

# **City of Annapolis**

*160 Duke Of Gloucester Street  
Annapolis, MD 21401*



## **Standing Committee Minutes**

**Monday, April 30, 2018**

**9:00 AM**

**Special Meeting**

**Mayor John T. Chambers, Jr.  
City Council Chambers**

**Finance Committee**

## 1. Call To Order

**Chairman Arnett called the meeting to order at 9:30 a.m.**

## 2. Roll Call

**Present:** 3 - Alderman Arnett, Alderman Rodriguez and Alderman Finlayson

## 3. Business before Committee

**a. Approval of Minutes**

[FC042518](#)

Approval of Minutes for the Regular Meeting

**Alderman Finlayson moved to approve. Seconded. A roll call vote was taken. The motion CARRIED by the following vote:**

**Aye:** 3 - Alderman Arnett, Alderman Rodriguez and Alderman Finlayson

[ID-133-18](#)

Departmental Reviews: Planning and Zoning/Recreation & Parks/Transportation & Parking

*Planning and Zoning*

*Planning and Zoning Director Gutwald, Assistant Director Brown, and Comprehensive Planner Nash were present and answered questions from the committee.*

*Recreation and Parks*

*Recreation and Parks Director Trader was present and answered questions from the committee. Director Trader requested to move machinery repairs to a C.I.P. item instead of it being a line item. The committee would like a written description of monies needed for equipment repairs. Director Trader will also send a list of equipment that has been replaced since the building has opened.*

*Transportation*

*Transportation Director Gordon was present and answered questions from the committee. The committee requested Director Gordon's enhancements to be submitted for review.*

## 4. General Discussion

*Alderman Finlayson inquired about the Fire Hydrant Inspection position. Fire Chief Stokes will send an email to Public Works Director Jarrell.  
Alderman Tierney spoke on the need for a Compliance Officer in Planning and Zoning.*

## 5. Adjournment

**Upon motion duly made, seconded and adopted, the meeting was adjourned at 12:39 PM.**

Teekia Green  
City Council Associate