



# PLANNING COMMISSION CITY OF MERCER ISLAND

PCB 25-01  
January 22, 2025  
Regular Business

## AGENDA BILL INFORMATION

<b>TITLE:</b>	PCB 25-01: Election of Officers	<input type="checkbox"/> Discussion Only <input checked="" type="checkbox"/> Action Needed: <input checked="" type="checkbox"/> Motion <input type="checkbox"/> Recommendation
<b>RECOMMENDED ACTION:</b>	Elect the Planning Commission Chair and Vice Chair	

<b>STAFF:</b>	Adam Zack, Principal Planner
<b>EXHIBITS:</b>	1. n/a

## EXECUTIVE SUMMARY

The purpose of this Planning Commission Bill is to elect a new Planning Commission chair and vice chair.

## BACKGROUND

The adopted [Planning Commission bylaws](#) establish the election process for the chair and vice chair in Section 3.1, which states:

- 3.1 Election of Chair and Vice Chair. The Planning Commission shall elect a Chair and Vice Chair for a term of one year from among themselves at its June Planning Commission meeting, or as soon as possible thereafter, or upon vacancy or resignation of the Commissioner filling the Chair or Vice Chair position. The Staff Liaison shall conduct the elections for Chair as follows:
- A. Any Commissioner may nominate a candidate for Chair; no second is needed.
  - B. Nominees may accept or decline the nomination.
  - C. If only one (1) nomination is made, it is appropriate to make a motion and obtain a second to instruct the Staff Liaison to cast a unanimous ballot for that nomination for Chair. Approval is by majority vote of Commissioners present.
  - D. If more than one (1) nomination is made, an open election is conducted by roll call vote.
  - E. To be elected, the nominee needs a majority vote of the Planning Commission.
  - F. Elections will continue until a Chair is elected by a majority vote of the Planning Commission.
  - G. The Staff Liaison shall declare the nominee receiving the majority vote as the new Chair.

This process is repeated for the election of the Vice Chair.

## RECOMMENDED ACTION

Elect a chair and vice chair using the process above.