



Working Together to Serve

Date:	January 22, 2019	
То:	Mayor and Members of the City Council	CORCORATE.
From:	Councilmember Roberto Uranga, Seventh District Councilwoman Lena Gonzalez, First District L6 Councilwoman Jeannine Pearce, Second District Councilmember Daryl Supernaw, Fourth District	/
Subject:	Language Access Policy: Update on Implementation	

## **RECOMMENDATION:**

Receive and file a status update on the implementation of the City's Language Access Policy, that includes multi-lingual signage in the new Civic Center, translation of Fiscal Year 2020 Budget Documents, a schedule for multi-lingual budget community meetings, the utilization of translation services at City departments, meetings and events, and the proposed FTE coordinator position

## BACKGROUND:

On August 13, 2013, the City of Long Beach adopted a Language Access Policy (LAP). The importance of residents, regardless of their proficiency in English or hearing ability, cannot be understated. The Language Access Policy establishes standards and procedures for providing equal access to City services and programs to all residents.

The Fiscal Year 2019 budget included structural funding of \$56,665 and a One-Time Allocation of \$160,000 for a total of \$216,655 to implement the policy. On November 14, 2017, City Council approved multi-lingual signage in the new Civic Center complex, as well as a reduction in the timeframe to request translation services from 72 hours to 24 hours.

An update is requested on the status of the implementation of the Language Access Policy, including any funding gaps for consideration in Fiscal Year 2020, the proposed FTE coordinator position, as well as an update on the multi-lingual signage throughout the new Civic Center complex, which will open in July 2019.

## FISCAL IMPACT:

There is no fiscal impact for this update. The potential fiscal impact in Fiscal Year 2020 to continue to implement our Language Access Policy may be a consideration for further review and discussion at the appropriate time.