



**MOTION
GOVERNANCE & PRIORITIES COMMITTEE**

DATE: January 24, 2014

SUBJECT: Public Access to Victoria Archival Records

FROM: Councillors Marianne Alto and Ben Isitt

WHEREAS the City of Victoria holds extensive and important archival resources;

WHEREAS access to these resources by the public enhances awareness and appreciation of Victoria's history;

WHEREAS handling and exposure to high intensity light from photocopying deteriorates documents and shortens their lifespan;

WHEREAS digital technology allows for duplication of historical documents with little harm to those documents;

WHEREAS digital photography is considered a standard method of duplicating historical documents, and is allowed in archives across Canada and the US;

WHEREAS, in keeping with Copyright Acts, digital photographs are not allowed to be published or distributed but are intended only for use in historical research;

WHEREAS digital photography of archival records reduces materials costs to archives, insofar as photographic costs are borne by the photographer, and no archival resources are spent for paper or copy supplies;

WHEREAS digital photography of archival records affords Victorians access to a rich archive of public documents;

WHEREAS such access is in keeping with the City of Victoria's ongoing commitment to open government, open data and access to information;

AND WHEREAS such access is complementary to other City of Victoria open government initiatives already underway;

BE IT THEREFORE RESOLVED THAT the City of Victoria allow onsite digital photography of records held within the City of Victoria Archives;

AND BE IT FURTHER RESOLVED THAT before doing so staff provide Council with a memo outlining any policy or operational changes required to enable such access at the earliest possible opportunity.

Respectfully submitted

A handwritten signature in black ink, appearing to read 'Marianne Alto'.

Councillor Marianne Alto

A handwritten signature in black ink, appearing to read 'Ben Isitt'.

Councillor Ben Isitt