

VILLAGE OF MOUNT HOREB
VILLAGE BOARD MEETING MINUTES
January 26, 2026

The Village Board met for a special session in-person on the above date in the Board Room of the Mount Horeb Municipal Building.

Call to Order/Roll Call: Village President Ryan Czyzewski called the meeting to order at 6:00pm. Present were Trustees Jones, White, Fendrick, Schellpfeffer, Gauger, and Best. Also present were Administrator Nic Owen, Village Planner Ben Rohr, Assistant Clerk Jean Culberson, and Youth-In-Government student Aaron Fendrick.

Agenda Items:

Continued Discussion/Recommendations on Draft Zoning Code

Owen summarized the zoning code rewrite including the Community Development Authority (CDA) downtown concerns listed in the Memo in the packet. The Board discussed the following:

- Mixed-use building nonresidential ground floor requirement in the DMU district. The draft standard is currently 50' from the right-of-way along all street frontages. The CDA suggested a lesser of 25' from the Main Street right-of-way or 20% of the lot depth from Main Street. The Board referred this to Plan Commission. Staff to review ideas and visuals and determine a recommendation.
- Building height in the DMU district for parcels that front along Main Street. The draft standard is currently 40' and 3 stories with a stepback of the building facade after the second story. The CDA suggested removing the stepback requirement and using a 40-60' building facade articulation requirement. The Board generally agreed.
- Building height in the DMU district for parcels not fronting Main Street. The draft standard is currently 50' and 4 stories with a stepback of the building facade after the third story. The CDA suggested increasing the maximum height to 60' and 5 stories with the stepback of the building facade after the fourth story. The Board had mixed opinions and did not provide consensus direction. Some members agreed that allowing a taller building would potentially provide more options for developers without the need for TIF assistance but others disagreed that the scale of buildings this size do not align with development patterns other than Duluth and the future Steve Brown project.

- Downtown residential parking minimums (DMU district).

The draft standard is currently 1.2 on-site parking spaces required per multi-family dwelling unit in any building that has 10 or more dwelling units. The CDA suggested reducing this standard to 1 on-site parking space per 1 dwelling unit . The Board had mixed opinions, but the majority appeared to be in favor of retaining the 1.2 approach with reducing 10 units to 5 or 6.

- Proposed zoning around the Military Ridge State Trail in the downtown area.

The Board discussed the proposed zoning of parcels in this area. Direction was given to retain the proposed approach on the draft map and allow individual property owners to request a Zoning Map Amendment.

- Downtown setback standards (DMU district).

The draft setback standards include a 0-10' range. the Board requested that the side setbacks be reviewed for lots that do not have alley access and only one street frontage.

- No Vision triangle requirements in the DMU district

No requirement due to existing buildings that do not meet this. No recommended change was requested.

- On-site recreational space standards for multi-family land uses.

Draft standards require 200 square feet of space per building, plus 25 square feet per bedroom of usable common gathering space for multi-family development projects. Rohr confirmed that the draft standards included indoor and outdoor space to meet this requirement. No recommended change was requested.

Other requests:

All public hearing notices be required to notify any property owner within 300' of the subject parcel. Staff will confirm it is in the draft code.

Another chapter of the Municipal Code be amended to ensure that the Zoning Administrator role is clearly established.

Adjournment: Fendrick moved, Gauger seconded to adjourn @ 7:12pm. Motion carried by unanimous voice vote.

Minutes by Jean Culberson, Assistant Clerk