



Legislation Details

File #: 17-0063 **Version:** 0 **Name:** Citizens Advisory Commission for Public Safety
Type: Ordinance **Status:** Enacted
File created: 4/24/2017 **In control:** City Council
On agenda: **Final action:** 6/13/2017
Enactment date: **Enactment #:** 17-035

Title: Citizens Advisory Commission for Public Safety
 For the purpose of establishing the Baltimore City Citizens Advisory Commission for Public Safety; providing for the Commission's composition, terms of office, meetings, quorum, officers, and rules of procedure; requiring the Commission, in cooperation with the Baltimore City Police Department, to develop annually a Community Interaction Recommendations Report; specifying the elements of the Report; and generally relating to the Baltimore City Citizens Advisory Commission for Public Safety.

Sponsors: Brandon M. Scott, Eric T. Costello, Ryan Dorsey, Kristerfer Burnett, Leon F. Pinkett, III, Bill Henry, Zeke Cohen, Mary Pat Clarke, Edward Reisinger, Shannon Sneed, Isaac "Yitzy" Schleifer, Sharon Green Middleton, John Bullock, President Young

Indexes: Advisory Commission, Citizens, Public Safety

Code sections:

Attachments: 1. 17-0063~1st Reader, 2. Law 17-0063, 3. Office of Civil Rights and Wage 17-0063, 4. Police 17-0063, 5. 17-0063~3rd Reader, 6. 2nd Reader Amendments 17-0063, 7. Completed Legislative File 17-0063

Date	Ver.	Action By	Action	Result
6/19/2017	0	Mayor	Signed by Mayor	
6/12/2017	0	City Council	Approved and Sent to the Mayor	
6/12/2017	0	Public Safety Committee	Recommended Favorably with Amendment	
6/12/2017	0	City Council	3rd Reader, for final passage	
6/6/2017	0	Public Safety Committee	Recommended Favorably with Amendment	Pass
5/8/2017	0	Public Safety Committee	Scheduled for a Public Hearing	
4/27/2017	0	The City Council	Refer to Police Department	
4/27/2017	0	The City Council	Refer to the Office of Civil Rights and Wage Enforcement	
4/27/2017	0	The City Council	Refer to City Solicitor	
4/24/2017	0	City Council	Assigned	
4/24/2017	0	City Council	Introduced	