



## Legislation Text

---

File #: 20-0621, Version: 0

---

\* **Warning:** This is an unofficial, introductory copy of the bill.  
The official copy considered by the City Council is the first reader copy.

### Introductory\*

### City of Baltimore Council Bill

Introduced by: Councilmember Costello

At the request of: Wells CRP Building, LLC

Address: c/o Joseph R. Woolman III, Esquire, J.R. Woolman, LLC, 145 Ostend Street, Suite  
600, Baltimore, Maryland 21230

Telephone: 410-385-5328

### A Bill Entitled

An Ordinance concerning

#### **Rezoning - 2 East Wells Street**

For the purpose of changing the zoning for the property known as 2 East Wells Street (Block 1030, Lot 082), as outlined in red on the accompanying plat, from the R-8 Zoning District to the C-2 Zoning District.

By amending

Article 32 - Zoning

Zoning District Map

Sheet(s) 66/76

Baltimore City Revised Code  
(Edition 2000)

**Section 1. Be it Ordained by the Mayor and City Council of Baltimore,** That Sheet 66/76 of the Zoning District Map is amended by changing from the R-8 Zoning District to the C-2 Zoning District the property known as 2 East Wells Street (Block 1030, Lot 082), as outlined in red on the plat accompanying this Ordinance.

**Section 2. And be it further ordained,** That as evidence of the authenticity of the accompanying plat and in order to give notice to the agencies that administer the City Zoning Ordinance: (i) when the City Council passes this Ordinance, the President of the City Council shall sign the plat; (ii) when the Mayor approves this Ordinance, the Mayor shall sign the plat; and (iii) the Director of Finance then shall transmit a copy of this Ordinance and the plat to the Board of Municipal and Zoning Appeals, the Planning Commission, the Commissioner of Housing and Community Development, the Supervisor of Assessments for Baltimore City, and the Zoning Administrator.

**Section 3. And be it further ordained,** That this Ordinance takes effect on the 30<sup>th</sup> day after the date it is enacted.