



City of Long Beach
Working Together to Serve

C-1

Memorandum

Date: February 7, 2006

To: The Honorable Mayor and Members of the City Council

From: Councilmember Dan Baker, Chair *DB*
State Legislative and Environmental Affairs Committee

Subject: **Report of the State Legislation and Environmental Affairs Committee,
Legislative Trip to The State Capital, Sacramento, CA, January 22-23.**

On January 17, 2006 the City Council adopted its Annual 2006 State Legislative Agenda. Using that agenda as the basis for its meetings with Legislators and staff, the full State Legislation and Environmental Affairs Committee attended meetings in Sacramento on January 22-23. The Committee shared the City's adopted State Legislative Agenda with our legislative delegation and advocated for issues associated with the agenda.

Attending the meetings were Councilmember Dan Baker, Committee Chair, and Committeemembers Laura Richardson and Patrick O'Donnell. Also attending were Robert Laffoon-Villegas, Chief of Staff to Dan Baker, Tom Modica, Manager of Government Affairs and Michael J. Arnold, the city's Legislative Advocate.

The committee met with the Governor's office, and with the offices of Senators Lowenthal and Bowen and Assemblymembers Karnette, Dymally and Oropeza. Items of discussion included preservation of the C-17 Boeing Production Line, extension of our enterprise zone, and infrastructure needs such as the 710 Freeway Improvements. Topics for discussion also included environmental improvements needed in our city, funding for maintenance and improvements of our streets and roads, and other infrastructure needs such as libraries, courthouses and the maintenance of Pacific Coast Highway in the city.

In all of its meetings the Committee worked to ensure that Long Beach and the needs of our city and surrounding infrastructure remain foremost with our delegation, and remain top priorities as the Legislature moves forward its annual budget and possible bond measures.

Suggested action: Receive and file the report