



City of Muscatine

ZONING BOARD OF ADJUSTMENTS

Thursday, May 7, 2026

The Zoning Board of Adjustments meets on the 1st Thursday of each month at 5:30 p.m. in City Hall Council Chambers.

May 7, 2026, 5:30 PM

AGENDA

1. **ROLL CALL**
2. **MISSION STATEMENT ZBA** “The Zoning Board of Adjustments is a quasi-judicial board appointed by the Mayor and approved by the Muscatine City Council. The Board’s purpose is to interpret the Zoning Ordinance and to allow certain limited exceptions and variances where special conditions and hardships exist. We are an independent volunteer board of citizens and not part of the City Administration. There are five members on the Board. State law requires three affirmative votes to approve any appeal under consideration, no matter how many members are present. (If fewer than five members are present, the appellant has the opportunity to have the appeal delayed until the next meeting. This request must be made prior to Board deliberation of that case.) As a Board of the City, we welcome all testimony. We make our decisions based on the facts and evidence allowed under City Code, presented in open meeting. We ask that if you wish to speak, please come to the podium and give your name and City address.”
3. **APPROVAL OF MINUTES**
 - A. April 2, 2026 Minutes

4. CONDITIONAL USE

- A. Use No. ZBACU02-2026 to allow the spaced located at 807 Grandview Ave to be used as a used car lot as well as a showroom with maintenance and car detailing services However, a car sales lot is not a permissive but can be a conditional use per City Code 10-11-2(I).

5. VARIANCE APPEAL

- A. Variance Appeal No. ZBAV02-2026, filed by Lisa Lewis to construct a 200 ft shed in the rear her property located at 110 E 8th St in the exact same place as a garage once sat. Per City Code Section 10-6-3 (C) the minimum side yard depth setback is 6 feet and the front and rear setback is 25 feet in the R-4 Two-Family Residential District. The placement of the shed on the property doesn't meet the required rear setbacks.

6. ADJOURNMENT