

Eureka Township Envisioning Committee
Minutes from April 25, 2002

Members present: Mike, Jody, Pat, Matt, Gina, Bob, Randy and Ray.

Not present: Jerry, Bev, Amy

1. **Minutes** of 3/20/02 approved after correction as follows:

Under item 4. Paragraph heading changed from “Discuss Report to town board” to “Discuss future final report to town board.”

2. **New Meeting Format:** Mike reported that he had met with Bev and Matt about how to keep things moving in the meetings. There is not much time left for Matt on this project. After June, Matt’s involvement will shift to being a volunteer and his time will be very limited. As a solution, we are to do any assigned homework, be prepared for meetings and send announcements via email. Mike also will be keeping us to a strict schedule: 10-20 minutes for housekeeping, 30 minutes reviewing/finalizing the previous meeting’s scenario, 60 minutes for work on the next scenario. Discussions should be kept brief and should not re-hash previous meetings.

3. **Met Council:** Mike reported briefly about the Met Council meeting in Afton that five members attended on April 11th. He gave out summary handouts provided by the Met Council and submitted one set for the library. We can expect the Met Council to have an impact on Eureka. We still have an opportunity to give input to the Met Council by 5/1/02 concerning rural issues. Call Tom Jensen at the number Mike will provide via email. Members of the Met Council seemed willing to listen and the public turnout was very good – at least 50 people. Mike submitted the draft policy on rural issues for the library. More details about this meeting will be discussed at a later committee meeting

4. **Dunn, WI Field Trip:** Discussion of the Dunn, WI trip was postponed until more non-attending members could be present.

5. **Elements of a Town Center:** Matt asked for our concepts of what a town center should have, not what it will look like architecturally. Our ideas included: gas station, coffee shop, small restaurants, professional building (e.g. medical/dental/accounting), two-story buildings with apartments above light commercial, sidewalks, town hall, convenience store, transit station or park + ride area.

6. **Scenario #1 Completed which will produce three scenarios:** The group then finished refining the scenario begun last meeting. This scenario shows a town center with variable densities in the rest of the township of 1 in 5, 1 in 10 and 1 in 40. Matt mentioned that a decision to go to one-acre sites will automatically mean going to a community sewer system of some type rather than individual septic systems. The drawings the group did on the tracing paper will be used by Matt and Gina to produce these three scenarios:

- A. Town Center with Variable Densities and Clustering
- B. Town Center with Uniform Densities (of 1/40) Without Clustering
- C. Town Center with Variable Densities, Clustering, and TDRs or PDRs.

7. **New Eureka Maps:** Matt had two new maps to use for the scenario drawing. The first map is one he produced showing priority natural areas and 300 ft. buffers around all waterways. It also showed all buildings permitted as of 2001. The second map created by Dakota County showed high and medium

priority agricultural land. There was no low priority ag land. Land was awarded the highest priority rating if it was currently enrolled in an Ag Preserve program.

8. **“Rural Character” Assignment:** For the next meeting members are to write their ideas of what the “rural character” of Eureka means. Send this to Mike Greco via email.

9. **Our Prioritizing of Indicators and Scenarios:** Mike presented his tabulation of our prioritizing indicators and scenarios. This helped Matt Mega narrow down which indicators to proceed with. He said that it is difficult to come up with formulas for some of the indicators and wanted our input. The highest priority **indicators** that Matt will use, based on the most popular with our group in the survey, are (listed in order of placement on survey form):

- Greenways (contiguous natural areas)
- Farmland – threat to prime ag areas
- Surface water quality
- Ground water quality/quantity
- Population density
- Traffic/congestion (commute time)
- Noise pollution
- Open space – amount of and proximity to “rural character”
- Schools
- Government (level of)
- Roadways – classification upgrades
- Parks and trails (demand for)

The highest priority **scenarios** (based on the survey) we will consider are:

- a. Town Center with Variable Densities, Clustering, and TDRs or PDRs
- b. High Density with Clustering and TDRs
- c. Northern 1/5, Dodd, and Cedar (with or without TDRs)
- d. (If time permits) Duplicate Historic Residential and Commercial Growth Rate

Matt said that scenarios under Section V of the survey, which are Met Council’s suggested scenarios, would be incorporated automatically into our scenarios.

10. **Second set of tracings for a scenario started:** The group began “visualizing” work on scenario C above – Northern 1/5, Dodd and Cedar with or without TDRs. This scenario could also be called “Urban Progression with high density.” We began with new tracing paper and indicated the most northern area above 225th as industrial. The “northern 1/5” was designated as the area north of the river. Residential areas were marked east of Dodd and north of 240th. We concurred that all areas within 300 ft. of a waterway should be preserved as buffer, which will give Eureka long green corridors. Discussion was had about adding light commercial in the vicinity of 235 and Dodd. Consensus was that access to commercial should be well planned out, with preference to indirect access, and that Dodd and Cedar should not end up looking like Apple Valley’s Cedar. Consensus was that big box operations like Wal-Mart would be inconsistent with Eureka’s character. The scenario will be finished next meeting.

11. **Next Meeting:** The next meeting will be May 9, 2002, Thursday. Email Mike by evening on 4/28 if you cannot make it. The May 9th meeting replaces the May 2 meeting.

Respectfully submitted, Pat Steege, temporary secretary.