Minutes of VILLAGE OF COBDEN LIQUOR ADVISORY BOARD April 14, 2011

The Village of Cobden Liquor Advisory Board met at 5:00 p.m. on Thursday, April 14, 2011 at the Cobden Village Hall.

Those in attendance were: Molly Beckley, Alma Gomez, Wes Wilkins, David Isom, Doug Campbell, Alan Eddington, Justin Stone

Mayor Beckley received a request from Doug Campbell for "a Liquor License for 1 of 2 locations 206 Front or 101 Ash".

Mr. Campbell is requesting a Class "D" restaurant license for Sidecars located at 206 North Front Street. He told the Board of his plans to have events, such as a Cobden Cup Wine event, but does not have room at the Palace Pizzeria for large events.

Mayor Beckley stated that she continues to be opposed to creating and issuing another liquor license for Sidecars for reasons previously discussed at other meetings. The other members of the Liquor Advisory Board also voiced their continued opposition to the sale of alcohol at that location.

Mr. Campbell is requesting a Class "A" tavern license for his property at 101 West Ash Street.

Mayor Beckley voiced concern of the building's proximity to the downtown park playground. She and Attorney Wilkins also stated that they feel there are enough liquor licenses already issued in the Village.

Mayor Beckley intends to speak with property owners in the vicinity of 101 West Ash Street to get their input on having a tavern at that location.

Mr. Campbell is going to get input from the public regarding the sale of alcohol at Sidecars. Attorney Wilkins pointed out that only comments from residents within the Village limits would be considered as valid comments for the issue.

The Liquor Advisory Board will meet again on Thursday, May 5, 2011 at 5:00 p.m.

The Minutes of the February 16, 2011 Liquor Advisory Board meeting were presented. Motion was made by Wilkins, seconded by Isom, to approve the Minutes. All voted in favor to approve the Minutes as presented.

The Liquor Advisory Board meeting ended at 5:30 p.m.

Karen M. Winzenburger Village Clerk