

Letter from Mayor Frey and Council President Bender

Everyone deserves to be safe moving around our city—no matter what neighborhood they are in, how they are getting around, or their age or background.

While Minneapolis is one of the safer large cities in the country due to many years of safety investments, one death on our streets is one too many. Each year, an average of 11 people are killed and 84 experience life-altering injuries in traffic crashes on streets in Minneapolis. These are people and families whose lives are forever changed.

In 2017 the Minneapolis City Council adopted a Vision Zero resolution committing to the goal of zero traffic deaths and severe injuries on City streets by 2027. We did so knowing that achieving this goal requires significant effort and resources and takes a multi-disciplinary approach across many departments. This plan sets the initial path to achieve this important goal and prioritizes actions based on data, equity, and community input. The work to create this plan reflects more than a year of collaboration, led by our Vision Zero Task Force, advisory committees, and community and agency partners.

Equity is essential to our Vision Zero work. People walking and biking, people who live in neighborhoods with lower incomes, and our Native American residents are disproportionately impacted by traffic crashes. That is unacceptable, and we must change it while also making sure our actions broadly support equity.

We know we cannot achieve this goal alone. We have essential partners in Hennepin County and the Minnesota Department of Transportation through their Toward Zero Deaths initiatives. We rely on the state legislature for transportation funding and policy to support safe and equitable streets. But, most importantly, we do this in partnership with our community members who help us build a culture of street safety.

Together, we can prevent deaths and severe injuries caused by traffic crashes.

Mayor Jacob Frey

Council President Lisa Bender



Mayor Frey



Council President Bender