

## City of Baltimore

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

## **Legislation Details**

File #: 07-0663 Version: 0 Name: Rezoning - Certain Properties in the Charles/North

Revitalization Area

Type: Ordinance Status: Enacted

File created: 5/7/2007 In control: City Council

On agenda: Final action: 9/26/2007

Enactment date: Enactment #: 07-510

Title: Rezoning - Certain Properties in the Charles/North Revitalization Area

FOR the purpose of changing the zoning for certain properties in the Charles/North Revitalization Area: as outlined in yellow on the accompanying plat, from the B-3-3 Zoning District to the B-2-3 Zoning District; as outlined in blue on the accompanying plat, from the M-1-3 Zoning District to the B-5-2 Zoning District; as outlined in orange on the accompanying plat, from the B-5-1 Zoning District to the B-5-2 Zoning District; as outlined in purple on the accompanying plat, from the B-2-3 Zoning District; and as outlined in green on the accompanying plat, from the B-2-3

Zoning District to the O-R-2 Zoning District.

**Sponsors:** City Council President (Administration)

Indexes: Charles North, Rezoning

**Code sections:** 

Attachments: 1. 07-0663 - plat.pdf, 2. 07-0663 - 1st Reader.pdf, 3. 07-0663 - 3rd Reader.pdf

Date	Ver.	Action By	Action	Result
9/26/2007	0	Mayor	Signed by Mayor	
9/24/2007	0	City Council	Approved and Sent to the Mayor	
9/17/2007	0	City Council	Advanced to 3rd Reader, for Final Passage	
8/13/2007	0	City Council	Advanced to 3rd Reader, to be held one meeting	
8/13/2007	0	Land Use and Transportation Committee	Recommended Favorably	
7/16/2007	0	Land Use and Transportation Committee	Scheduled for a Public Hearing	
5/10/2007	0	The City Council	Referred for a Report	
5/10/2007	0	The City Council	Referred for a Report	
5/10/2007	0	The City Council	Referred for a Report	
5/10/2007	0	The City Council	Referred for a Report	
5/7/2007	0	City Council	Assigned	
5/7/2007	0	City Council	Introduced	
5/7/2007	0	City Council	Introduced	