



Department Details

Department name: HOUSING AUTHORITY

Type: Housing Authority

Meeting time:

Meeting location: City Hall, Room 301-A

Primary contact:

Description: **PURPOSE:** To own and manage family, elderly, handicapped and veterans' housing developments; to own and manage scattered-site units and oversee approximately 5,600 units in the Rent Assistance Program. The Authority is vested with the power of eminent domain and may acquire property, execute contracts, issue bonds, and build public housing.

COMPOSITION: Seven members appointed by the Mayor and confirmed by the Common Council to five-year terms. Two members of the Authority must be "residents of a housing project acquired or constructed" by the Authority. No more than two members of the Authority may be officers of the City. No member of the Authority may be "connected in any official capacity with any political party."

A member who is not an elected official continues to serve after the completion of his or her term until reappointed or until a successor has been appointed.

CREATING AUTHORITY: Section 66.1201(5), Wis. Stats., and Common Council File Number 78409

SALARY: None from the City. The Authority is a separate corporate entity and may establish its own provisions for the reimbursement of members.

STAFFING: Housing Authority, 286-5824

WEBSITE:HOUSING AUTHORITY

LAST UPDATED: June 2, 2021

Name	Title	Start Date	End Date	
ALD. MOORE	Member	12/3/2024	12/3/2029	*
Appointed By: Mayor Cavalier Johnson				
Charlotte Hayslett	Member	11/27/2024	11/27/2029	*
Appointed By: Mayor Cavalier Johnson				
Howard Snyder	Member	8/1/2025	8/1/2030	*
Appointed By: Mayor Cavalier Johnson				
Irma C. Yepez Klassen	Member	8/4/2022	8/4/2027	*
Appointed By: Mayor Cavalier Johnson				

Jackie Burrell	Member	12/4/2024	12/4/2029	*
Appointed By: Mayor Cavalier Johnson				
James Nelson	Member	8/1/2025	8/1/2030	*
Appointed By: Mayor Cavalier Johnson				
Karen Gotzler	Member	11/13/2024	11/13/2029	*
Appointed By: Mayor Cavalier Johnson				

* indicates extended term