



Legislation Details (With Text)

**File #:** Res 31935    **Version:** 2    **Name:**

**Type:** Resolution (Res)    **Status:** Adopted

**In control:** City Clerk

**On agenda:** 3/2/2020

**Final Action:**    **Ord. No.**

**Title:** A RESOLUTION adopting the Seattle City Council 2020 Work Program.

**Sponsors:** M. Lorena González

**Indexes:**

**Attachments:** 1. Att A - Seattle City Council 2020 Work Program, 2. Summary and Fiscal Note, 3. Signed Resolution 31935, 4. Affidavit of Publication

Date	Ver.	Action By	Action	Result
3/2/2020	2	City Clerk	attested by City Clerk	
3/2/2020	1	City Council	referred	
3/2/2020	1	City Council	adopted as amended	Pass
2/27/2020	1	City Clerk	sent for review	

CITY OF SEATTLE

RESOLUTION \_\_\_\_\_

A RESOLUTION adopting the Seattle City Council 2020 Work Program.  
 WHEREAS, each year the Seattle City Council adopts a work program for the year to identify major projects in the various committees of the City Council and to plan assignments of staff time; NOW, THEREFORE,

**BE IT RESOLVED BY THE CITY COUNCIL OF THE CITY OF SEATTLE THAT:**

Section 1. The Seattle City Council 2020 Work Program, attached to this resolution as Attachment A, is hereby adopted. The 2020 Work Program may be updated throughout the year, and staff and committee resources are not limited to matters contained in the Work Program.

Section 2. Where conflicts exist between the attached work program and the duties of standing committees outlined in Resolution 31922, Attachment A to this resolution will be advisory to the Council President, but not dispositive, in assigning legislation.

Adopted by the City Council the \_\_\_\_\_ day of \_\_\_\_\_, 2020, and signed by  
me in open session in authentication of its adoption this \_\_\_\_\_ day of \_\_\_\_\_, 2020.

\_\_\_\_\_  
President \_\_\_\_\_ of the City Council

Filed by me this \_\_\_\_\_ day of \_\_\_\_\_, 2020.

\_\_\_\_\_  
Monica Martinez Simmons, City Clerk

(Seal)

Attachments:  
Attachment A - Seattle City Council 2020 Work Program