

LANGLADE COUNTY

VOTE
17 AYES
3 ABSENT
1 VACANCY



RESOLUTION #16-2023

INTRODUCED BY: HIGHWAY & AIRPORT COMMITTEES

INTENT: REQUEST STATE OF WISCONSIN TO USE A PORTION OF THE 2023 BUDGETARY SURPLUS FOR THE MAINTENANCE, REPAIR AND REPLACEMENT OF COUNTY TRUNK HIGHWAY SYSTEM

Whereas, on January 25, 2023, the nonpartisan Legislative Fiscal Bureau reports the State of Wisconsin has a budget surplus estimated of \$7.1 billion, which is the largest budget surplus in Wisconsin's history; and

Whereas, the Joint Commission established the Local Supplemental Transportation Program as a one-time use of State revenue surplus to support local projects, which evolved into the popular and successful Local Road Improvement Program (LRIP) and Local Road Improvement Program – Supplemental (LRIP-S); and

Whereas, Governor Evers and the Legislature have recently devoted additional funding to counties through the General Transportation Aids (GTA) program and LRIP-S, yet counties throughout Wisconsin are still not receiving appropriate financial support to make roads and bridges safe for the speeds and weight of travel experienced through the State.

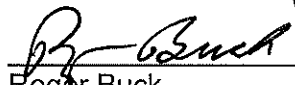
Now, therefore, be it resolved by the Langlade County Board of Supervisors, that in an effort to assist the Wisconsin Counties Highway Association and the Wisconsin Counties Association, approve the request of additional funding through budgetary surplus with said funding allocated to the county GTA appropriation for the backlog of maintenance on the county trunk highway system, as well as for LRIP-S.

Be it further resolved, a copy of this resolution be sent to Governor Tony Evers, all members of the State Legislature representing Langlade County, the Wisconsin Counties Association.


HIGHWAY & AIRPORT COMMITTEES:



Warren W. Wagner, Chairman



Roger Buck



John Medo



Dan Persen



Carol Bardo

FISCAL NOTE: No Fiscal Note.

ADOPTED BY THE COUNTY BOARD OF LANGLADE COUNTY THIS 22nd DAY OF May, 2023.



Judy Nagel, Langlade County Clerk

OK