



## Legislation Details

**File #:** 20-0522      **Version:** 0      **Name:** Board of Municipal and Zoning Appeals - Repeal of "Physically Present" Requirements

**Type:** Ordinance      **Status:** Enacted

**File created:** 4/27/2020      **In control:** Mayor

**On agenda:**      **Final action:** 7/20/2020

**Enactment date:**      **Enactment #:** 20-386

**Title:** Board of Municipal and Zoning Appeals - Repeal of "Physically Present" Requirements  
For the purpose of repealing certain provisions of the Zoning Code regarding the Board of Municipal and Zoning Appeals that require members of the Board to be "physically present" during a hearing and for voting; and providing for a special effective date.

**Sponsors:** Isaac "Yitzzy" Schleifer, Bill Henry, Zeke Cohen, Kristerfer Burnett, Eric T. Costello, Mayor Brandon M. Scott

**Indexes:** Board of Municipal and Zoning Appeals (BMZA), Repeal

**Code sections:**

**Attachments:** 1. Daily Record 20-0522 Affidavits, 2. 20-0522~1st Reader, 3. Planning 20-0522, 4. Law 20-0522, 5. BMZA 20-0522, 6. Bill Synopsis 20-0522, 7. Hearing Agenda 20-0522, 8. Public Testimony 20-0522, 9. Hearing Minutes 20-0522, 10. Hearing Notes 20-0522, 11. 2nd Reader Amendments 20-0522 - Adopted, 12. 20-0522~3rd Reader, 13. Signed Ordinance 20-0522

Date	Ver.	Action By	Action	Result
7/20/2020	0	City Council	Enacted, pursuant to Baltimore City Charter, Art. IV, Sec. 5(c)	
6/15/2020	0	City Council	Approved and Sent to the Mayor	
5/18/2020	0	City Council	3rd Reader, for final passage	
5/18/2020	0	City Council	3rd Reader, for final passage	
5/14/2020	0	Judiciary Committee	Recommended Favorably with Amendment	Pass
4/30/2020	0	The City Council	Refer to Board of Municipal and Zoning Appeals	
4/30/2020	0	The City Council	Refer to City Solicitor	
4/30/2020	0	The City Council	Refer to Planning Commission	
4/29/2020	0	Judiciary Committee	Advertising	
4/27/2020	0	City Council	Assigned	
4/27/2020	0	City Council	Introduced	
4/27/2020	0	Judiciary Committee	Scheduled for a Public Hearing	