City of Rhinelander Ordinance # 2021-02

WHEREAS, the City Council of Rhinelander ("Council") has been asked to consider revision of Rhinelander Municipal Code Ordinance 2.01.07. - Police and Fire Commission in regard to the residency requirement for membership on the Board, and

WHEREAS, the Council has heard from various sectors of the community including the Police and Fire Departments, and

WHEREAS, there is a desire to expand the scope of membership to include those individuals who may not be a resident of the City but are dependent on the City and its resources, and

THEREFORE, THE CITY COUNCIL ALDERPERSONS DO ORDAIN AS FOLLOWS:

1. Ordinance 2.01.07. - Police and Fire Commission is amended to read as follows:

The Police and Fire Commission shall consist of five individuals who live in and are residents of the City of Rhinelander or the surrounding townships and who are actively involved in the community on a regular basis. Individuals must also comply with the statutory requirements of Wis. Stats. § 62.13(1). Qualified individuals shall be appointed by the Mayor subject to Council approval for terms of five years beginning on May 1 in the year of appointment. Vacancies that may occur shall be filled by the Mayor for the remainder of the term of the departing member. No member shall serve more than two full terms. Partial terms shall not be counted towards the two-term limit. State Law reference—Police and fire commission, Wis. Stats. § 62.13(1).

- 2. All other provisos of the City of Rhinelander Municipal Code not inconsistent with this amendment shall remain in full force and effect.
- 3. This ordinance as amended shall become effective upon passage by the City of Rhinelander, Wisconsin City Council and Official Publication.

Attestation of Action regarding Ordinance 2021-02

City Council Action:

Passed this 8th day of February 2021 on the following vote of the City Council

5 Aye (Rossing, Daniel, Barnett, Holt, Larson); 3 Nay (Anderson, Mikalauski, Kelly)

Theresa Łassig, City Cle

Attested /