

(1) Consider the establishment of a dedicated fund within the construction budget of the Red Line transit project to compensate property owners whose property is damaged during the construction of any Red Line project;

(2) Consider the redevelopment of the commercial areas surrounding the Baltimore Corridor Transit Study – Red Line area, in consultation with:

(i) The Department of Business and Economic Development;

(ii) The Department of General Services;

(iii) The University of Maryland Medical System;

(iv) The University of Maryland, Baltimore;

~~(iv)~~ (v) The City of Baltimore;

~~(v)~~ (vi) Baltimore County;

~~(v)~~ ~~(vi)~~ (vii) The surrounding communities; and

~~(vi)~~ ~~(vii)~~ (viii) The property owners and business owners of the area comprising the Baltimore Corridor Transit Study – Red Line; and

(3) Consider methods for providing preference in hiring for construction jobs for the construction of any Red Line transit project to:

(i) residents of legislative districts in which the Red Line transit project will be constructed; or

(ii) residents of legislative districts adjacent to those in which the Red Line transit project will be constructed.

~~(3) Evaluate all alternatives, alignments, and transit modes, including heavy rail and tunneling, in terms of addressing the transportation needs of the area comprising and surrounding the Baltimore Corridor Transit Study – Red Line, regardless of the cost associated with a particular alternative, alignment, or transit mode;~~

~~(4) Establish a Red Line Project Community Advisory Committee that:~~

~~(i) shall provide for community participation in the design, planning, construction, and operation of the transit project known as the Red Line project;~~

~~(ii) may not exceed 13 members; and~~

~~(iii) shall include:~~

~~1. 9 members who:~~

~~A. are appointed by the Mayor of Baltimore City, after consultation with the members of the Baltimore City Delegation of the General Assembly who represent legislative districts 41, 44, and 46; and~~