tbd-2023

AN ORDINANCE AMENDING TITLE 2, CHAPTER 2, DEFINING PURPOSE, CREATING SECTION 2-2A-4 SECTION D AND 2-2B-3 SECTION D, CREATING FOR SEVERABILITY AND PROVIDING FOR AN EFFECTIVE DATE.

NOW THEREFORE, be it ordained by the Mayor and the City Council of the City of Star in Ada and Canyon Counties within the State of Idaho as follows:

SECTION 1 – Defining Purpose: The purpose of this amendment is to streamline the process for Liquor By the Drink, Beer and Wine Annual Licenses and reduce processing time for renewals.

SECTION 2 – Creating 2-2A-4 Section D and Creating 2-2b-3 D in Chapter 2 within Title 2 of the City of Star Municipal Code is hereby created.

2-2A-4 Section D shall read:

Administrative Approval of Liquor by the Drink License: If on any renewal of a Liquor by the Drink License is applied for, meets the requirements set forth within this Title and Chapter and all fees are paid within the allotted license time period, the application may be "Administratively Approved" by the City Clerk without further approval of the City Council.

2-2B-3 Section D shall read:

Administrative Approval of Beer and Wine License: If on any renewal of a Beer or Wine License is applied for, meets the requirements set forth within this Title and Chapter and all fees are paid within the allotted license time period, the application may be "Administratively Approved" by the City Clerk without further approval of the City Council.

SECTION 3 – SEVERABILITY CLAUSE Should any part or provision of this ordinance be declared by the courts to be unconstitutional or invalid, such decision shall not affect the validity of the Ordinance in whole or any part thereof other than the part so declared to be unconstitutional or invalid.

SECTION 4 – EFFECTIVE DATE This ordinance shall be in full force and effective from the date of passage, publication and signature of the Mayor according to law.

Passed and adopted by the City of Star M	layor and City Council	,2023
	ATTEST:	
Trevor A Chadwick. Mavor	Jacob M Qualls. Ci	tv Clerk - Treasurer