



COMMUNITY DEVELOPMENT COMMITTEE

MEETING MINUTES

February 2, 2025

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 (remote), Jo Johnson, and Dan Murphy were present.

Mayor James Mayhew was also present.

City Staff:

Mike Chambless, City Administrator; Dena Burke, City Attorney; Mona Davis, Community Development Director; Robert Thrall, Interim City Clerk; and Andrew Jongekryg, IT Support.

AGENDA APPROVAL – The agenda was approved as presented.

PUBLIC COMMENTS – There were no public comments.

MINUTES – The minutes dated December 1, 2025, were approved as presented.

DISCUSSION ITEMS

2. Community Development Staffing – the Mayor discussed how Director Davis and himself have looked at the department's staffing needs. The Mayor discussed the first step, which is a new staffing position for an Associate Planner. The Mayor also discussed other staffing proposals he and Director Davis will bring to the Committee soon. Councilmembers joined the conversation to make comment and ask questions.
3. Affordable Housing – the Mayor led the discussion. He stated he would like the Committee to continue the conversation around Affordable Housing. He asked Councilmembers to provide their priorities pertaining to Affordable Housing. Councilmembers joined the discussion.

The Mayor asked Director Davis to speak on items that may have been missed during the meeting. Director Davis spoke on how she believed it was a productive meeting.

Councilmembers thanked Director Davis for her commitment to the City and the department.

ITEMS FOR FUTURE DISCUSSION – CM Washington to bring back a priorities list.

ADJOURNMENT - The meeting was adjourned at 6:57 pm.

Minutes prepared by Robert Thrall, Interim City Clerk.

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

Minutes approved at the _____ Community Development Committee Meeting.

DRAFT