BY AUTHORITY 1 2 RESOLUTION NO. CR15-0031 COMMITTEE OF REFERENCE 3 SERIES OF 2015 Safety & Well-being 4 A RESOLUTION 5 6 authorizing and approving the expenditure and payment from the appropriation account designated "liability claims," the sum of Forty Five Thousand Dollars 7 (\$45,000.00), payable to CIVIL RIGHTS LITIGATION GROUP, PLLC, in full 8 9 payment and satisfaction of all claims in Civil Action No. 1:13-cv-00969-CMA-CBS in the United States District Court for the District of Colorado. 10 11 BE IT RESOLVED BY THE COUNCIL OF THE CITY AND COUNTY OF DENVER: 12 13 Section 1. That the Council of the City and County of Denver hereby approves and 14 authorizes the expenditure and payment from the 2015 appropriation account designated as 15 "Liability Claims" (Auditor's Fund 11827, Org. 4511001), the sum of Forty Five Thousand Dollars 16 (\$45,000.00), payable to CIVIL RIGHTS LITIGATION GROUP, PLLC, in full payment and 17 satisfaction of all claims in Civil Action No. 1:13-cv-00969-CMA-CBS in the United States District 18 Court for the District of Colorado. 19 **Section 2.** The Auditor is hereby authorized and directed to make such book and record 20 such entries and to do such other things as may be necessary to accomplish the purposes of this 21 resolution. 22 23 COMMITTEE APPROVAL DATE: N/A 24 MAYOR-COUNCIL DATE: January 13, 2015 25 PASSED BY THE 26 COUNCIL \_\_\_\_\_ , 2015 - PRESIDENT 27 ATTEST: \_\_\_\_\_ - CLERK AND RECORDER, 28 29 EX-OFFICIO CLERK OF THE CITY AND COUNTY OF DENVER 30 31 32 PREPARED BY: Wendy J. Shea, Assistant City Attorney – January 13, 2015 Pursuant to section 13-12, D.R.M.C., this proposed resolution has been reviewed by the office of 33 the City Attorney. We find no irregularity as to form, and have no legal objection to the proposed 34 resolution. The proposed resolution is not submitted to the City Council for approval pursuant to § 35 3.2.6 of the Charter. 36 37 38 D. Scott Martinez, City Attorney BY: \_\_\_\_\_\_, Assistant City Attorney 39 DATE: \_\_\_\_\_\_\_\_, 2015 40