

CITY OF GRAND JUNCTION, COLORADO

RESOLUTION NO. 07-22

DECISION ON APPLICATION FOR A TAVERN LICENSE BY GAME DAY BILLIARDS, LLC UNDER THE TRADE NAME OF DBA GAME DAY BILLIARDS LOCATED AT 2460 PATTERSON ROAD #3, GRAND JUNCTION, COLORADO

A public hearing was held on November 16, 2022 by the Liquor Licensing Authority for the City of Grand Junction (hereinafter "City"), on the application submitted by Game Day Billiards, LLC (hereinafter "Applicant") for a Tavern license under the trade name of "Game Day Billiards" located at 2460 Patterson Road #3, Grand Junction, Colorado. The Liquor Licensing Authority having duly considered the evidence adduced at said hearing FINDS:

1. The hearing on November 16, 2022, on the application was held after proper notice thereof, as required by 44-3-311 C.R.S., et. seq.
2. The survey of the neighborhood conducted by the applicant revealed that 79 residents and 57 Business were in support of the license being issued, 3 opposed.
3. There are 10 liquor licensed outlets in the surveyed area.
4. There were no counter petitions and no letters of opposition filed regarding this application.
5. The moral character and reputation of the applicant for this application is good as determined by a check performed by the Grand Junction Police Department.

In light of all the evidence presented at the hearing, the documents and survey placed in the file, and the statements from the applicant, it is determined that the statutory requirements for the issuance of the liquor license have been met.

**NOW, THEREFORE, BE IT RESOLVED BY THE LIQUOR
LICENSING AUTHORITY OF THE CITY OF GRAND JUNCTION;**

That the application submitted by Game Day Billiards, LLC for a Tavern license under the trade name of "Game Day Billiards" located at 2460 Patterson Road #3, Grand Junction, Colorado, be approved.

DONE, this 16th day of November, 2022.



Sam D. Starritt, Hearing Officer
Liquor Licensing Authority for the
City of Grand Junction

ATTEST:



Selestina Sandoval
City Clerk
Office of the City Clerk

