



## Legislation Details (With Text)

**File #:** 161103 **Version:** 1  
**Type:** Resolution **Status:** Passed  
**File created:** 12/13/2016 **In control:** COMMON COUNCIL  
**On agenda:** **Final action:** 2/7/2017  
**Effective date:**  
**Title:** Substitute resolution relating to an appeal from Frank Johnson for property damage.  
**Sponsors:** THE CHAIR  
**Indexes:** CLAIMS APPEAL  
**Attachments:** 1. Appeal, 2. City Attorney Letter

Date	Ver.	Action By	Action	Result	Tally
12/13/2016	0	COMMON COUNCIL	ASSIGNED TO		
1/4/2017	0	JUDICIARY & LEGISLATION COMMITTEE	HEARING NOTICES SENT		
1/4/2017	0	JUDICIARY & LEGISLATION COMMITTEE	HEARING NOTICES SENT		
1/9/2017	0	JUDICIARY & LEGISLATION COMMITTEE	HELD TO CALL OF THE CHAIR	Pass	5:0
1/30/2017	0	JUDICIARY & LEGISLATION COMMITTEE	SUBSTITUTED	Pass	2:1
1/30/2017	1	JUDICIARY & LEGISLATION COMMITTEE	RECOMMENDED FOR ADOPTION	Pass	2:1
2/7/2017	1	COMMON COUNCIL	ADOPTED	Pass	15:0
2/16/2017	1	MAYOR	SIGNED		

161103

Substitute 1

THE CHAIR

Substitute resolution relating to an appeal from Frank Johnson for property damage.

Whereas, Members of the Judiciary and Legislation Committee have reviewed the records to this claim in the amount of \$3,000.00, related to alleged auto damage. Based on this review, members of the Committee recommend the claimant be reimbursed \$1,500.00 in payment of this claim; now, therefore, be it

Resolved, By the Common Council of the City of Milwaukee, that the proper city officers be and they hereby are authorized and directed to issue a city check in the total sum of \$1,500.00 payable to Frank Johnson, 2460 N. 39<sup>th</sup> Street, Milwaukee, WI, to reimburse for the loss; and, be it

Further Resolved, That the check is to be delivered upon presentation of a proper release, approved by the City Attorney; said amount to be charged to Account No. 636505, Fund - 0001, Organization - 1490, Program - 2631, Sub Class - S118. This resolution would release the City from any further liability arising from this incident.

Crr

01/30/17

