

**COMMUNITY DEVELOPMENT
COMMITTEE**

**December 5, 2023
5:00 p.m.**

AGENDA



www.ci.bonney-lake.wa.us

Council Committees are primarily concerned with legislative/policy matters. They formulate and convey recommendations to the full council for action (BLMC 2.04.090).

The public is invited to attend Community Development Committee Meetings in person, via conference call or over the internet. The information for attending is provided below.

Community Development Committee Meetings attendance options:

In-Person: Bonney Lake Justice & Municipal Center, 9002 Main St E, Ste 200, Bonney Lake

By phone: 408-419-1715 (Meeting ID: 428 164 895)

By internet: Chrome- <https://bluejeans.com/428164895?src=calendarLink>

A. CALL TO ORDER – Councilmember Dan Swatman, Chair

B. ROLL CALL: Councilmember Dan Swatman, Councilmember Tom Watson, and Councilmember Kelly McClimans.

p.3 **C. APPROVAL OF MINUTES: November 21, 2023**

D. DEPARTMENT REPORTS/PRESENTATIONS:

E. DISCUSSION/ACTION ITEMS:

p.5 1. **AB23-157 – Resolution 3193 – SR 410 Sewer Trunk Line Evaluation**

p.15 2. **AB23-141 – Ordinance D23-141 – 2023 Code Maintenance**

F. OPEN COMMITTEE DISCUSSION:

G. PUBLIC COMMENTS:

Public comments can be made in-person, by phone or virtually during this portion of the meeting. Comments are limited to 5 minutes. Those planning to comment via phone or virtually will need to sign up prior to the meeting in order to comment. When signing up, please provide your name, your screen name, and phone number (for callers) either by email to lambersonb@cobl.us or by phone at 253-447-4356. Virtual and call in registrations need to be received by 4:00 p.m. the day of the meeting. During the meeting, your name will be called when it is your turn. Your microphone will be activated, and you will be able to comment. Those physically appearing at the Community Development Committee meeting to speak during citizen comments do not need to sign up but will be asked to state their name and address for the meeting record.

H. ADJOURNMENT