



MONROE CITY COUNCIL
Legislative Affairs Committee Meeting
Tuesday, May 19, 2015, 6 P.M.
Council Conference Room, City Hall

MINUTES

I. Call to Order

A regular meeting of the City of Monroe Legislative Affairs Committee was held on May 19, 2015. The meeting was called to order by Chairperson Davis at 6:08 p.m. in the Council Conference Room of City Hall.

Council Present: Ed Davis; Kevin Hanford; Jim Kamp
Staff Present: Gene R. Brazel, City Administrator; Elizabeth M. Smoot, City Clerk
Public Present: None

II. Approval of Minutes

Councilmember Kamp moved to approve the April 21, 2015, Legislative Affairs Committee Meeting minutes; the motion was seconded by Councilmember Hanford.

City Administrator Gene Brazel responded to a Council inquiry regarding a potential conflict of interest related to the Lobbying RFP; the City Attorney has confirmed there is no conflict.

Motion approved (3-0).

III. New Business

A. Managers/Administrators Meeting Update *(added at the time of the meeting)*

Mr. Brazel reported on some potential restructuring to the Snohomish Health District due to budgetary concerns, and additional opportunities for Council involvement. General discussion ensued regarding impacts to citizens, and potential ballot measures/tax increases.

IV. Unfinished Business

A. Draft RFP for State Legislative Lobbyist Services

Mr. Brazel presented the draft Request for Proposals for a State Lobbyist/Public Affairs Representative, prepared from examples of local jurisdictions and including Council's feedback. General discussion ensued regarding the scope of services, contract duration/extensions, proposal review criteria, and next steps in the RFP process. The Committee expressed general support for the draft RFP.

V. Other –NONE.

VI. Next Committee Meeting – (June 16, 2015)

VII. Adjournment

Councilmember Davis moved to adjourn the May 19, 2015, Legislative Affairs Committee Meeting; the motion was seconded by Councilmember Hanford.

Motion approved (3-0).

The meeting was adjourned at 6:23 p.m.