

The New York City Council

Legislation Details

File #: LU 0021- Version: * Name: Landmarks, Drake Park & Enslaved People's Burial

2024 Ground, Bronx (N 240220 HIX).

Type: Land Use Application Status: Adopted

In control: Subcommittee on Landmarks, Public Sitings and

Dispositions

On agenda: 2/28/2024

Enactment date: Enactment #:

Title: Application number N 240220 HIX (Drake Park & Enslaved People's Burial Ground) Designation by

the Landmarks Preservation Commission of Joseph Rodman Drake Park & Enslaved People's Burial Ground, Oak Point Avenue, (Block 2772, Lot 170), Borough of the Bronx, Community District 2,

Council District 17.

Sponsors: Rafael Salamanca, Jr.

Indexes:

Attachments: 1. Calendar of the Landmarks Subcommittee Meeting - Febuary 14, 2024, 2. Hearing Transcript -

Landmarks 2/14/24, 3. February 28, 2024 - Stated Meeting Agenda, 4. Hearing Transcript - Stated Meeting 2-28-24, 5. Calendar of the Landmarks Subcommittee Meeting and the Land Use Meeting - March 5, 2024, 6. Committee Report, 7. Hearing Transcript - Landmarks 3/5/24, 8. Hearing Transcript

- Land Use 3/5/24, 9. Res. No. 262, 10. March 7, 2024 - Stated Meeting Agenda, 11. Hearing Transcript - Stated Meeting 3-7-24, 12. Minutes of the Stated Meeting - February 28, 2024

Date	Ver.	Action By	Action	Result
2/14/2024	*	Subcommittee on Landmarks, Public Sitings and Dispositions	Hearing on P-C Item by Comm	
2/14/2024	*	Subcommittee on Landmarks, Public Sitings and Dispositions	P-C Item Laid Over by Comm	
2/28/2024	*	City Council	Introduced by Council	
2/28/2024	*	City Council	Referred to Comm by Council	
2/28/2024	*	City Council	Referred to Comm by Council	
3/5/2024	*	Subcommittee on Landmarks, Public Sitings and Dispositions	Hearing Held by Committee	
3/5/2024	*	Subcommittee on Landmarks, Public Sitings and Dispositions	Approved by Subcommittee	Pass
3/5/2024	*	Committee on Land Use	Approved by Committee with Companion Resolution	Pass
3/5/2024	*	Committee on Land Use	Hearing Held by Committee	
3/7/2024	*	City Council	Approved, by Council	Pass