

City of Arts & Innovation

# TO: HONORABLE MAYOR AND CITY COUNCIL DATE: MARCH 30, 2021

FROM: CITY CLERK'S OFFICE WARDS: ALL

## SUBJECT: COMMUNITY POLICE REVIEW COMMISSION WARD 6 REAPPOINTMENT

#### ISSUE:

Re-interview incumbent member of the Community Police Review Commission for reappointment to the Ward 6 seat.

### **RECOMMENDATION:**

That the Mayor and City Council re-interview and reappoint Norma O. Berrellez to the Ward 6 seat on the Community Police Review Commission for a term ending March 1, 2025.

## BACKGROUND/LEGISLATIVE HISTORY:

Section XIV(A) of the City Council Rules of Procedure and Order of Business (Resolution No. 23618) provides that for vacancies on the Community Police Review Commission, Board of Ethics, Planning Commission, and Board of Public Utilities, the Mayor's Nominating and Screening Committee review applications submitted and identify applicants for interview with the Mayor and City Council. The City Clerk notifies the Mayor and City Council of those selected for interview. The Mayor and each member of the City Council may add additional applicants for interview, if desired. The Mayor and City Council immediately vote on the appointments following the interviews. With a full quorum, five affirmative votes are required.

The Mayor's Nominating and Screening Committee met on December 15, 2020, with Chair Lock-Dawson and Members Melendrez, Fierro, and Conder present, and unanimously recommended that the City Council re-interview Norma O. Berrellez for the Ward 6 seat on the Community Police Review Commission for term a through March 1, 2025.

## FISCAL IMPACT:

Recruitment and appointment costs are funded in the City Clerk's Office budget.

Prepared by:	Eva Arseo, Interim City Clerk
Approved as to form:	Kristi J. Smith, Interim City Attorney

Community Police Review Commission Interview - Page 2

Concurs with:

<

V) -la atr auson

Patricia Lock Dawson, Chair Mayor's Nominating and Screening Committee

Attachments: Community Police Review Commission Roster and Application