



City of Bowie

City Council

Tentative Agenda Items

Thursday, September 1, 2022

The following is a list of items tentatively scheduled for Council action within the next several weeks. The scheduled items are tentative and should be verified with the City Clerk prior to the meeting. All meetings begin at 8:00 p.m. unless otherwise noted. The final agenda will be posted on the City's web site: www.cityofbowie.org on the Friday before a scheduled meeting. The public may sign up to speak at City Council meetings during scheduled public hearings or during the Citizen Participation portion of any meeting. For additional information on any item, please contact the department noted.

Monday, September 12, 2022

City Council Special Meeting - Council will hold a Special Meeting at 5:20 PM on September 12th for the purpose of going into closed session to interview the prospective lobbyist firms. **(City Manager's Office, ext. 3029)**

Monday, September 19, 2022

Sectional Map Amendment for Bowie, Mitchellville and Vicinity - City Council will conduct a public hearing and make recommendations on the comprehensive rezoning contained in the proposed Sectional Map Amendment for the Bowie, Mitchellville and Vicinity Planning Areas. **(PH/EFA - Planning Dept., ext. 3045)**

Monday, October 3, 2022

Police Department Update – The Police Chief will brief Council on the status of various matters in the Police Department. **(Police Dept., ext. 5700)**

Prince George's County Water and Sewer Plan Amendment (Rustic Woods #22/W-02) - The applicant is requesting the City's approval recommendation for a Category Change from 5 to 4 to provide public water and sewer service for a development of up to 38 single-family detached homes. The subject property includes 31.3 acres in the RR (Rural Residential) zone and is located at 5004 Randonstone Lane. **(PH/EFA - Planning Dept., ext. 3045)**

Monday, October 17, 2022

Monday, November 7, 2022

Monday, November 21, 2022

Monday, December 5, 2022

*PH/EFA – Public Hearing/Eligible for Action