

# GENERAL GOVERNMENT COMMITTEE MEETING AGENDA

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

Wednesday, September 13, 2023 8:00 AM

- 1. Call to Order
- 2. Roll Call
- 3. Approval of Minutes: General Government Committee, August 9, 2023
- 4. 2025 Comprehensive Plan Periodic Update Land Use (Brad Medrud)
- 5. 2025 Comprehensive Plan Periodic Update Housing (Brad Medrud)
- Additional Items
- 7. Adjourn

## **Meeting Information**

All committee members will be attending remotely. The public are welcome to attend in person, by telephone or online via Zoom.

#### **Watch Online**

https://us02web.zoom.us/j/89413786058?pwd=UXptc1BYYIBWOTE5UTBwcURCNIRkQT09

## **Listen by Telephone**

Call (253) 215-8782, listen for the prompts and enter the Webinar ID 894 1378 6058 and Passcode 390866.

## **Public Comment**

The public may submit comments by sending an email to <a href="mailto:council@ci.tumwater.wa.us">council@ci.tumwater.wa.us</a>, 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**

Audio of the meeting will be recorded and later available by request, please email CityClerk@ci.tumwater.wa.us

## **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 Clerk by calling (360) 252-5488 or email <a href="mailto:CityClerk@ci.tumwater.wa.us">CityClerk@ci.tumwater.wa.us</a>. For vision or hearing impaired services, please

contact the Washington State Relay Services at 7-1-1 or 1-(800)-833-6384. To contact the City's ADA Coordinator directly, call (360) 754-4128 or email <a href="mailto:ADACoordinator@ci.tumwater.wa.us">ADACoordinator@ci.tumwater.wa.us</a>.