

What is a Meeting of the Electors?

A Meeting of the Electors is a meeting called to summons the citizenry of the township to a specific location at a specific date and time to gather their opinion on a specific action item or topic. One of those topics mandated by state statute is the purchase or disposal of town property.

Procedures of a Meeting of Electors.

The Meeting of Electors is called to order by the Town Meeting Chairperson. The Town Meeting Chairperson could be any member of the Town Board. The role of the Town Meeting Chairperson is to conduct the meeting according to parliamentary procedure; meaning they call people to speak and keep order of the meeting. The Town has adopted Roberts Rules of Order as the parliamentary procedure guidelines. Citizens are expected to conduct themselves in a respectful manner.

In accordance with Roberts Rules of Order, there is typically a motion, discussion, and action (vote). However, variations of Roberts Rules are also acceptable. Many times, there is discussion or a presentation prior to a motion so that there is a clear understanding of the motion and what is being voted on.

Voting at a Meeting of the Electors.

Any Town resident who is a qualified elector may vote at a Meeting of the Electors. A qualified electors is:

- 18 years of age
- U.S. Citizen
- Resided in the Town of Ledgeview at least 10 days prior to the meeting date

Town Board members may vote on all issues at the town meeting. They are voting as Town citizen, not as Town Board members. Property owners who are not electors of the town are not allowed to vote because the legislature has limited voting to town residents who are electors. However, property owners who are not town residents may speak at the meeting.

Voting is typically done via a voice vote. However, voting can be done via a show of hands if a voice vote is inconclusive.

For more information on procedures of a Meeting of the Electors, please contact the Town Clerk at 920-336-3360 ext. 104 or cnagel@ledgeviewwisconsin.com.