



SNOHOMISH REGIONAL FIRE & RESCUE

BOARD OF FIRE COMMISSIONERS MEETING AGENDA

SNOHOMISH REGIONAL FIRE & RESCUE

SRFR Station 31 Training Room / Via Zoom

163 Village Court, Monroe, WA 98272

February 12, 2026, 1730 hours

CALL TO ORDER

PUBLIC COMMENT

UNION COMMENT

DISTRICT HIGHLIGHTS

Badge Ceremony

Proclamation Recognizing the Seattle Seahawks

CHIEF'S REPORT

COMMISSIONER REPORTS

Meeting	Chair	Last Mtg.	Next Mtg.	Reporting
Capital Facilities	Schaub	1/26/26	2/24/26	Yes
Finance Committee	Steinruck	1/22/26	2/26/26	No
Sno911	Waugh	1/15/26	2/19/26	No
Sno-Isle Commissioners	Fay	12/4/25	3/5/26	No
Leadership Meeting	Schaub	1/22/26	TBD	No
Policy Committee	Schaub	11/13/25	3/12/26	No
Community Advisory Committee	TBD	11/12/25	6/10/26	No
Lake Stevens City Council	Steinruck	2/10/26	2/24/26	Yes
Monroe City Council	TBD	2/10/26	2/24/26	Yes

COMMITTEE MEETING MINUTES

Finance Committee - January 22, 2026

Capital Facility Committee - January 26, 2026

CONSENT AGENDA

Approval of Vouchers

Benefits Vouchers: 26-0270 to 26-0285; (\$1,093,381.46)

AP Vouchers: 26-0286 to 26-0452; (\$1,243,310.09)



SNOHOMISH REGIONAL FIRE & RESCUE

Approval of Payroll

January 31, 2026 Payroll (\$1,890,315.28)

Approval of Minutes

Approve Special Board Meeting Minutes January 22, 2026

Approve Regular Board Meeting Minutes January 22, 2026

Approval of Resolution 2026-1 Rescinding Resolution 2024-7

Approval of the City of Lake Stevens PSA to SRFR (Station 81 Triangle)

Approval of Resolution 2026-2 Surplus List

OLD BUSINESS

Discussion

Action

NEW BUSINESS

Discussion

Action

GOOD OF THE ORDER

ATTENDANCE CHECK

Regular Commissioner Meeting Thursday, February 26, 2026, at 1730 - Station 31 Training Room/Zoom

EXECUTIVE SESSION

RCW 42.30.140(4)(a): Labor Negotiations

RCW 42.30.110(1)(g): To Review the Performance of a Public Employee

RCW 42.30.110(1)(i): To Meet with Legal Counsel Regarding Legal Risks in Which Public Knowledge of the Discussion Would Increase the Risk of Financial or Legal Harm to the District

ADJOURNMENT