



Legislation Details

File #: 22-0130R **Version:** 0 **Name:** Informational Hearing - Routine Maintenance of City-Owned Lots and Buildings

Type: City Council Resolution **Status:** In Committee

File created: 9/12/2022 **In control:** Public Safety and Government Operations

On agenda: **Final action:**

Enactment date: **Enactment #:**

Title: Informational Hearing - Routine Maintenance of City-Owned Lots and Buildings
For the purpose of inviting representatives from the Department of Housing and Community Development, the Department of Planning, the Department of Transportation, the Office of the Comptroller, the Department of Real Estate, the Department of Recreation and Parks, the Department of Public Works, the Department of General Services, and other interested parties to discuss the current condition of City-owned lots and buildings, how maintenance of such properties can be improved, and the impact poorly-maintained City-owned lots and buildings have on Baltimore City as a whole.

Sponsors: Kristerfer Burnett, John T. Bullock, Odette Ramos, Phylicia Porter, Zeke Cohen

Indexes: Building, City-Owned, Informational Hearing, Maintenance

Code sections:

Attachments: 1. 22-0130R~1st Reader

Date	Ver.	Action By	Action	Result
11/21/2022	0	Public Safety and Government Operations	Scheduled for a Public Hearing	
9/15/2022	0	Baltimore City Council	Refer to Dept. of Real Estate	
9/15/2022	0	Baltimore City Council	Refer to Dept. of Recreation and Parks	
9/15/2022	0	Baltimore City Council	Refer to Dept. of Public Works	
9/15/2022	0	Baltimore City Council	Refer to Dept. of General Services	
9/15/2022	0	Baltimore City Council	Refer to Dept. of Housing and Community Development	
9/15/2022	0	Baltimore City Council	Refer to Dept. of Planning	
9/15/2022	0	Baltimore City Council	Refer to Dept. of Transportation	
9/15/2022	0	Baltimore City Council	Refer to Office of the Comptroller	
9/15/2022	0	Baltimore City Council	Refer to City Solicitor	
9/12/2022	0	Baltimore City Council	Assigned	
9/12/2022	0	Baltimore City Council	Introduced	