

**CITY OF ISSAQUAH
Civil Service Commission**

5:00 PM
May 28, 2026

Steelhead Room, 235 1st Ave.
SE, Issaquah

MINUTES

COMMISSION AND ADMINISTRATIVE PERSONNEL PRESENT

Commissioners:

Robin Beukers, Chair
Raquel Sadler

Administration/Staff:

Stephanie Johnson, Chief Examiner,
Secretary
Jennifer Zinck, Human Resources Analyst
Travis Neese, Commander

CALL TO ORDER

The regular meeting was called to order at 5:05pm

PUBLIC COMMENTS

APPROVAL OF MINUTES

- a) Minutes of March 19, 2026 were APPROVED by unanimous consent.

STAFF REPORT

- a) Commander Collective Bargaining Agreement (1/26 - 12/28) - agreement reached
- b) Chief of Police Recruitment is in process
- c) Acting Chief Allred
- d) Civil Service Commissioner Recruitment - recommendation sent to Mayor for appointment

REGULAR BUSINESS

- a) **Patrol Corporal Promotional Exam Results** - Jennifer Zinck, HR Analyst, shared the promotional exam results for the Patrol Corporal Exam. The scores were approved by unanimous consent.
- b) **Results of April/May Interviews** - Jennifer Zinck, Human Resources Analyst, shared the interview results with the Commission. The scores were approved by unanimous consent which will update the continuous eligibility lists.
- c) **Election of Chair** – The decision to elect a new chair was moved to the June Civil Service meeting chosen due to a new commissioner appointment pending in June.

- d) **Civil Service Rule Review** – Jennifer Zinck, HR Analyst, presented the commissioners the top changes recommended for review. Commissioner Bueker requested to have additional time to review the recommendations, and this will be placed on the June Civil Service agenda. Jennifer will email a copy of the recommended changes to the commissioners for their review.

- e) **IPD Staffing Report** – Travis Neese, Commander, provided an overview of the current staffing levels of the Police Department.

OTHER BUSINESS / ANNOUNCEMENTS

ADJOURNMENT – The meeting was adjourned at 6:09pm. The next regular meeting is scheduled for June 25, 2026.