

# CITY OF MERCER ISLAND CITY COUNCIL MEETING AGENDA

# Monday April 21, 2014 6:00 PM

Mayor Bruce Bassett Deputy Mayor Dan Grausz Councilmembers Debbie Bertlin, Jane Brahm, Mike Cero, Tana Senn, and Benson Wong

Contact: 206.275.7793, council@mercergov.org

www.mercergov.org/council

All meetings are held in the City Hall Council Chambers at 9611 SE 36th Street, Mercer Island, WA unless otherwise noticed

"Appearances" is the time set aside for members of the public to speak to the City Council about any issues of concern. If you wish to speak, please consider the following points:
(1) speak audibly into the podium microphone, (2) state your name and address for the record, and (3) limit your comments to three minutes.
Please note: the Council does not usually respond to comments during the meeting.

# **STUDY SESSION & REGULAR MEETING**

### **STUDY SESSION, 6:00 PM**

(1) AB 4944 Fleet Management

## CALL TO ORDER & ROLL CALL, 7:00 PM

#### **SPECIAL BUSINESS**

- (2) AB 4949 Legislative Session Recap
- (3) Earth Day Proclamation

#### **APPEARANCES**

#### **MINUTES**

(4) 2014 Planning Session Minutes of January 24-25, 2014
 Study Session and Regular Meeting Minutes of February 24, 2014
 Regular Meeting Minutes of March 31, 2014

#### **CONSENT CALENDAR**

- Payables: \$592,800.64 (03/27/14), \$272,075.43 (04/03/14), \$193,737.88 (04/10/14)
   Payroll: \$713,985.33 (04/04/14) & \$755,737.02 (04/18/14)
- (6) AB 4938 King County Proposition 1 Parks Levy Funding Interlocal Agreement
- (7) AB 4943 Open Space Conservancy Trust Board 2013 Annual Report and 2014 Work Plan
- (8) AB 4946 Resolutions Authorizing Recreation & Conservation Grant Applications for Calkins Point Shoreline and Island Crest Park

#### **REGULAR BUSINESS**

- (9) AB 4947 False Alarm Code Amendments (2nd Reading & Adoption)
- (10) AB 4932 City Council Findings of Fact and Conclusions of Law for the Coval Long Plat (SUB13-009/SEP13-041)

### **OTHER BUSINESS**

Councilmember Absences Planning Schedule Board Appointments Councilmember Reports

# ADJOURNMENT