- (x) Parking Lots. To license, regulate, establish, operate, own, and maintain parking lots.
- (y) Parks and Recreation. To establish and maintain public parks, swimming pools, playgrounds, and other recreational facilities for the health, welfare, and enjoyment of the inhabitants of the city.
- (z) Police Force. To establish, operate, and maintain a police force.
- (a.1) Police Powers. To prohibit, suppress, and punish within the city all vice, gambling, and games of chance, street walkers and the keeping of bawdy houses and houses of ill fame; all tramps and vagrants; all disorder, disturbances, annoyances, disorderly conduct, and drunkenness, and to enforce all lawful ordinances of said city.
- (b.1) Public Property. To acquire property, real or personal, within or without the boundaries of the city for any public purpose by purchase, gifts, bequest, devise, OR lease; condemnation, or otherwise; to construct and maintain all buildings necessary for the operation of the city government; to control and protect the public grounds and property of the city.
- (c.1) Public Utilities. To establish, own, purchase, control, operate, maintain, manage, or regulate any utilities, including a water supply system and a sewage disposal system.
- (d.1) Regulations. To adopt and enforce within the corporate limits police, health, sanitary, fire, building, plumbing, traffic, speed, parking, and other similar regulations not in conflict with the laws of the State of Maryland.
- (e.1) Sweepings. To regulate and prevent the throwing of sweepings, dust, ashes, offal, garbage, paper, handbills, dirty liquids, or other unwholesome materials into any public way or onto any public or private property in the city.
- (f.1) Swimming Pool. To own, operate, maintain, and repair a swimming pool.
- (g.1) Vehicles. To regulate, license, and tax taxicabs and any other vehicles used in the city for transporting goods or persons for hire.
- (h.1) Weights and Measures. To inspect and regulate all weights and measures used within the city.