City of Long Beach



Legislation Text

File #: 21-0648, Version: 1

Recommendation to request City Manager to work with the City Clerk to report back on the feasibility of allowing for telephonic public comment to be available at City Council meetings.

Throughout the COVD-19 emergency there have been creative solutions to follow state restrictions around public gatherings and social distancing. We have seen the availability of remote public comment provided by telephone become an incredibly useful way of offering greater access and accommodations for everyone to have a voice and participate in the important discussions facing our City. As we move back to holding in-person City Council meetings it is important that we ensure our public comment process is available to everyone. This should include individuals with disabilities for whom attending Council meetings and providing public comment in person can be difficult, as well as Long Beach residents who are simply unable to attend the meetings in person due to work or school schedules, transportation needs, child care, the time needed waiting for their item to be called, or any other reason that may constrain someone from attending a meeting in-person or presents a substantial hardship.

Therefore, it is important that we fully evaluate the feasibility of continuing the use of telephonic remote access to City Council meetings. Our City Council discussions and the policies of our City are improved when everyone has the ability to participate in our meetings, and provide their public comment whether they can be present physically in the City Council Chambers or if they prefer to participate remotely by telephone due to physical or other limitations that make in-person difficult

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

Approve recommendation.

SUZIE PRICE, COUNCILWOMAN THIRD DISTRICT

MARY ZENDEJAS, COUNCILWOMAN FIRST DISTRICT

DARYL SUPERNAW, COUNCILMAN FOURTH DISTRICT

ROBERTO URANGA, COUNCILMEMBER SEVENTH DISTRICT