Hello Ethan,

The Alcohol Licensing Committee can meet on May 6, 2025 at 5:30 pm in the Cravath Lakefront Conference Room in the Municipal Building at 312 W Whitewater Street, 2<sup>nd</sup> floor, to hear your appeal.

After the committee meets, there is a Common Council meeting at 6:30, same building, downstairs in the Community Room. Regardless of what the Alcohol Committee decides, the Common Council has the final say and they will address your appeal that night as well. It is not required, but you may stay for this meeting as well, just in case the Council has any questions.

Thank you,

## Heather Boehm

City Clerk



312 W. Whitewater St., Whitewater, WI 53190 (262)473-0102 | <u>hboehm@whitewater-wi.gov</u>

## "Wrong does not cease to be wrong because the majority share in it"-Leo

## Tolstoy

The City of Whitewater will be starting a monthly newsletter! Subscribe to receive the latest news, public service announcements & updates, and upcoming events delivered to your inbox. Subscribe: <u>https://lp.constantcontactpages.com/su/g8U4Af4/whitewater</u>

From: Ticcioni, Ethan J <TiccioniEJ06@uww.edu>
Sent: Tuesday, April 15, 2025 9:37 PM
To: Heather Boehm <hboehm@whitewater-wi.gov>
Subject: Request to Appear Before Alcohol Licensing Committee – Bartending License Appeal

Dear City Clerk's Office,

My name is Ethan Ticcioni, and I am writing to formally request to appear before the Alcohol Licensing Committee to present my appeal regarding the recent denial of my bartending license application.

I would appreciate the opportunity to share additional context and information that I believe may be relevant to the committee's consideration.

Please let me know the date and time of the next available meeting, and if there are any specific materials or procedures I should prepare in advance.

Thank you for your time and assistance. I look forward to your response.

Sincerely,

**Ethan Ticcioni** 

262-309-3556

Ticcioniej06@uww.edu

## Ethan Tíccíoní

University of Wisconsin- Whitewater UWW Men's Club Basketball | President