

City of Baltimore

Legislation Details

File #:	17-0157	Version: 0	Name:	Zoning - Conditional Use Banquet Hall - First Floor Area of 333 West Ostend Street		
Туре:	Ordinance		Status:	Enacted		
File created:	10/30/2017		In control:	City Council		
On agenda:			Final action:	3/27/2018		
Enactment date:	:		Enactment #:	18-112		
Title:	Zoning - Conditional Use Banquet Hall - First Floor Area of 333 West Ostend Street For the purpose of permitting, subject to certain conditions, the establishment, maintenance, and operation of a banquet hall on the first floor area of the property known as 333 West Ostend Street (Block 0973, Lot 001), as outlined in red on the accompanying plat.					
Sponsors:	Eric T. Costel	lo				
Indexes:	Banquet Hall,	Banquet Hall, Conditional Use, Zoning				
Code sections:						
Attachments:	17-0157, 6. B	MZA 17-0157, 7	. HCD 17-0157, 8	7, 3. 17-0157~1st Reader, 4. BDC 17-0157, 5. Planning 3. Law 17-0157, 9. Fire 17-0157, 10. DOT 17-0157, 11. 7~3rd Reader, 13. Completed File_17-0157		

Date	Ver.	Action By	Action	Result
4/23/2018	0	Mayor	Signed by Mayor	
3/12/2018	0	City Council	Approved and Sent to the Mayor	
2/26/2018	0	City Council	3rd Reader, for final passage	
2/26/2018	0	Land Use and Transportation Committee	Recommended Favorably with Amendment	
2/14/2018	0	Land Use and Transportation Committee	Recommended Favorably with Amendment	Pass
1/24/2018	0	Land Use and Transportation Committee	Sign Posting	
1/8/2018	0	Land Use and Transportation Committee	Scheduled for a Public Hearing	
11/2/2017	0	The City Council	Refer to Baltimore Development Corporation	
11/2/2017	0	The City Council	Refer to City Solicitor	
11/2/2017	0	The City Council	Refer to Planning Commission	
11/2/2017	0	The City Council	Refer to Board of Municipal and Zoning Appeals	
11/2/2017	0	The City Council	Refer to Dept. of Housing and Community Development	
11/2/2017	0	The City Council	Refer to Fire Department	
11/2/2017	0	The City Council	Refer to Dept. of Transportation	
10/30/2017	0	City Council	Assigned	
10/30/2017	0	City Council	Introduced	