

City of Tacoma Community Vitality and Safety Committee Agenda

747 Market Street, Tacoma, WA 98402, Conference Room 248 Dial: 253-215-8782 Meeting ID: 859 6160 4917 Webinar Link: www.zoom.us/j/85961604917 Passcode: 614650

June 26, 2025

4:30 PM

Chair Sarah Rumbaugh, Vice Chair Jamika Scott, Sandesh Sadalge, Kristina Walker, Olgy Diaz (alternate)

Call To Order

Roll Call

Public Comment

This is the time set aside for public comment on items on the agenda. To request to speak virtually, please press the Raise Hand button near the bottom of your Zoom window or *9 on your phone; if speaking in person, please sign in at the front of the conference room. Your name or the last four digits of your phone number will be called out when it is your turn to speak.

To provide written comments, please email the City Clerk's Office at cityclerk@tacoma.gov at least 24 hours prior to the meeting time.

Briefing Items

 1.
 25-0574
 International Property Maintenance Code Implementation Update

 [Mindee Weber, Code Inspection Manager, Planning and Development Services]

 Attachments:
 Memorandum

Topics for Upcoming Meetings

2.	<u>25-0575</u>	July 10, 2025 -	Street Medicine
		July 24, 2025 -	To Be Determined
		August 7, 2025 -	Building Resilience Against Youth Violence and
			Exploitation Briefing
		Attachments:	Committee Calendar

Other Items of Interest

Adjournment

The City Council may enter into a closed or executive session at any time during an open public meeting as provided by law.

The Tacoma Municipal Building is served by Pierce Transit bus routes. Visit https://tripplanner.piercetransit.org to find your route.

The City of Tacoma does not discriminate on the basis of disability in any of its programs, activities, or services. To request this information in an alternative format or to request a reasonable accommodation, please contact the City Clerk's Office at 253-591-5505, at least 24 hours prior to the meeting time. TTY or speech-to-speech users please dial 711 to connect to Washington Relay Services.