

City of Baltimore

City Council City Hall, Room 408 100 North Holliday Street Baltimore, Maryland 21202

Legislation Text

File #: 21-0010, 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 Torrence At the request of: 2087 Druid Park Drive LLC

Address: c/o AB Associates, 201 East Baltimore St #1150 Baltimore, Maryland 21202

Telephone: 410-547-6900

A Bill Entitled

An Ordinance concerning

Rezoning - 2087 Druid Park Drive

For the purpose of changing the zoning for the property known as 2087 Druid Park Drive (Block 3390B, Lot 036), as outlined in red on the accompanying plat, from the I-1 Zoning District to the IMU-1 Zoning District.

By amending

Article 32 - Zoning Zoning District Map Sheet(s) 24 Baltimore City Revised Code (Edition 2000)

Section 1. Be it Ordained by the Mayor and City Council of Baltimore, That Sheet 24 of the Zoning District Map is amended by changing from the I-1 Zoning District to the IMU-1 Zoning District the property known as 2087 Druid Park Drive (Block 3390B, Lot 036), 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 30th day after the date it is enacted.