



City of Grand Island

Tuesday, November 25, 2014

Council Session

Item E-3

**Public Hearing on Request from Casey's Retail Company dba
Casey's General Store #2732, 4150 West Highway 30 for an
Addition to Class "B-71404" Liquor License**

Staff Contact: RaNae Edwards

Council Agenda Memo

From: RaNae Edwards, City Clerk

Meeting: November 25, 2014

Subject: Public Hearing on Request from Casey's Retail Company dba Casey's General Store #2732, 4150 West US Hwy 30 for an Addition to Class "B-71404" Liquor License

Item #'s: E-3 & I-3

Presenter(s): RaNae Edwards, City Clerk

Background

Casey's Retail Company dba Casey's General Store #2732, 4150 West US Hwy 30 has submitted an application for an addition to their Class "B-71404" Liquor License. The request includes the addition on the liquor license to increase the licensed area from 40' x 70' to 40' x 86'.

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, and Health Departments.

Currently their license covers an area of 40' x 70'. They are requesting to extend their license to cover an area of 40' x 86'. Staff is recommending 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 an addition to Casey's Retail Company dba Casey's General Store #2732, 4150 West US Hwy 30 Liquor License "B-71404" contingent upon final inspections.

