



COMMUNITY DEVELOPMENT COMMITTEE MINUTES

April 20, 2026

Snoqualmie City Hall, 38624 SE River Street & Zoom

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

CALL TO ORDER & ROLL CALL.

Chair Washington called the meeting to order at 6:01 pm.

Committee Members: Councilmembers Louis Washington, Jolyon Johnson, and Dan Murphy were present.

Executive: Mayor James Mayhew was also present.

City Staff: Director of Community Development Mona Davis, Executive Assistant Rebecca Solem, and IT Support Specialist Andrew Jongekryg.

AGENDA APPROVAL.

The agenda was approved as presented.

PUBLIC COMMENTS.

There were no public comments.

MINUTES.

There were no minutes presented.

AGENDA BILLS.

1. AB24-019: Consultant Contract for Comprehensive Plan.

Community Development Director Mona Davis provided the committee with the contract for the consultant assisting with the City's Comprehensive Plan and gave an update on the status of the contract's execution. She noted that the contract amount is higher than originally anticipated because additional public education and input components were included. Committee discussion followed.

Action: Move to April 27, 2026, regular council meeting as a consent agenda item.

DISCUSSION ITEMS

2. CD Department Staffing.

Mayor Mayhew provided the committee with an update regarding the staffing and continued needs of the Community Development Department. Committee discussion followed.

3. Snoqualmie Valley Hospital HUB Update.

The hospital requested an opportunity to provide the Council with an update on upcoming initiatives and related matters. The Committee discussed whether this should be placed on a future Council agenda.

Action: Move item forward to the Finance & Administration Committee.

ADJOURNMENT.

The meeting was adjourned at 6:48 pm.

*Minutes taken by Rebecca Solem, Temp Executive Assistant.
Recorded meeting audio is available on the City website after the meeting.
Minutes approved at the _____, 2024 Community Development Meeting.*

DRAFT