



CITY COUNCIL SPECIAL MEETING MINUTES

Monday, May 11, 2026, 5:00pm

Snoqualmie City Hall, 38624 SE River Street & Zoom

A CALL TO ORDER & ROLL CALL.

Mayor Mayhew called the meeting to order at 5:00pm.

City Council: Councilmembers Bryan Holloway, Catherine Cotton, Daniel Murphy, Robert Wotton, Louis Washington and Mayor Pro Tem Jolyon Johnson (virtual).

Executive: Mayor James Mayhew.

City Staff: City Attorney Dena Burke, City Clerk Kim Agfalvi, and IT Systems Specialist Jimmie Betts.

AGENDA APPROVAL.

Motion: Councilmember Holloway made a motion to approve the agenda as presented. Seconded by Councilmember Murphy.

Motion passed: 6-0

SPECIAL BUSINESS

Council interviewed the following people that applied for Council position #6.

- City Council Interview: Adrian Webb

EXECUTIVE SESSION

Mayor Mayhew stated that the meeting would enter an executive session pursuant to RCW 42.30.110 (1)(h) To evaluate the qualifications of a candidate for appointment to elective office. However, any interview of such candidate and final action appointing a candidate to elective office shall be in a meeting open to the public. Mayor Mayhew stated the executive session would end at 5:45pm.

In attendance at the executive session were Councilmembers Bryan Holloway, Catherine Cotton, Daniel Murphy, Robert Wotton, Louis Washington, Mayor Pro Tem Jolyon Johnson (virtual), Mayor James Mayhew and City Attorney Dena Burke.

5:10pm: Executive Session began.

5:45pm: Executive session was extended for 10 minutes.

5:55 pm: Executive session ended, and Council returned to normal session.

POTENTIAL ACTION

3. Potential Action: Appointment of a candidate to elective office.

Motion: No motion was made.

4. Potential Action: Determining next steps in the council vacancy selection process.

Motion: No motion was made.

ADJOURNMENT

Motion: Councilmember Washington made a motion to adjourn. Seconded by Councilmember Murphy.

Motion passed: 6-0.

The meeting was adjourned at 5:57pm.

CITY OF SNOQUALMIE

Kimberly Agfalvi, City Clerk