

Department of Planning and Mayoralty

Agency Overview

The Department of Planning (DoP) is the City agency entrusted with guiding the physical development of the City of Baltimore. Its mission is to build Baltimore as a diverse, sustainable and thriving city of neighborhoods and as the economic and cultural driver for the region. DoP's key responsibilities include staffing three commissions: the Planning Commission, the Commission on Historical and Architectural Preservation (CHAP), and the Sustainability Commission. As part of staffing these three commissions, the Department is responsible for creating development plans for the City; ensuring compliance with land use, environmental, and historic property regulations and design guidelines; preparing the six-year Capital Improvement Program; preparing and implementing a Sustainability Plan; and promoting healthy food access. In addition to managing a few ongoing capital projects, such as monument restoration, DoP is responsible for coordinating capital projects on behalf of the Mayor's Office (Mayoralty).

Capital Projects

The Department of Planning and Mayoralty capital programs generally consist of three categories of projects, listed below:

Department of Planning:

- **Historical and Architectural Preservation:** The Planning Department manages monument restoration for city-owned monuments.

Mayoralty:

- **Cultural Institutions:** The City supports its cultural institutions by providing city bond funds for specific capital projects through the Cultural Spaces Capital Support Fund. Cultural institutions typically leverage these funds to apply for grants (from the State, for example) or to raise funds through private donations.
- **Mayoral Initiatives:** From time to time, funds are budgeted for Mayoral initiatives.

The FY 23-28 program includes allocations for cultural institutions, including the projects funded with the most recent round of the Cultural Spaces Capital Support Funds program and amounts for continuing this program into the future.

