



Legislation Details (With Text)

**File #:** 22-0317      **Version:** 1      **Name:** 2023 General Assembly Legislative Priorities  
**Type:** Motion      **Status:** Passed  
**File created:** 11/1/2022      **In control:** City Council Legislative Session  
**On agenda:** 11/9/2022      **Final action:** 11/9/2022  
**Title:** Approval of the City of Hampton 2023 General Assembly Legislative Priorities  
**Sponsors:**  
**Indexes:** General Assembly  
**Code sections:**  
**Attachments:** 1. Hampton 2023 Legislative Package

Date	Ver.	Action By	Action	Result
11/9/2022	1	City Council Legislative Session	approved	Pass

Approval of the City of Hampton 2023 General Assembly Legislative Priorities

**PURPOSE/BACKGROUND:**

City Council was briefed by Two Capitols Consulting, the City's Virginia General Assembly legislative liaison, on the proposed legislative package for the upcoming 2023 General Assembly session during the October 26, 2022 City Council work session.

**Discussion:**

The City annually prepares and submits to the General Assembly a package setting forth requests for new laws, revisions to laws, appropriations, and other similar matters for which legislative action is necessary. The City's requests reflect the cumulative concerns of the City Council, the City Manager, and the citizens of the City. The package includes several City-specific requests as well as multiple policy statements regarding regional and statewide matters. The City's legislative liaison, Two Capitols Consulting, will solicit patrons for each of the City's specific requests and will monitor the progress of the City's requests, as well as all other matters considered by the General Assembly that may affect the City.

**Impact:**

This section to describe how the action requested relates to Council policy initiatives, including but not limited to the Strategic Plan elements of the Community Plan, master plans, etc.

**Recommendation:**

Approve the 2023 City of Hampton General Assembly Legislative Priorities by motion.