

City of Baltimore

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

Legislation Details

File #: 24-0491 Version: 0 Name: Footway Repairs - Citations and Billing

Type: Ordinance **Status:** Before the Mayor

File created: 2/12/2024 In control: Mayor

On agenda: Final action: Enactment date: Enactment #:

Title: Footway Repairs - Citations and Billing

For the purpose of altering the notice and appeal time lines for certain footway improvements, gradings, pavings, repavings, or repairs; excepting an assessment from bearing interest under certain circumstances; making conforming changes; and generally relating to the citation and billing process

for footway repairs.

Sponsors: Ryan Dorsey, John T. Bullock, Odette Ramos, Zeke Cohen, James Torrence

Indexes: Footway, Repair, Sidewalk

Code sections:

Attachments: 1. 24-0491~1st Reader, 2. DPW 24-0491, 3. Finance 24-0491, 4. DOT 24-0491, 5. BMZA 24-0491, 6.

Law - 24-0491, 7. Law Amendment - 24-0491 5-20-24, 8. 24-0491~Hearing Packet, 9. PSGO Hearing Notes 24-0491, 10. PSGO Voting Record 24-0491, 11. 2nd Reader Amendments 24-0491(1)~1st

(PSGO), 12. CP Signed 24-0491~3rd Reader

Date	Ver.	Action By	Action	Result
6/24/2024	0	Baltimore City Council	Approved and Sent to the Mayor	
6/24/2024	0	Public Safety and Government Operations	Recommended Favorably with Amendment	
6/10/2024	0	Baltimore City Council	Advanced to 3rd Reader, for Final Passage	
5/22/2024	0	Public Safety and Government Operations	Recommended Favorably with Amendment	Pass
4/8/2024	0	Public Safety and Government Operations	Scheduled for a Public Hearing	
2/15/2024	0	Baltimore City Council	Refer to Dept. of Finance	
2/15/2024	0	Baltimore City Council	Refer to City Solicitor	
2/15/2024	0	Baltimore City Council	Refer to Dept. of Transportation	
2/15/2024	0	Baltimore City Council	Refer to Dept. of Public Works	
2/15/2024	0	Baltimore City Council	Refer to Board of Municipal and Zoning Appeals	
2/12/2024	0	Baltimore City Council	Assigned	
2/12/2024	0	Baltimore City Council	Introduced	