



Legislation Details

File #:	23-0412	Version:	0	Name:	City Property - Renaming Playground at Hanlon Park After Ruby K. Couch
Type:	Ordinance	Status:		Status:	Enacted
File created:	7/17/2023	In control:		In control:	Baltimore City Council
On agenda:		Final action:		Final action:	8/27/2023
Enactment date:		Enactment #:		Enactment #:	23-0412
Title:	City Property - Renaming Playground at Hanlon Park After Ruby K. Couch For the purpose of changing the name of the playground Hanlon Park, located at 2731 North Longwood Street, to the Ruby K. Couch Playground.				
Sponsors:	James Torrence				
Indexes:	City Property - Renaming				
Code sections:					
Attachments:	1. 23-0412-Law, 2. 23-0412~1st Reader, 3. 23-0412 Real Estate, 4. #23-0412 - Planning, 5. DOT 23-0412, 6. BDC 23-0412, 7. Finance 23-0412, 8. BCRP 23-0412, 9. MeetingAgenda22-Aug-2023-10-17-20, 10. MeetingMinutes22-Aug-2023-10-20-19, 11. 23-0412 Public Testimony, 12. 23-0412~3rd Reader, 13. Hearing Notes 23-0412, 14. 23-0412 Voting Record, 15. 23-0412 Signed, 16. Completed Ordinance 23-0412				

Date	Ver.	Action By	Action	Result
10/2/2023	0	Mayor	Signed by Mayor	
8/21/2023	0	Baltimore City Council	Approved and Sent to the Mayor	
8/21/2023	0	Baltimore City Council	Advanced to 3rd Reader on same day	
8/21/2023	0	Economic and Community Development	Recommended Favorably	
8/21/2023	0	Economic and Community Development	Recommended Favorably	Pass
8/18/2023	0	Economic and Community Development	Scheduled for a Public Hearing	
7/20/2023	0	Baltimore City Council	Refer to Dept. of Real Estate	
7/20/2023	0	Baltimore City Council	Refer to Dept. of Finance	
7/20/2023	0	Baltimore City Council	Refer to Dept. of Transportation	
7/20/2023	0	Baltimore City Council	Refer to Dept. of Recreation and Parks	
7/20/2023	0	Baltimore City Council	Refer to Baltimore Development Corporation	
7/20/2023	0	Baltimore City Council	Refer to City Solicitor	
7/20/2023	0	Baltimore City Council	Refer to Dept. of Planning	
7/17/2023	0	Baltimore City Council	Assigned	
7/17/2023	0	Baltimore City Council	Introduced	