



Legislation Details (With Text)

File #: RES 22-118 **Version:** 1

Type: Resolution **Status:** Passed

In control: City Council

Final action: 1/26/2022

Title: Appointing the firm of Madden Galanter Hansen, LLP under the direction of Susan Hansen as special counsel representing the City of Saint Paul in the matter of St. Paul Police Federation and City of Saint Paul, BMS Case No. 22PN0723, Contract Mediation.

Sponsors: Amy Brendmoen

Indexes:

Code sections:

Attachments: 1. Saint Paul Police Federation - Madden Galanter Hansen - Retainer Acknowledgment, 2. Saint Paul Police Federation - Financial Analysis, 3. Administrative Code 3.02

Date	Ver.	Action By	Action	Result
2/8/2022	1	Mayor's Office	Signed	
1/26/2022	1	City Council	Adopted	Pass

Appointing the firm of Madden Galanter Hansen, LLP under the direction of Susan Hansen as special counsel representing the City of Saint Paul in the matter of St. Paul Police Federation and City of Saint Paul, BMS Case No. 22PN0723, Contract Mediation.

RESOLVED, that the Council of the City of Saint Paul does hereby appoint, upon request of the City Attorney and to obtain highly specialized expertise in labor relations, contract negotiations, interest arbitration and labor contract administration, the firm of Madden Galanter Hansen, LLP under the direction of attorney Susan Hansen as special counsel representing the City of Saint Paul in the matter of St. Paul Police Federation and City of Saint Paul, BMS Case No. 22PN0723, Contract Mediation, due to its complexity and time demands, and be it FURTHER RESOLVED, that the compensation to be paid for the services of said special counsel shall be in accordance with the City Attorney Fee Policy established for the appointments of all such special counsel now and in the future, and the total fees to be paid to said special counsel shall be in accord with such policy, will not exceed \$210.00 per hour, shall be reasonable and shall be consistent with the factors listed in Rule 1.5 of the Rules of Professional Conduct.