

City of Baltimore

Legislation Details

File #:	23-0400	Version: 0	Name:	Port Covington Community Benefits District - Amendment - Boundaries		
Туре:	Ordinance		Status:	Enacted		
File created:	6/12/2023		In control:	Baltimore City Council		
On agenda:			Final action:	8/30/2023		
Enactment date:			Enactment #:	23-258		
Title:	Port Covington Community Benefits District - Amendment - Boundaries For the purpose of amending the boundaries of the Port Covington Community Benefits District.					
Sponsors:	Eric T. Costello					
Indexes:	Amendment, Benefits, District, Port Covington					

Code sections:

 Attachments:
 1. Port Covington Comm Benefits District - District Boundaires - 01JUN23, 2. 23-0400~1st Reader, 3. Law 23-0400, 4. 23-0400 OECR, 5. Finance 23-0400, 6. 23-0400 - Planning, 7. DPW 23-0400, 8. DOT 23-0400, 9. XX Final Synopsis 23-0400, 10. XX Final Hearing Notes 23-0400, 11. 23-0400~3rd Reader, 12. BOE 23-0400, 13. 23-0400 Signed, 14. Completed Ordinance 23-0400

Date	Ver.	Action By	Action	Result
9/18/2023	0	Mayor	Signed by Mayor	
8/21/2023	0	Ways and Means	Recommended Favorably	
8/21/2023	0	Baltimore City Council	Advanced to 3rd Reader on same day	
8/21/2023	0	Baltimore City Council	Approved and Sent to the Mayor	
8/1/2023	0	Ways and Means	Recommended Favorably	Pass
7/17/2023	0	Baltimore City Council	Reassigned	
7/17/2023	0	Ways and Means	Scheduled for a Public Hearing	
6/15/2023	0	Baltimore City Council	Refer to Dept. of Transportation	
6/15/2023	0	Baltimore City Council	Refer to Dept. of Finance	
6/15/2023	0	Baltimore City Council	Refer to Board of Estimates	
6/15/2023	0	Baltimore City Council	Refer to City Solicitor	
6/15/2023	0	Baltimore City Council	Refer to Dept. of Public Works	
6/15/2023	0	Baltimore City Council	Refer to Dept. of Housing and Community Development	
6/15/2023	0	Baltimore City Council	Refer to Dept. of Planning	
6/15/2023	0	Baltimore City Council	Refer to Office of Civil Rights and Wage Enforcement	
6/12/2023	0	Baltimore City Council	Assigned	
6/12/2023	0	Baltimore City Council	Introduced	