

The New York City Council

Legislation Details (With Text)

File #:	SLR 0088- 2001	Version:	*	Name:	Permitting police and fire personnel to accept other offices (S.4994)		
Туре:	SLR			Status:	Filed		
				In control:	Committee on State and Federal Legislation		
On agenda:	5/9/2001						
Enactment date:	Enactment #:						
Title:	State Legislation Resolution requesting the New York State Legislature to pass a bill introduced by Senator Fuschillo, S.4994, "AN ACT to amend the New York city charter, in relation to permitting police and fire personnel to accept other offices and to repeal section 1129 of such charter relating thereto".						
Sponsors:	Gifford Miller						
Indexes:							

Attachments:

Date	Ver.	Action By	Action	Result
5/9/2001	*	City Council	Introduced by Council	
5/9/2001	*	City Council	Referred to Comm by Council	
12/31/2001	*	City Council	Filed (End of Session)	

State Legislation Resolution No. 88

State Legislation Resolution requesting the New York State Legislature to pass a bill introduced by Senator Fuschillo, S.4994, "AN ACT to amend the New York city charter, in relation to permitting police and fire personnel to accept other offices and to repeal section 1129 of such charter relating thereto".

By Council Member Miller

Whereas, a bill has been introduced in the New York State Legislature by Senator Fuschillo, S.4994, "AN ACT to amend the New York city charter, in relation to permitting police and fire personnel to accept other offices and to repeal section 1129 of such charter relating thereto"; and

Whereas, the enactment of the above State Legislation requires the concurrence of the Council of the City of New York as the local legislative body; now, therefore, be it

Resolved, that the Council of the City of New York, in accordance with the provisions of Section 2 of Article 9 of the Constitution of the State of New York, does hereby request the New York State Legislature to enact into law the aforesaid pending bill.

Referred to the Committee on State and Federal Legislation.