

NOVEMBER 3, 2016

MEMORANDUM TO: HONORABLE MAYOR AND CITY COUNCIL MEMBERS

THROUGH: BRYANT POWELL, CITY MANAGER

FROM: KATHLEEN CONNELLY, CITY CLERK

SUBJECT: AGENDA ITEM FOR WORK SESSION OF NOVEMBER 14, 2016 AND REGULAR MEETING OF NOVEMBER 15, 2016 (RESOLUTION NO. 16-33 CANVASS OF VOTES FOR NOVEMBER 8, 2016 GENERAL ELECTION)

Arizona Revised Statutes §16-642 (A) requires that the appropriate governing body (city council) convene not less than six days (November 15) nor more than twenty days (November 28) following an election for purposes of canvassing the returns of the election.

The canvass of votes must include the number of ballots cast city wide and by precinct, the number of ballots rejected city wide and by precinct, the office titles and candidate names, the number of votes cast city wide and by precinct for each candidate, the number and title of any ballot measure and the number of votes cast city wide and by precinct for each ballot measure. Even though the law does not specify that the canvass must be done as a resolution, most Arizona cities and towns use a resolution format.

Please note this is our second city election under the mandatory election consolidation process adopted in 2012 by the state legislature. Because we are located in both Pinal and Maricopa counties, the information for the canvass has to be collected from both jurisdictions. Considering the interest in this election, the potential for high voter turnout and possible litigation, I am being very optimistic in placing this item on the November 15th agenda since I do not know when I will have final vote counts from the two counties. If the canvass cannot be done on this date, I recommend that the council select Monday, November 28, to hold a brief special meeting to adopt the canvass and meet statutory requirements.

Based upon the filing of any outstanding post-general Campaign Contribution and Expenditure Reports, certificates of election will be provided to all successful individuals when they take office in January 2017.

Please contact me if you have any questions.