

# COMMUNITY DEVELOPMENT COMMITTEE & COMMITTEE OF THE WHOLE MEETING MINUTES NOVEMBER 4, 2024

This meeting was conducted in person at Snoqualmie City Hall and remotely using Zoom.

CALL TO ORDER & ROLL CALL: Chair Louis Washington called the meeting to order at 6:00 pm.

## **Committee Members:**

Councilmembers Louis Washington, Jo Johnson, and Rob Wotton were present.

Mayor Katherine Ross was also present.

# **City Staff:**

Mike Chambless, City Administrator (remote); Emily Arteche, Community Development Director; Mona Davis, Senior Planner; Deana Dean, City Clerk; and Jimmie Betts, IT Support.

**AGENDA APPROVAL** - The agenda was approved as presented.

### **PUBLIC COMMENTS**

• Community Development Director Emily Arteche introduced new Senior Planner Mona Davis.

MINUTES - The minutes dated October 21, 2024, were approved as presented.

# **AGENDA BILLS**

- 2. **AB24-118**: Workforce Housing Development Request for Qualifications (RFQ). This item was introduced by Director Arteche. Committee questions followed. This item is approved to move forward on the November 12, 2024, City Council non-consent agenda.
- 3. **AB24-055**: Amendments to Snoqualmie Municipal Code Titles 14 and 15, Implementing Senate Bill 5290. Consultant Andrew Levins (remote) reviewed the proposed changes resulting from the October 28, 2024, City Council meeting. Committee questions followed. This item is approved for second reading and proposed adoption at the November 12, 2024, City Council meeting.

# **DISCUSSION ITEMS**

4. 2025 Legislative Priorities. Discussion led by CM Washington with additional input provided by CM Johnson and CM Wotton. Additional information provided by Mayor Ross. This item to be brought back at the next Community Development Committee meeting.

# **ADJOURNMENT**

The meeting was adjourned at 6:33 pm.

Minutes taken by Deana Dean, City Clerk.

Recorded meeting audio is available on the City website after the meeting.

Minutes approved at the \_\_\_\_\_\_ Community Development Committee Meeting.