

RESOLUTION # 2007-2

RESOLUTION AUTHORIZING MUNICIPAL CLERK TO DESIGNATE ELECTION INSPECTORS NUMBER, SHIFTS AND ALTERNATES ON ELECTION DAY

BY, the provisions of the State of Wisconsin Statutes, and the Election and Campaign Manual for County and Municipal Clerks the following regulations are to be administered by the Clerk;

BY, the provisions of the State of Wisconsin Statutes, each polling place should have seven inspectors. The governing body of the municipality may reduce the number of election inspectors by ordinance or resolution. They may also provide for the selection of alternates or for the selection of two sets of inspectors to work at different times on election day. The alternates may be used to allow inspectors to leave the polling place for meal breaks. No polling place may have fewer than three election inspectors at any time.

THEREFORE, BE IT RESOLVED, that the Town of Liberty Board hereby authorizes the Municipal Clerk to determine the number of poll workers to work each election, in either numbers of 3, 5 or 7 depending on the number of ballots and anticipated voter turnout. Also the Municipal Clerk may authorize split poll worker shifts when necessary. In addition, authorization of the Municipal Clerk or an alternate from the bi-annually approved election inspector list of poll workers to cover the polls for each inspector for their meal breaks. It is also the Clerk's duty to provide the election inspectors with training or have them attend the training classes and to administer the oath of office to all inspectors every two years.

WHEREAS, the Town of Liberty, resolution #2007-2 was introduced and its adoption moved by _____ and seconded by _____. Upon a poll vote thereon; the results are as follows:

___ Votes Cast ___ Votes Yes ___ Votes No

I HEREBY CERTIFY that the foregoing Resolution was adopted by the Board of the Town of Liberty, Manitowoc County, Wisconsin, on the 10th day of December, 2007.

By: _____
David Schultz, Chairman

Attest: _____
Angie Vetting, Municipal Clerk