

## PARKS & PUBLIC WORKS COMMITTEE & COMMITTEE OF THE WHOLE MEETING MINUTES JULY 22, 2025

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

**CALL TO ORDER** – Chair Ethan Benson called the meeting to order at 5:00 pm.

Committee Members: Councilmembers Ethan Benson, Bryan Holloway, and Catherine Cotton were present.

## **City Staff**:

Dena Burke, City Attorney; Jeff Hamlin, Parks & Public Works Director; Andrew Vining, Project Engineer; Drew Bouta, Finance Director; Deana Dean, City Clerk; Jen Hughes, Deputy Finance Director (remote); and Jimmie Betts, IT Support.

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

**PUBLIC COMMENTS** – There were no public comments.

## **MINUTES**

1. The minutes from July 8, 2025, were approved as presented.

## **DISCUSSION**

- 2. Project Update: Reclaimed Water Distribution System Improvements. Presentation by Project Engineer Andrew Vining and included project schedule, mobilization & site prep, transmission main, construction delays due to birds, highlights and challenges, and upcoming activities. Committee comments and questions followed.
- 3. Project Update: WRF Phase 3 Kimball Creek Lift Station Improvements. Presentation by Project Engineer Andrew Vining and included schedule updates, construction progress, highlights and challenges, and completion schedule. Committee comments and questions followed.
- 4. Director Reports provided by Parks & Public Works Director Jeff Hamlin.
  - a. Staffing update included current recruitment for admin and wastewater operator positions.
  - b. Project status included updates on River Trail, two railroad crossing projects, old library, aquifer storage and recovery (ASR), GFC process of utility rate study, and 384<sup>th</sup> Ave.

**ADJOURNMENT -** The meeting was adjourned at 5:40 pm.

Minutes prepared by Deana De	an, City Clerk.
Recorded meeting audio is avai	lable on the city website after the meeting.
Minutes approved at the	. 2025. Parks & Public Works Committee Meeting