## RESOLUTION NO. \_\_\_\_-13

# RESOLUTION TO CREATE A DRUG ENFORCEMENT COORDINATOR (PROJECT POSITION) FOR THE SAUK COUNTY SHERIFF'S DEPARTMENT EFFECTIVE JANUARY 1, 2014

**WHEREAS**, the Sauk County Sheriff's Department handles an increasing number of citizen's complaints, as well as responds to traffic accidents, investigates crimes, and conducts other law enforcement activities; and

**WHEREAS**, the Detective Division has one Detective specifically assigned to drug investigations; and

**WHEREAS**, the case load for drug investigations and crimes related to drugs has increased significantly over the last several years for both the Patrol and Detective divisions; and

**WHEREAS,** the drug arrests have increased from 21 in 2010, 49 in 2011, 66 in 2012 and 80 year to date in 2013; and

**WHEREAS,** an additional position assigned specifically to investigate, oversee and coordinate drug investigations would allow for more adequate coverage throughout the County; and

**WHEREAS,** the Position Review Committee, as established in §13.19 (4)(d) of the Sauk County Code of Ordinances, has reviewed the position request, and has determined that the need for this position exists.

**NOW, THEREFORE, BE IT RESOLVED**, by the Sauk County Board of Supervisors, met in regular session that the position of Drug Enforcement Coordinator (project position) for the Sauk County Sheriff's Department be created effective January 1, 2014 and will be reviewed after one year.

For consideration by the Sauk County Board of Supervisors this 12<sup>th</sup> day of November, 2013

Respectfully submitted,

#### SAUK COUNTY FINANCE COMMITTEE

TOMMY BYCHINSKI, CHAIR	ANDREA LOMBARD
WILLIAM WENZEL	JOAN FORDHAM
JASON LANE	

# SAUK COUNTY PERSONNEL COMMITTEE

TIM MEISTER, CHAIR	SCOTT ALEXANDER
CAROL HELD	HENRY NETZINGER
PETE TOLLAKSEN	_

### **Fiscal Note:**

The estimated 2014 cost of the project position is \$83,635 for wages and benefits, and \$26,500 for other operating costs (squad car). Total Expenditure of \$110,135 funded by levy.