## Seattle Disability Commission Agenda May 16, 2024 - 4pm-6pm

**Hybrid Meeting:** In person location at City Hall, 600 4th Ave Room 370, Seattle, WA 98104.

### **Zoom Login:**

https://us06web.zoom.us/j/84922402966?pwd=a mo4bkdOTzlkekJ0N1NnaXEzb3VDUT09===

Meeting ID: 849 2240 2966 Passcode: SDC

Call-in number: 253.215.8782

Call-in Passcode: 801521

Commissioners expected: Co-Chair Shelby Dey, Co-Co-Chair Michele Kauffman, Co-Chair Jessica Lo, Emma Adkins, Kaitlin Skilton, & Dawn Dailey.

Nominated Commissioner: Jackie Peguero

# "We believe in a world where disability is celebrated as an integral part of human diversity, inclusivity, and equity."

Stanford Medicine Alliance for Disability Inclusion and Equity (SMADIE)

#### 4:05 - 4:15 Call to Order

Michele

Interaction Agreements

**Jessica** 

• Universal Design

**Shelby** 

- CART, 22 size font; describe appearance;
  and state your name before you speak, etc.
- Roll call/Commissioner introductions

## 4:15 – 4:20 Welcome OCR Staff & Guest Speakers

## 4:20-4:55 City of Seattle Guest Speakers

Updates from:

- ADA Tittle II
- Seattle Parks
- Seattle Public Library
- Seattle Dept. of Transportation

Q&A

## 4:55-5:20 Co-Chair Updates

**Co-Chairs** 

- 5-Chair Meeting
  - Collaboration opportunity for Pride event
- Recruitment Flyer (review & provide feedback)
- Land Acknowledgement

#### 5:20-5:40 Commission Committees

- Goals, Guests, Outreach, etc.
  - Transportation

**Jessica** 

Advocacy

Michele

- Potential July in-person meeting as an event
- Employment

Shelby

## **5:40-5:45 OCR Updates**

**OCR** 

- CART to continue services
- Commissioner Nominations update

## 5:45 –5:50 Approval of Minutes

Comm'rs

April 2024 Minutes

## **Decision Process Example:**

- Any discussion, edits
- "I move to approve the XXX minutes"
- "I second"
- "I call for the vote/roll call"

#### 5:50 – 5:55 **Welcome Public**

**Facilitator** 

- Overview of public comment process
- Name, pronoun, 2-minute comments

## 5:55-6:00 Closing Comments & Adjournment