

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

CALL TO ORDER & ROLL CALL: Chair Kristina Hudson called the meeting to order at 8:00 am.

Commissioners: Kristina Hudson, Nichole Pas, Paula Shively, Gary Skiba, and Adrian Webb were present.

City Staff: Mona Davis, Community and Economic Development Director; Nicole Wiebe, Community Liaison; and Andrew Jongekryg, IT Support.

AGENDA APPROVAL - The agenda was approved as presented.

PUBLIC COMMENT - There was no public comment.

MINUTES

1. The minutes dated May 21, 2025, were approved as presented.

LIAISON REPORTS

Community Liaison Wiebe provided updates on summer events and the Splashpad opening. Commissioner questions followed regarding the website.

NEW BUSINESS

2. Snoqualmie Valley School District Presentation by Michelle Chaney, Career and Technical Education Director. Commission questions followed.

OLD BUSINESS

3. Business Visits Discussion and Review of Questions. Information provided by Director Davis and Community Liaison Wiebe. Action items include commissioner feedback on which businesses they would like to visit so there is no duplication. The deadline for visits to occur to be determined. Discussion followed.

At 8:52 am, Commissioner Postiglione appeared remotely.

Discussion continued including but not limited to the purpose of the visits, what has been done in the past, potential issues surrounding visits particularly this time of year, and the possibility of a joint economic development meeting with North Bend.

UPCOMING SCHEDULE

4. Work Plan Update. Community & Economic Development Director Davis provided an update including cancelling the meeting in August, and potential joint meeting with North Bend in July.

ITEMS OF COMMISSIONER INTEREST

• Signage

ADJOURNMENT

The meeting was adjourned at 9:38 am.

Minutes prepared by Deana Dean, City Clerk.

Recorded meeting audio is available on the city website after the meeting. Minutes approved at the ______ Economic Development Commission Meeting.