

Sleepy Eye EDA Board Meeting – Railway
(Tuesday, April 24, 2018 @ 12:00PM)

The mission of the Sleepy Eye Economic Development Authority is to maintain and improve the community through the retention and growth of business, industry, and services.

Members: Mike Carr, Kathy Haala, Dan Schmid, Mike Schmid, Joann Schmidt, Nathan Stevermer, Gary Windschitl **Advisory Members:** Mark Kober, Kurk Kramer, Christina Andres

2018 EDA Goals

- 1) Develop a five-year plan to address and implement action in the Downtown District**
- 2) Address Current Housing Needs with HRA – Workforce, Elderly, Residential**
- 3) Continue establishing Little Sprouts Learning Center with Board as non-profit org**

AGENDA

- A) 12:00PM** Call to Order – Approval of Agenda
- B) 12:00PM** Approval & Signing of March Minutes
- C) 12:05PM** Financial Reports – Attached, As Printed
 - 1) RLF
 - 2) DRIP
 - 3) Active EDA Resources
- D) 12:15PM** Approval of Bills
 - 1) Ron Drake Consulting
- E) 12:15PM** EDA Coordinator’s Report – Attached, As Printed
- F) 12:15PM** Chamber Director’s Report – Attached, As Printed
- G) 12:20PM** Old Business
 - 1) Update Status of Mayma’s Delinquent Account – Letter Sent
 - 2) Update on Little Sprouts Learning Center
 - 3)
- H) 12:30PM** New Business
 - 1) Continue Discussion/Work on Designing Downtown Plan
 - a) EDA Board & Young Professionals Group Brainstorming Meeting– May 10
 - aa) Example: Share idea from Dan Marti
 - b) Specific Properties – Corner of Hwy 4 & 14
 - aa) Board Decision of Future of the Property
 - bb) Green Space/Pocket Park – Design Ideas
 - cc) Consideration of proposal from Borth Memorial (handout)
 - dd) Other Ideas/Thoughts
 - c) Other Specific Downtown Property
 - aa) Paul Warshauer Information
 - bb) Called owner of specific building – no response
 - d) Recommendation for \$100K to City Council
 - e) Incubator Possibilities
 - f)
- I) 1:00PM** Adjourn

Next City Council Meeting is May 18, 2018 – 7:00PM in Council Chambers
Next EDA Board Meeting is May 22, 2018 – Noon @ Railway