



**ASSEMBLY AMENDMENT 1,
TO ASSEMBLY BILL 393**

October 15, 2013 – Offered by Representative BERNIER.

1 At the locations indicated, amend the bill as follows:

2 **1.** Page 4, line 5: after that line insert:

3 “**SECTION 1m.** 7.30 (4) (c) of the statutes is amended to read:

4 7.30 (4) (c) Except with respect to inspectors who are appointed under sub. (1)
5 (b), for so long as nominees are made available by the political parties under this
6 section, appointments may be made only from the lists of submitted nominees
7 submitted under this subsection. If the lists are not submitted by November 30 of
8 the year in which appointments are to be made, the board of election commissioners
9 shall appoint, or the mayor, president or chairperson of a municipality shall
10 nominate, qualified persons whose names have not been submitted. The board of
11 election commissioners shall give priority to appointing, and the mayor, president,
12 or chairperson of the municipality shall give priority to nominating, qualified
13 electors of the municipality for which no list of nominees was submitted. If an

1 insufficient number of qualified electors of the municipality can be identified, the
2 board of election commissioners may appoint, and the mayor, president, or
3 chairperson of the municipality may nominate, qualified electors of a county within
4 which the municipality is located. If an insufficient number of nominees appears on
5 the lists as of November 30, the board of election commissioners shall similarly
6 appoint, or the mayor, president or chairperson shall similarly nominate, sufficient
7 individuals to fill the remaining vacancies. In addition, the mayor, president, or
8 board chairperson of the municipality shall similarly nominate qualified persons to
9 serve in the inspector positions authorized under sub. (1) (b). Any appointment
10 under this paragraph which is made due to the lack of availability of names
11 submitted under par. (b) may be made without regard to party affiliation.”.

12

(END)