

# City Manager's Report

Tuesday, November 18, 2025







# Council Board and Commission Updates



TUESDAY, NOVEMBER 18, 2025

# Hybrid Meetings

- Upcoming Hybrid City Council Meeting
  - Regular Hybrid Meeting - Tuesday, December 2 at 5:00 p.m.
- Hybrid Boards and Commissions Meetings (All Meetings on Zoom)
  - Planning Commission – Wed. Nov. 19 at 6:00 p.m.

Visit [www.mercerisland.gov/meetings](http://www.mercerisland.gov/meetings) for more information.





# City Updates

TUESDAY, NOVEMBER 18, 2025



# Dedication Event

- Earlier this afternoon, Council, City staff, and friends of late Councilmember Jake Jacobson gathered at the pickleball courts at Luther Burbank Park for a dedication ceremony in his honor.
- The courts will now be known as the Jake Jacobson Pickleball Courts and will serve as a reminder of Jake's commendable service to the community.



# First Hill Playground Replacement

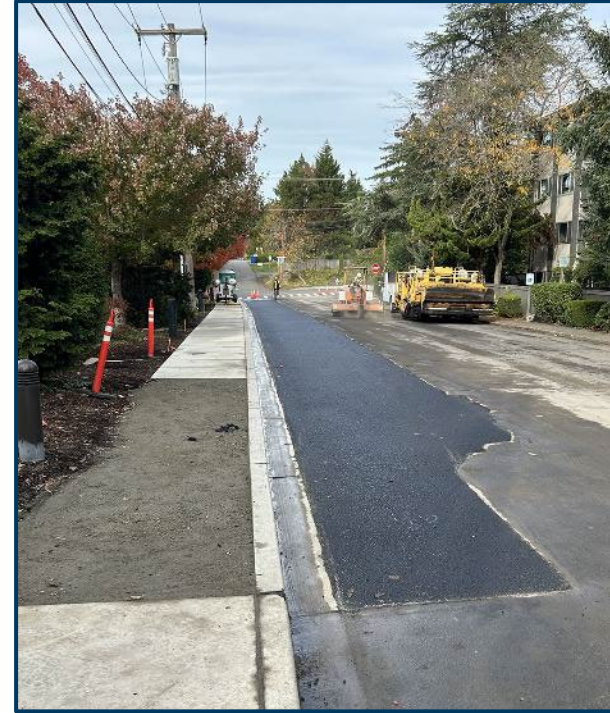
- The construction continues at First Hill Playground as the Alpha Tower assembly is underway.
- The 20' tall structure features two slides and is designed for ages 5-12.
- You'll notice other improvements as well, including a cedar timber wall enclosing the play area and new posts for a 2-belt swing set.
- The renovated playground design was developed with the community in 2024 and are funded by the 2022 Parks Levy.
- Construction remains on track and should conclude by year-end.





# KC North Mercer Sewer Interceptor

- King County's contractor recently completed sewer pipe repairs and asphalt patching on 81<sup>st</sup> Ave SE between North Mercer Way and SE 24<sup>th</sup> St.
- The roadway is now open to traffic, with final repaving scheduled for spring of 2026.
- Neighbors have been waiting a long time for this and we're in the home stretch!
- Visit the project website for more information: [kingcounty.gov/MercerEnataiSewer](https://kingcounty.gov/MercerEnataiSewer).



# Upcoming Events

TUESDAY, NOVEMBER 18, 2025





# December Special Events



*Holiday Tree Lighting*

**THURSDAY, DECEMBER 4TH, 5:30 PM, MERCERDALE PARK**

JOIN THE CITY OF MERCER ISLAND LIGHTING OUR HOLIDAY TREE. BRING THE WHOLE FAMILY AND ENJOY THE SIGHTS AND SOUNDS OF THE HIGH SCHOOL CHOIR AND CREATION DANCE STUDIO PERFORMANCES.

Sponsored by Mercer Island City Lifestyle Magazine.



**Community Holiday Party**  
December 19th, 6-8:30pm  
Mercer Island Community & Event Center

**Argosy Christmas Ship**  
December 19th, 8:30-9pm  
Luther Burbank Park Beach

[www.mercerisland.gov/parksrec](http://www.mercerisland.gov/parksrec)



# Holiday Makers Market

- Mark your calendars: the Holiday Makers Market returns on Saturday, December 6 (10 a.m. to 3 p.m.) at the Mercer Island Community & Event Center.
- Shop unique, locally-made gifts, enjoy holiday music and treats, and support our community artisans.
- Our thanks to the MI Chamber of Commerce as well as the many community sponsors that make this event possible.

TUESDAY, NOVEMBER 18, 2025



Sponsored by: Puget Sound Energy

Presented by: Mercer Island Chamber of Commerce, City of Mercer Island



# Some Good News

TUESDAY, NOVEMBER 18, 2025



# Covenant Shores Supporting MITS

- In late October, the Thrift Shop brought its van to Covenant Living at the Shores to pick up residents' breakable and large object donations.
- They quickly filled the van!
- The residents were thrilled to have this opportunity to donate while exchanging stories about their memories of shopping and volunteering at the Thrift Shop.





# MIYFS Foundation Generosity

- The City of Mercer Island has received a generous, one-time donation of \$30,000 from the MIYFS Foundation to bolster food-security efforts and mitigate the impact of recent reductions to the Supplemental Nutrition Assistance Program (SNAP).
- The funds will support more than 200 Mercer Island households facing elevated food insecurity by providing bi-weekly grocery cards through the YFS Emergency Assistance program.
- We remain grateful for MIYFS Foundation's partnership and care for our community. Thank you!!!



# Thank you!

