than limited bonding services. Mayor Krieger: It's confusing. Why would the City Administrator move to this level without direction from the City Council? This seems preemptive in nature and it presents a serious problem. The City Administrator, the City Attorney and everyone on staff who was involved in the conversation now has a conflict in this matter. Wilkinson: No other City personnel spoke to Gust Rosenfeld. Mayor Krieger: Gust Rosenfeld is now poisoned simply because he, as Mayor, was not privy to the conversation. This creates a conflicting situation between the City Administrator, the other City Councilmembers and himself. The Agenda heading refers only to the power of the City Council to investigate. Wilkinson: Certain City Councilmembers have requested the opportunity to consult with counsel, since the City Attorney has declared a conflict of interest and, therefore, can't advise individual City Councilmembers in this regard. Other City Councilmembers have asked that the City obtain an independent firm to assist.

Mayor Krieger: That is reasonable; however, the retention of a law firm should be a separate City Council action item that is discussed in the open. This presents a question of whether there was a quorum violation. Wilkinson: No quorum violation occurred. Mayor Krieger: The current situation brings to light the fact that the City Council does not have the representation it once expected. He is not in disagreement that this body needs representation – that's why practically all the other cities and towns in Arizona have a City Attorney that works at the pleasure of the council. This is a question to be discussed in the future; it would require a change in the Charter, which requires voter approval.

II. ADDITIONAL ITEMS FOR POSSIBLE DISCUSSION - none

III. ADJOURNMENT/EXECUTIVE SESSION

There being no further business, Mayor Krieger adjourned the meeting at 5:53 p.m. No Executive Session was held.

APPROVED:

Alan L. Krieger, Mayor

Approved at the City Council Meeting of:

City Clerk: