Letter of Intent Conditional Use Application 1602/1604 Gilson Street Madison, WI

This Letter of Intent is regarding the property at 1602 & 1604 Gilson St, Madison, Wisconsin. We intend to open a brewery in this space which will required Conditional Use approval as the property is zoned TE (Traditional Employment).

The property had been used for storage and was boarded up for the bulk of the past 30 years. With the intent of opening a brewery in this space, the property has been completely emptied, gutted, and in the process of a full renovation assisted in part by the City of Madison's Community Development Authority. This work is scheduled to be done by the end of the year.

The type of brewery I will be opening is a very low-impact brewery as the wort production will occur off site. This means there won't be grain deliveries, water/gas/electricity/waste use is minimal, no production noise and odors, nor commotion and traffic typically associated with breweries. In function, this space will remain as it has been for the last 30 years; storage. My primary use of this space is to store oak barrels that are aging beer, on average, for 2 years. I will have some seasonal activities such as cleaning barrels, receiving fruit, bottling beer, etc. I will transport wort using a trailer and tanks. The trailer will be backed into the overhead door to empty the wort into barrels, after which it will be parked in back. There is an existing chain link fence in poor condition that will need to be replaced. In the years to come I also plan to build out a tap room and convert most of the parking lot into a patio, but will seek conditional use approval for that when the time comes.

There are two units in this building. The first is 1,800 square feet and addressed as 1604 Gilson. The second is an attached 900 square feet and addressed as 1602 Gilson. 1604 Gilson will be my barrel warehouse and where most of the brewery activities will occur. 1602 Gilson will be where I expand into in order to build a tap room.

Levi Funk