

2024 Election of Officers Administrative Sub-Council

PLEASE NOTE: The positions with an asterisk are the elected positions that have <u>not</u> been confirmed via the electoral process and/or will be vacant positions on the GHCOG board as of January 2024.

1. Chair and Vice-Chair

The Chair and Vice-Chair must be elected officials. The Chair must have been a member representative on the Council for a minimum of one (1) year. Members must be in good standing per Section 8.3 of the GHCOG Bylaws. The following member representatives meet the requirements per GHCOG Bylaws to serve as **Chair and Vice-Chair**:

City of Hoquiam – Councilmember John Pellegrini

City of McCleary – Mayor Chris Miller

City of Montesano – Councilmember Rollin Carl

City of Oakville – Mayor Anthony Smith (never attended)

Westport - Councilmember Troy Meyers*

Port of Grays Harbor – Commissioner Phil Papac

Grays Harbor County - Commissioner Kevin Pine

2. Secretary

These positions may be filled by any representative of General, Tribal or Special Purpose membership. Members must be in good standing, per Section 8.3 of the GHCOG Bylaws. The following member representatives meet the requirements to serve as **Secretary or Representative-at-Large:**

Chehalis Tribe - Bryan Sanders

City of Aberdeen – Undetermined*

City of Cosmopolis - Undetermined*

City of Elma - Undetermined*

City of Hoquiam – Councilmember John Pellegrini

City of McCleary - Mayor Chris Miller

City of Montesano - Councilmember Rollin Carl

City of Oakville – Mayor Anthony Smith

City of Ocean Shores – Undetermined*

City of Westport – Councilmember Troy Meyers*

Grays Harbor Transit – General Manager Ken Mehin

Port of Grays Harbor – Commissioner Phil Papac

Quinault Indian Nation - President Guy Capoeman

Timberland Regional Library – Karen Kienenberger

Grays Harbor County – Commissioner Kevin Pine

2023 Administrative Sub-Council Officers:

Jim Sorensen, Chair Vini Samuel, 1st Vice-Chair Kevin Pine, 2nd Vice-Chair Deborah Ross, Secretary Ken Mehin, Representative-at-Large