

**BUFFALO FISCAL STABILITY AUTHORITY
RESOLUTION NO. 25-19
READOPTING THE LOBBYING CONTACT POLICY AND
REAPPOINTMENT OF LOBBYING CONTACT OFFICER**

WHEREAS, Chapter 122 of the Laws of 2003, as amended, created the Buffalo Fiscal Stability Authority (the “BFSA”) to provide financial oversight and budgetary control over the City of Buffalo and other Covered Organizations; and

WHEREAS, Public Authorities Law, Article 10-D, Title 2, §3854(12) provides that the BFSA Board of Directors shall appoint officers and employees as it may require; and

WHEREAS, as a New York State public authority, the BFSA is subject to the requirements of Public Authorities Law, Article 9, Title 12-A, §2987, “Public Authorities Lobbying Contacts”; and

WHEREAS, Public Authorities Law, Article 9, Title 12-A, §2987(4) requires that New York State public authorities adopt a Lobbying Contact Policy and appoint an officer to oversee the requirements of the Lobbying Contact Policy; and

WHEREAS, the BFSA initially adopted the Lobbying Contact Policy by Resolution No. 11-42 on December 7, 2011; and

WHEREAS, the BFSA most recently adopted the Lobbying Contact Policy on September 23, 2024 by Resolution No. 24-16; and

WHEREAS, a review of the Lobbying Contact and Reappointment of Lobbying Contact Officer Policy found that no modifications were required; and

WHEREAS, the BFSA’s Governance Committee has reviewed the Lobbying Contact Policy and has recommended that the BFSA readopt the Lobbying Contact Policy and reappoint the Comptroller as the BFSA’s Lobbying Contact Officer.

NOW THEREFORE BE IT RESOLVED, that the BFSA does hereby reaffirm the Lobbying Contact Policy.

BE IT FURTHER RESOLVED, that the BFSA does hereby reappoint the position of Comptroller to the position of Lobbying Contact Officer, who shall serve in this capacity along with his/her regularly assigned duties at no additional rate of compensation.

This resolution shall take effect immediately.

Approved August 12, 2025

/S/Frederick G. Floss
Frederick G. Floss,
Secretary