



Legislation Text

File #: 211948, **Version:** 0

211948

ORIGINAL

ALD. MURPHY

Resolution directing the Department of Administration - Intergovernmental Relations Division to lobby for State law permitting the Department of Neighborhood Services to hire its own lawyer to conduct its law business.

This resolution directs the Department of Administration - Intergovernmental Relations Division to lobby for State law permitting the Department of Neighborhood Services to hire its own lawyer to conduct its law business.

Whereas, Section 62.09(12), Wis. Stats, provides that the City Attorney shall conduct all law business in which the City is interested; and

Whereas, The City Attorney may appoint an assistant to perform the Attorney's duties; and

Whereas, The Common Council may employ and compensate special counsel to assist in or take charge of any matter in which the City is interested; and

Whereas, Other City departments are not empowered to conduct law business; and

Whereas, The Department of Neighborhood Services has significant needs that are not being met by the Office of the City Attorney; now, therefore, be it

Resolved, By the Common Council of the City of Milwaukee, that the Department of Administration - Intergovernmental Relations Division is directed to lobby for State law permitting the Department of Neighborhood Services to hire its own lawyer to conduct its law business; and, be it

Further Resolved, That Resolution File Number 200668 is amended by inserting the following item in the document attached to the file and identified as "AMENDED 2021-2022 State Legislative Detailed Proposals and Key Issues":

Local Control & Flexibility City Attorney / Neighborhood Services Amend s. 62.09(12), Wis. Stats.,
and permitting the Department
of Neighborhood Services to hire
its own lawyer to conduct its law
business.

; and, be it

Further Resolved, That the City Clerk shall forward a copy of this resolution to the City's delegation to the State Legislature.

LRB 177334-1
Tea B. Norfolk
4/7/2022