



**ANNE ARUNDEL COUNTY
OFFICE OF THE COUNTY AUDITOR**

To: Councilmembers, Anne Arundel County Council
From: Michelle Bohlayer, County Auditor
Date: April 27, 2022
Subject: Auditor's Review of Legislation for the May 2, 2022 Council Meeting

**Bill 31-22:
Zoning – BRAC Mixed
Use Development**

Summary of Legislation

This bill amends the definition of BRAC Mixed Use Development, grandfathers certain development applications for BRAC Mixed Use Development, amends the conditional use requirements for BRAC Mixed Use Development, and adopts the Four Mile Radius from U.S. Army Ft. George G. Meade map.

We commented on this bill in our letter dated April 13, 2022. At the April 18, 2022 Council meeting, this bill was held until the May 2, 2022 meeting. We have no further comments on this bill.

**Bill 33-22:
Zoning – Residential
Districts – Requirements
for Conditional Uses -
Townhouses**

Summary of Legislation

This bill allows townhouses as a conditional use in R22 residential zoning districts and amends the conditional use requirements for townhouses.

Review of Fiscal Impact

The Office of Planning and Zoning (OPZ) does not anticipate a change in workload due to this bill. The changes included in this bill would allow townhouses as a conditional use in R22 residential zoning, however, the fiscal impact will be dependent upon the specific development proposals. There is only a small inventory of land that is zoned R22. OPZ is not aware of any active development projects that will be impacted by this bill. This bill has no direct fiscal impact.

**Resolution 10-22:
Supporting the Caucus of
African American Leaders
of Anne Arundel County**

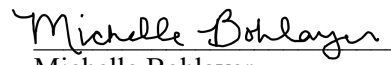
Summary of Legislation

This resolution supports the Caucus of African American Leaders of Anne Arundel County in condemning all acts of racism and the many forms of discrimination and intolerance that have deprived people of their human rights.

Review of Fiscal Impact

This resolution has no fiscal impact.

Sincerely,


Michelle Bohlayer
County Auditor