

**MEETING #30: NOTICE & AGENDA  
DEVELOPMENT ADVISORY COMMITTEE (DAC) FOR  
SEATTLE PACIFIC UNIVERSITY**

**Date:** Wednesday, August 30, 2023  
**Time:** 6:00 – 7:30 PM  
**Location (in-person):** Seattle City Hall, 600 4<sup>th</sup> Avenue, 3<sup>rd</sup> Floor  
 Conference Room 370  
 Seattle, WA 98104

**Virtual Link:** [Webex Meeting Link](#)  
**Dial-in/Access Code:** 1-206-207-1700 / 2493 378 1295

**You may access the meeting by the Webex Event Link or the telephone call-in line.**

This meeting will be recorded, and the recording is available upon request.

**\*\*PUBLIC COMMENT** Sign-up to provide verbal Public Comment at the meeting [here](#).

You may submit written public comment any time. We encourage you to submit written comment well in advance of the meeting to give the Committee sufficient time to review them. If you would like to ensure that your written public comment is forwarded to the Committee prior to the Committee meeting, please submit your comment to [dipti.garg@seattle.gov](mailto:dipti.garg@seattle.gov) no later than 3:30 pm the day prior to meeting. This group advises the City of Seattle and Seattle Pacific University on development of the Seattle Pacific University Major Institution Master Plan (MIMP).

Time	Topic	Presenter
6:00 PM	Welcome & Introductions <ul style="list-style-type: none"> <li>Housekeeping</li> <li>Meeting #30 Context</li> </ul>	Dipti Garg, DON Patreese Martin, co-chair
6:10	Public Comments	Public
6:20	Committee Business: <ul style="list-style-type: none"> <li>Approve Meeting Minutes (Mtg. #29)</li> <li>Deliberation on Draft MIMP &amp; EIS Comment Letter</li> <li>Volunteers for Comment letter</li> </ul>	Committee
7:30 PM	Adjournment & Next meeting	Nancy Ousley, co-chair Patreese Martin, co-chair

Not all agenda items were known at the time of the mailing of this notice and agenda, and items may be added or deleted, and their order on the agenda changed, prior to, and at the start of, the meeting. For more information contact Dipti Garg (206) 684-5613.

