

City of Long Beach

Legislation Details (With Text)

File #: 21-1111 Version: 1 Name: CD3 - Glendora Block Party

Type:Agenda ItemStatus:ApprovedFile created:10/15/2021In control:City CouncilOn agenda:10/19/2021Final action:10/19/2021

Title: Recommendation to increase appropriations in the General Fund Group in the City Manager

Department by \$500, offset by the Third Council District One-time District Priority Funds transferred from the Citywide Activities Department to provide a donation to the Glendora Neighborhood Watch

Group to support a community Block Party, and

Decrease appropriations in the General Fund Group in the Citywide Activities Department by \$500 to

offset a transfer to the City Manager Department.

Sponsors: COUNCILWOMAN SUZIE A. PRICE, THIRD DISTRICT

Indexes:

Code sections:

Attachments: 1. 101921-NB-24sr.pdf

Date	Ver.	Action By	Action	Result
10/19/2021	1	City Council	approve recommendation	Pass

Recommendation to increase appropriations in the General Fund Group in the City Manager Department by \$500, offset by the Third Council District One-time District Priority Funds transferred from the Citywide Activities Department to provide a donation to the Glendora Neighborhood Watch Group to support a community Block Party, and

Decrease appropriations in the General Fund Group in the Citywide Activities Department by \$500 to offset a transfer to the City Manager Department.

In an effort to create tight-knit communities where neighbors work together to build relationships that strengthen the neighborhood, community block parties can be a great tool. Long Beach continues to prioritize the establishment of community watch programs where residents know one another and encourage safety throughout their neighborhood, therefore the City should help support this event.

STATEMENT OF URGENCY:

Funding is sought prior to the event which is being held October 30, 2021.

Due to the urgency of this item no fiscal impact has been completed.

Approve recommendation.

SUZIE PRICE COUNCILWOMAN, THIRD DISTRICT