



# **City of Grand Island**

**Tuesday, April 12, 2022**

**Council Session**

## **Item G-2**

**Approving Change of Location for Bosselman Pump & Pantry,  
Inc. dba Pump & Pantry #10, 3212 South Locust Street to Pump &  
Pantry 54, 3436 South Locust Street – Liquor License D-104597**

**Staff Contact: RaNae Edwards**

# Council Agenda Memo

**From:** RaNae Edwards, City Clerk

**Meeting:** April 12, 2022

**Subject:** Request from Bosselman Pump & Pantry, Inc. dba Pump & Pantry #10, 3212 South Locust Street for a Change of Location for Class “D-104597” Liquor License to Pump & Pantry #54, 3436 South Locust Street

**Presenter(s):** RaNae Edwards, City Clerk

## Background

Bosselman Pump & Pantry, Inc. dba Pump & Pantry #10, 3212 South Locust Street has submitted an application for a Change of Location for their Class “D-104597” Liquor License to Pump & Pantry #54, 3436 South Locust Street.

## Discussion

City Council action is required and forwarded to the Nebraska Liquor Control Commission for issuance of all licenses. This application has been reviewed by the Clerk, Building, Fire, Health, and Police Departments. Staff recommends approval contingent upon final inspections.

## Alternatives

It appears that the Council has the following alternatives concerning the issue at hand. The Council may:

1. Approve the application.
2. Forward to the Nebraska Liquor Control Commission with no recommendation.
3. Forward to the Nebraska Liquor Control Commission with recommendations.
4. Deny the application.

## **Recommendation**

Based on the Nebraska Liquor Control Commission's criteria for the approval of Liquor Licenses, City Administration recommends that the Council approve the application contingent upon final inspections.

## **Sample Motion**

Move to approve the application for a change of location requested by Bosselman Pump & Pantry, Inc. dba Pump & Pantry #10, 3212 South Locust Street to Pump & Pantry #54, 3436 South Locust Street for Liquor License "D-104597" contingent upon final inspections.