



City of Blaine

City Council Workshop - Retreat

May 11, 2026 | 3:00 PM
Mary Ann Young Center - Oak Room
9120 Central Ave NE
Blaine, MN 55434

MINUTES

NOTICE OF WORKSHOP MEETING

In accordance with the provisions of Section 3.01 of the Blaine City Charter, a Council Workshop meeting is scheduled for the following purpose:

1. Call to Order

The meeting was called to order at 3:00PM by Mayor Sanders.

2. Roll Call

PRESENT: Mayor Tim Sanders, Councilmembers Chris Ford, Tom Newland, Jess Robertson, Leslie Larson, Terra Fleming, Chris Massoglia

ABSENT: None.

ALSO PRESENT: City Manager Erik Thorvig; Community Development Director Sheila Sellman; Economic Development Specialist Elizabeth Showwalter; and Director of Engineering Dan Schluender.

3. New Business

- 3.1.** 2026-108 Residential Development Tour and Density Discussion
Sponsors: Sheila Sellman, Community Development Director

Council and staff toured different single-family residential developments throughout the city for feedback for future discussions on single-family development and comprehensive land use planning.

- 3.2.** 2026-109 2050 Comprehensive Plan Process
Sponsors: Sheila Sellman, Community Development Director

Staff provided an overview of the Comprehensive Plan update process including goals, staff and council roles, community engagement and possible advisory board, consultant scope, and schedule.

- 3.3.** 2026-110 Planning Agenda Items
Sponsors: Sheila Sellman, Community Development Director

Staff reviewed examples of planning items that are routinely included on the council consent agenda and asked what other planning items could be placed on consent in order to focus discussion on other items.

3.4. 2026-111 3M Open Planning

Sponsors: Sheila Sellman, Community Development Director

Staff reviewed the proposed schedule of activities and events for the upcoming 3M Open tournament.

4. Other Business

None.

5. Adjournment

The workshop adjourned at 6:15PM.



Signed by

Tim Sanders, Mayor

Signed by

Catherine M. Sorensen, City Clerk