Deliverables for the City of Mauston Planning Meeting

A. Goals, Objectives, & Strategies

- a. Let's prioritize & outline what the City of Mauston hopes to accomplish over the next 12 months. Below are areas I want to focus on.
 - i. Operational needs from department heads.
 - ii. Equipment Replacement Schedule Needed versus want.
 - iii. Zoning & Code Enforcement position. Versus contractual services.
 - iv. Zoning code rewrite plan for implementation.
 - Work with Vierbicher on each section to present to Plan Commission (PC) for recommendation to Common Council for final approval & implementation. Starting with Article II – Standard Zoning Districts, & Article III – Land Use Development Standards, per Vierbicher.
- b. Let's prioritize & outline what the City of Mauston hopes to accomplish over the next 5 years. Below are areas I want to focus on.
 - i. Master Plan approved presented by Vierbicher.
 - 1. Continued work with Vierbicher to create an affordable housing fund plan.
 - a. New-Home Build Grant.
 - b. Possible Exterior Home Repair Program?
 - c. Any other ideas of home grant programs to discuss?
 - 2. Continued work with Vierbicher to create a building improvement grant & loan program.
 - a. Do we want to offer a loan program for TID 4 development, or a housing loan?
 - Continued work to strategize Downtown & TID Economic Development using current TID creation documents from Ehlers.
 - ii. Timeline for implementing the Master Plan.
 - 1. Authorization to proceed July 2024.
 - a. Common Council approved July 23, 2024.
 - Community Development Assistance July 2024-December 31, 2024.
 - a. Develop programs to allow for assistance with certain projects within the districts. Most common that we have already implemented is the pay-go incentive. The pay-go incentive pays out the net increase in new tax value over "X" years to equal a certain percent agreed upon.
 - Economic Development Planning July 2024-September 2024. May need to extend the end date for the Development planning from its original end date.