



CITY OF  
**TUMWATER**

**LODGING TAX ADVISORY COMMITTEE  
MEETING AGENDA**

**Online via Zoom and In Person at  
Tumwater City Hall, Council Chambers,  
555 Israel Rd. SW, Tumwater, WA 98501**

**Monday, September 29, 2025  
9:00 AM**

1. Call to Order
2. Roll Call
3. Welcome/Introductions
4. Approval of Minutes: Lodging Tax Advisory Committee, September 23, 2024 and August 28, 2025
5. 2026 Lodging Tax Applicant Interviews and Funding Recommendation (Executive Department)
6. Lodging Tax Historic and Cultural Funding for 2026 (Parks and Recreation Department)
7. Adjourn
8. Reconvene at 3:00 p.m.
9. Roll Call
10. 2026 Lodging Tax Funding Recommendation (Finance Department)
11. Adjourn

**Meeting Information**

The public are welcome to attend in person, by telephone or online via Zoom.

**Watch Online**

<https://us02web.zoom.us/j/85077107368?pwd=3rp737jT0qQGXCw14JuabM5pHRGbFw.1>

**Listen by Telephone**

Call (253) 215-8782, listen for the prompts and enter the Webinar ID 850 7710 7368 and Passcode 354235.

**Public Comment**

The public may submit comments by sending an email to [council@ci.tumwater.wa.us](mailto:council@ci.tumwater.wa.us), no later than 5:00 p.m. the day before the meeting. Comments are submitted directly to the Committee members and will not be read individually into the record of the meeting.

**Post Meeting**

Video of this meeting will be recorded and posted on our City Meeting page: <https://tumwater-wa.municodemeetings.com>.

**Accommodations**

The City of Tumwater takes pride in ensuring that people with disabilities are able to take part in, and

benefit from, the range of public programs, services, and activities offered by the City. To request an accommodation or alternate format of communication, please contact the City's ADA Coordinator directly, call (360) 754-4129 or email [ADACoordinator@ci.tumwater.wa.us](mailto:ADACoordinator@ci.tumwater.wa.us). For vision or hearing impaired services, please contact the Washington State Relay Services at 7-1-1 or 1-(800)-833-6384.