



June 18, 2009

Bjorn Claeson  
Executive Director  
SweatFree Communities  
30 Blackstone Street  
Bangor, Maine 04401

Dear Bjorn,

It was good talking to you earlier today. I wanted to follow up in writing to confirm that funding will indeed be provided in the coming year for independent monitoring of anti-sweatshop clauses in City contracts. We agree that independent monitoring of these contracts is a critical piece of San Francisco's groundbreaking Sweatfree Ordinance.

Funding for this independent monitoring was inadvertently removed from the City Administrator's budget in the course of 'sweeping' funding accounts that had not been fully drawn down over the last two years. This general practice makes available unused funding to minimize service cuts during these difficult budget circumstances. However, we agree that in the case of independent monitoring, removing unused funding at this point would prohibit important monitoring activities to occur on City contracts.

The Mayor's Office, upon learning of this budgetary action, is moving to ensure that the full amount of funding in the independent monitor account (\$50,000) is carried forward into the coming fiscal year. This funding will allow independent monitoring of a growing list of contractors covered by the Ordinance.

City staff are also open to exploring whether a national consortium of governments that pool resources to independently monitor contracts may be more effective than our current monitoring model. I am hopeful that this conversation can occur in the course of the work performed at the Sweatfree Procurement Advisory Group. Our overriding interest remains to ensure that independent, professional monitoring takes place to ensure compliance with the Ordinance.

We continue to be thankful for the partnership of local and national organizations as we advance the implementation of our Sweatfree ordinance. Since San Francisco's ordinance does not rely on good faith efforts by contractors but rather institutes real, enforceable conditions, implementation has been complex and often slow moving. Our enhancement of the original law to allow the City to award contracts based upon level of bidder compliance has demonstrated tangible results with contracts awarded now based on a high level of compliance. We are very pleased that the City recently awarded the Law Enforcement Accessories contract under the Sweatfree Ordinance. Soon, the Safety Industrial Garment and Police Uniform contracts will also be awarded under the provisions of the Ordinance.

Several groups and individuals deserve the lion's share of credit for advancing our Sweatfree Ordinance through implementation hurdles. These groups include the Sweatfree Procurement Advisory Group, and the offices of the Purchaser, Labor Standards Enforcement, Controller and City Attorney. This work has included site visits of local vendors, education of current uniform suppliers including City departments, calculation of domestic and international wage rates, and voluminous research on prospective uniform and garment manufacturers to bid for City uniform contracts. This commitment has been critical to the implementation of the ordinance.

Mayor Newsom and our entire City and County government remain committed to improving the lives of workers everywhere. Along those lines, we are proud of the steps we have taken to implement and enforce San Francisco's groundbreaking Sweatfree Ordinance. While the journey to more humane and just working conditions may be a long one, I believe we are on the right path.

Thank you for your continued good work on behalf of all workers. Together we are making a real difference.

Sincerely,

A handwritten signature in black ink that reads "Wade Crowfoot". The signature is fluid and cursive, with the first name "Wade" being the most prominent.

Wade Crowfoot  
Director of Climate Protection Initiatives

cc: Alicia Culver, Sweatfree Contracting Advisory Group  
Donna Levitt, Office of Labor Standards Enforcement  
Naomi Kelly, City Purchaser  
Scott Nova, Worker Rights Consortium