



Roll Call Number

22-0423

Agenda Item Number

33 II

Date March 21, 2022

APPROVAL OF THE APPOINTMENT OF GARY D. GOUDELOCK, AS AN ASSISTANT CITY ATTORNEY II TO FILL A VACANCY WITHIN THE INTERDEPARTMENTAL DIVISION OF THE LEGAL DEPARTMENT EFFECTIVE NO LATER THAN APRIL 4, 2022

WHEREAS, due to multiple retirements within the Legal Department in January and March 2022, the City Council authorized the Legal Department to begin its hiring process prior to these departures to quickly fill the vacancies; and

WHEREAS, a panel including the City Attorney conducted interviews to fill the anticipated vacancies; and

WHEREAS, two of the anticipated ACA II positions were filled by internal candidates while one ACA II position remains to be filled; and

WHEREAS, the appointment of Gary D. Goudelock is recommended for appointment to the position of Assistant City Attorney II effective no later than April 4, 2022; and

WHEREAS, Mr. Goudelock previously served as an Assistant City Attorney until 2014. He was a valued member of the department at that time, and he now has expanded his areas of practice and his abilities are well suited to the position for which he is recommended.

NOW THEREFORE BE IT RESOLVED by the City Council of the City of Des Moines, Iowa:

That the appointment of Gary D. Goudelock to the position of Assistant City Attorney II hereby is approved effective no later than April 4, 2022.

Approved as to Form:

Jeffrey D. Lester, City Attorney

MOVED BY Boesen TO ADOPT .

SECOND BY Gatto .

COUNCIL ACTION	YEAS	NAYS	PASS	ABSENT
COWNIE	✓			
BOESEN	✓			
GATTO	✓			
MANDELBAUM	✓			
SHEUMAKER	✓			
VOSS	✓			
WESTERGAARD	✓			
TOTAL	7			
MOTION CARRIED			APPROVED	

T.M. Frankhu Cownie Mayor

CERTIFICATE

I, P. Kay Cmelik, City Clerk of said City hereby certify that at a meeting of the City Council of said City of Des Moines, held on the above date, among other proceedings the above was adopted.

IN WITNESS WHEREOF, I have hereunto set my hand and affixed my seal the day and year first above written.

City Clerk