Applying for an Article V Convention is buying a pig in a poke: State Legislatures have *no control* over a Convention

The US Constitution, at Article V and Article I, § 8, last clause (the necessary and proper clause), grants to Congress the power to make all laws necessary and proper to carry out the powers granted to Congress at Article V.

Accordingly, *Congress* has the constitutional authority to determine the number and selection process for Delegates to the Convention. That Congress understands it has this power and intends to exercise it is shown <u>HERE</u>. State Legislatures have no power to select and control Delegates.



State Legislatures also have no power to control the convention by determining Amendments to be considered. Congress has the constitutional authority to count the applications for a Convention however Congress wishes – and <u>legislation filed by COS supporters in Congress</u> provides for Congress to count all applications together, regardless of the Amendment specified in the States' applications. There's no such thing as a "limited convention".

Once 34 State Legislatures have applied to Congress for Congress to call a convention and Congress sets about calling the Convention, State Legislatures have nothing more to do with the Convention.

So how is the Convention Lobby dealing with this inconvenient Fact? *They deny it!* They had to find a way to convince State Legislators that *THEY* will be the ones who exercise the powers the "necessary and proper clause" grants to Congress! And they did it by <u>fabricating the false and preposterous claim</u> that when Congress calls a convention under Article V, the necessary and proper clause at **Article I**, § 8, last clause, doesn't apply to Congress! They claim that *State Legislatures* have the powers **Article I**, § 8, last clause grants to Congress!

State Legislators who believe it's a good idea to apply to Congress for Congress to call an Article V Convention better open the sack and look inside before they <u>buy a pig in a poke</u>.