Ryan Dorsey, Phylicia Porter, Mark Conway, Antonio Glover, Robert Stokes, Sr., James Torrence

#### **ADJOURNMENT**

### THIS MEETING IS OPEN TO THE PUBLIC