



Legislation Text

File #: 21-0921, **Version:** 2

Recommendation to request City Manager to communicate the City of Long Beach's opposition to Senate Bill 9 and Senate Bill 10 to the Governor and urge his veto of these bills.

BACKGROUND:

On July 20, the City Council voted to request the City Manager to assess the likely citywide impacts of SB 9 and SB 10, and report back to the State Legislation Committee.

The State Legislation Committee received a report from City staff regarding the potential impacts if these two bills should become law. While all three of the committee members expressed ongoing concerns with this legislation, the City Attorney's office said that the way the committee agenda's stated recommended action was worded did not allow for the committee to vote on making a recommendation to the full City Council.

Given the time sensitivity, as both of these bills have now passed the Legislature and are on the Governor's desk, it is important for the full City Council to consider this recommended action at this time. The Governor has until October 10 to sign or veto any legislation that reaches his desk.

Long Beach has been working continuously to update our City's zoning, policies and ordinances to facilitate the construction and rehabilitation of additional housing, including affordable and workforce housing. However, SB 9 and SB 10 are not consistent with the efforts that our City has been undertaking, including significant public outreach and engagement, to facilitate the development of new, affordable housing, while maintaining the integrity and character of our neighborhoods.

STATEMENT OF URGENCY:

This agenda item is urgent as both bills are currently on the Governor's desk. It is important to communicate the City's position to the Governor as soon as possible.

No Financial Management review was conducted due to the time sensitivity of this item.

Approve recommendation.

AL AUSTIN,
COUNCILMAN EIGHTH DISTRICT

SUZIE A. PRICE,
COUNCILWOMAN THIRD DISTRICT

STACY MUNGO,
COUNCILWOMAN FIFTH DISTRICT