

RESOLUTION NO. 02-16

DECISION ON APPLICATION FOR A HOTEL AND RESTAURANT LIQUOR LICENSE BY LIOKVE, LLC UNDER THE TRADE NAME OF THE SPORTS VORTEX LOCATED AT 2880 NORTH AVENUE GRAND JUNCTION, COLORADO

A public hearing was held on January 27, 2016 by the Local Licensing Authority for the City of Grand Junction (hereinafter "City"), on the application submitted by Liokve, LLC (hereinafter "Applicant") for a Hotel and Restaurant liquor license under the trade name of "The Sports Vortex" located at 2880 North Avenue, Grand Junction, Colorado. The Local Licensing Authority having duly considered the evidence adduced at said hearing FINDS:


1. The hearing on January 27, 2016 on the application was held after proper notice thereof, as required by 12-47-136 C.R.S., et. seq.
2. The survey of the neighborhood conducted by the applicant revealed that 171 persons were in support of the license being issued, 1 person was opposed.
3. There are 7 liquor licensed outlets in the surveyed area.
4. There were no counterpetitions and no letter of opposition filed in regards to 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 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 LOCAL
LICENSING AUTHORITY OF THE CITY OF GRAND JUNCTION;**


That the application submitted by Liokve, LLC for a Hotel and Restaurant liquor license, under the trade name of "The Sports Vortex", located at 2880 North Avenue, Grand Junction, Colorado, be approved.

DONE, this 27th day of January, 2016.



Michael J. Grattan, III, Hearing Officer
Local Licensing Authority for the
City of Grand Junction

ATTEST:



Debbie Kemp, MMC
Deputy City Clerk
Office of the City Clerk