



Legislation Details

**File #:** 21-0179      **Version:** 0      **Name:** City Property - Naming a Skate Park in the Joseph H. Rash Playfield to be Jake’s Skate Park

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

**File created:** 11/15/2021      **In control:** Baltimore City Council

**On agenda:**      **Final action:** 4/22/2022

**Enactment date:**      **Enactment #:** 22-132

**Title:** City Property - Naming a Skate Park in the Joseph H. Rash Playfield to be Jake’s Skate Park  
For the purpose of naming a portion of the Joseph H. Rash Playfield (Block 890, Lot 006), to be located at the coordinates of 39.281387, - 76.610944, Jake’s Skate Park.

**Sponsors:** Eric T. Costello

**Indexes:** City Property - Renaming, Parks

**Code sections:**

**Attachments:** 1. 21-0179~1st Reader, 2. 21-0179 - Planning Commission, 3. Planning Department 21-0179, 4. Law 21-0179, 5. 21-0179 Real Estate, 6. BDC 21 0179, 7. Waterfront Partnership - 21-0179 -Support, 8. BCRP 21-0179, 9. 21-0179 Agenda, 10. 21-0179 Bill Synopsis, 11. 21-0179 Voting Form, 12. 21-0179 Hearing Notes, 13. 21-0179 Minutes, 14. 21-0179~3rd Reader, 15. 21-0179 Signed, 16. Complete File 21-0179

Date	Ver.	Action By	Action	Result
4/25/2022	0	Mayor	Signed by Mayor	
3/7/2022	0	Baltimore City Council	Approved and Sent to the Mayor	
2/22/2022	0	Baltimore City Council	3rd Reader, for final passage	
2/22/2022	0	Economic and Community Development	Recommended Favorably	
2/8/2022	0	Economic and Community Development	Recommended Favorably	Pass
1/10/2022	0	Economic and Community Development	Scheduled for a Public Hearing	
11/18/2021	0	Baltimore City Council	Refer to Dept. of Recreation and Parks	
11/18/2021	0	Baltimore City Council	Refer to Baltimore Development Corporation	
11/18/2021	0	Baltimore City Council	Refer to Dept. of Real Estate	
11/18/2021	0	Baltimore City Council	Refer to City Solicitor	
11/18/2021	0	Baltimore City Council	Refer to Planning Commission	
11/15/2021	0	Baltimore City Council	Assigned	
11/15/2021	0	Baltimore City Council	Introduced	