

Staff Report

TO: City Council

FROM: Todd Parton, City Manager

DATE September 7, 2021

SUBJECT: Direction to City Staff Regarding Resolution Number 2020-18, the City of Beaumont's Intention to Transition From At-Large Elections to District-Based Elections Pursuant to Elections Code Section 10010

Background and Analysis:

On June 2, 2020, the Beaumont City Council adopted Resolution No. 2020-18 which declared the intention to transition from at-large elections to district-based elections. Since adoption of this resolution, the City has analyzed Beaumont's election history to determine whether there was a pattern of racially polarized voting or minority vote dilution.

After a review of the voter data City staff does not believe that evidence exists of racially polarized voting or minority vote dilution. Minorities have been able to run for office and have been elected. Accordingly, City staff does not feel that the City is required to transition to district-based elections at this time.

In July 2020 and after adoption of Resolution No. 2020-18 the City of Santa Monica prevailed in Appeals Court in a lawsuit that alleged that the City's at-large voting system discriminated against Latino voters. Thereafter, the plaintiffs filed an appeal with the California Supreme Court who ultimately decided to review the case. Supreme Court review will be limited to determining what a plaintiff must prove in order to establish minority voter dilution under the California Voting Rights Act.

Fiscal Impact:

City staff estimates that it cost approximately \$335 to prepare this report.

Recommended Action:

City staff recommends that no action be taken at this time given that a pattern of minority vote dilution has not been identified and that the California Supreme Court's ruling has not been issued. City staff further recommends that this resolution be brought back for City Council discussion and reconsideration once the Supreme Court ruling has been issued.

Attachments:

A. City of Beaumont – Resolution No 2020-18