



CODE ENFORCEMENT HEARING MINUTES

Thursday, May 28, 2026 at 10:00 AM

Historic City Hall, Commission Chambers – 225 East Main Street, Suite 105

www.cityofwauchula.gov

CALL TO ORDER

Magistrate Mitchell was called to order at 10am

ADMINISTER OATH

Oath was administered to those present

MINUTES FOR APPROVAL

1. Minutes for 02/26/2026 and 04/23/2026 Code Enforcement Hearing
Magistrate Mitchell approved Minutes for 02/26/2026 and 04/23/2026 Code Enforcement Hearings

NEW CASES

2. 26-031-M
218 N 7th Avenue
First United Methodist Church of Wauchula
City Of Wauchula Code Enforcement Officer; Bergens provided documentation of property findings
Case Opened Feb 12, 2026- The building on the property has several things wrong with it; Rotten wood, stair issue, at time of opening was minimum maintenance and owner asked for extension after speaking with the church
Bergens is not opposed to working with them to get the issues resolved
Steven Southwell, a local Litigation/Transactional Real Estate attorney and board member of the church, provided statement on behalf of the Church.

Been ongoing - they own several structures on the property.
There was discussion about potential interest using the facility from others, potential buyers in the past, they wanted to demolish the building, homeless issues, they don't have a purpose to keep the building,

They haven't intentionally not taken care of the issues; they are working thru to find contractors.
Demo does require a permit - current plan is to demo the building, they have reached out to contractors and are waiting on estimates.

Church wants to have a board meeting to approve to move forward

Magistrate Mitchell is giving them to July 1, 2026, to pull a permit
Mitchell advised them to get in touch with Raina
A \$100 a day fine will go into effect, If they do not pull the permit, by July 1, 2026.
If they do pull a permit, the issue will be resolved

PUBLIC COMMENT / NON-AGENDA ITEMS

No Public Comments or Non Agenda Items

ADJOURNMENT

Hearing adjourned at 1007am