



Prince George's County Council

Agenda Item Summary

Meeting Date: 10/21/2025

Effective Date:

Reference No.: CB-095-2025

Chapter Number:

Draft No.: 1

Public Hearing Date:

Proposer(s): County Executive

Sponsor(s):

Item Title: AN ACT CONCERNING COUNTY REAL PROPERTY AS SURPLUS PROPERTY for the purpose of repealing in its entirety and reenacting provisions of the Code regulating the procedure to declare County Real Property as Surplus Property; methods of disposition of surplus property; approval by Council; and execution of disposition.

Drafter: Leslie Jackson-Jenkins

Resource Personnel: Elisha R. Yearwood, Realty Specialty IV
David J. Byrd, Office of Central Service, Acting Director

LEGISLATIVE HISTORY:

Date:	Acting Body:	Action:	Sent To:
10/07/2025	County Council	rules suspended	
Action Text: A motion was made by Council Member Hawkins, seconded by Council Member Watson, that the rules be suspended for this Council Bill. The motion carried by the following vote: Aye: 10 Blegay, Fisher, Harrison, Hawkins, Olson, Watson, Ivey, Burroughs, Oriadha and Adams-Stafford Nay: 1 Dernoga			
10/07/2025	County Council	presented and referred	COW
Action Text: This Council Bill was presented by the Chair by the request of the County Executive and referred to the Committee of the Whole.			
10/14/2025	COW	Held in Committee	
Action Text: A motion was made by Vice Chair Oriadha, seconded by Council Member Hawkins, that this Council Bill be held. The motion carried by the following vote: Aye: 7 Harrison, Hawkins, Olson, Watson, Oriadha, Burroughs and Adams-Stafford Absent: 4 Blegay, Dernoga, Fisher and Ivey			

AFFECTED CODE SECTIONS:

02-111.01

BACKGROUND INFORMATION/FISCAL IMPACT:

For the purpose of amending the provision repealing in its entirety and reenacting provisions of the Code regulating the procedure to declare County Real Property as Surplus and entrust the administration of the process to the County Executive.

Document(s): B2025095, CB-095-2025 Summary, CB-095-2025 PAFI, CB-095-2025

Transmittal