City of Annapolis



Work Session Meeting Agenda - Final

City Council

Thursday, July 17, 2025	3:00 PM	Mayor John T. Chambers, Jr.
		City Council Chambers

Special Work Session

We encourage the public to attend. However, the public will not have the opportunity to speak or give comments

Call To Order

Mayor Buckley

Presentation(s)

ID-117-25 City Dock/Carr's

Presenter(s): City Staff

ADJOURNMENT

City Council

Anyone needing reasonable accommodation to be able to participate in a public meeting held by the City of Annapolis should contact Regina Watkins-Eldridge at 410.263.7942, by MD Relay (711), or by email at cityclerk@annapolis.gov at least five days prior to the meeting date to request assistance.

We encourage citizens to attend and participate in City Council Meetings.

If you are unable to attend, the meetings can be viewed live on Channel 99/100 for all Comcast subscribers and on Channel 34 for Verizon customers. The meeting can also be viewed on computer and mobile devices by going to http://bit.ly/1gCd4pL during the meetings.

All City Council Meetings, Work Sessions and Standing Committee Meetings are broadcast on City of Annapolis TV on Channel 99/100 for all Comcast subscribers and on Channel 34 for Verizon customers as well as Facebook Live and YouTube Live, including virtual meetings during the State of Emergency for COVID-19.

The calendar can be found here: https://www.annapolis.gov/calendar.aspx CID=23,24,14,46,42,47,40,51,44,50,27,36,31,26,33,49 Next, at the appointed time, go to these web links for viewing the meetings live:

http://www.youtube.com/CityofAnnapolis

http://www.facebook.com/CityofAnnapolis

The live stream is available about 10 minutes prior to the start of the meeting (there is a countdown clock that says the meeting is starting in...) The completed meetings are then archived on the same platforms (above) as well as on the website through the Legistar portal here:

https://annapolismd.legistar.com/DepartmentDetail.aspx? ID=23680&GUID=8CC9DA25-D92A-491F-984C-946DCA0F51DE&Mode=MainBody