Call to Order 2:01PM

Roll Call Council Liaisons Present: Mayor Van Der Mark, Mayor Pro Tem Burns

Public Comments

Approve Minutes from June 19, 2024 meeting: APPROVED (2-0)

Discussion Items

- Federal Legislative Update- TJ Stapleton, Stapleton & Associates Both House and Senate are out this week and back in session next week. On August 1st the Senate will mark up their bills, and we are hoping to get an earmark in that bill. But we may not see anything until September. Considering that this is the election year we may not see a lot of movement until after the election. Stapleton will visit Alex Padilla to support our projects. Sent support letter re: S 3830 (Padilla) to Sam Mahood, Padilla's office.
- State Update- Louie Brown, Kahn Soares & Conway Legislature is on summer recess and back in session in August. Last two weeks of August will be focused on the Floor. Senate suspense calendar heard on 8/15. Governor will not have a competing retail crime/Prop 47 reform ballot measure. None of the crime related bills that the leadership promoted early on have moved. However, the leadership plans to move the entire package in August.
- 3. Legislation
 - SCR 165 Surf City Freeway
 Signs will be financially supported by local entities
 IRC vote 2-0 to support SCR 165.
 - Proposition 33 strips out C-H Act. Makes authority permissive and could allow cities and counties to enact local rent control. Has not gone through the legislature. WATCH
 - c. Proposition 36 Prop 47 reform.
 Reverse parts of proposition 47. Will create new crimes, aggregate crimes, fentanyl, fentanyl dealers and organized retail theft. Could take affect the day the secretary of state certifies the election.
 IRC vote 2-0 to set aside Reso 4344 and have a resolution to support Prop 36.
- 4. Staff update: Staff will bring for the legislative items to the next City Council meeting for consideration.
- 5. Topics for future discussion Public safety package.

Adjournment 2:34PM

The next regularly scheduled meeting will be August 21, 2024, at 4PM.