SPECIAL AMUSEMENT PERMIT APPLICATION

TOWN OF BOOTHBAY HARBOR, 11 HOWARD ST, BOOTHBAY HARBOR, ME 04538 Phone 207-633-3671 Fax 207-633-7712

NEW APPLICATION	RENE	WAL APPLICATION _	
Name of Establishment:			
Name of Applicant/Owner(s):			
Address of Establishment:			
Mailing Address:			
Phone:			
Do you own building which establishment is lo	ocated? Y N	(If Y Skip to Type	of Amusement)
Landlord Name:	Landlord Pho	ne:	
Landlord acknowledgement required:	Land	dlord Signature	
TYPE OF AMUSEMENT	CLASS	Indoor Times	Outdoor Times
Unamplified vocal or instrumental music	A		
Entertainment other than music	B C		
Amplified vocal or instrumental music Dancing	D		
WILL AN ADMISSION FEE BE CHARGED DIAGRAM OF AREA TO BE USED FOR EN area, where entertainment will be located, the o	TO THE PATRON	MUST BE INCLUDED:	Include the total floor
residences, dwellings, or lodging units.			
ATTACH A COPY OF	YOUR CURR	ENT LIQUOR LIC	CENSE
CURRENT LIQUO	OR LICENSE EXP	IRATION:	
I certify I am familiar with the Codes of Booth the hours of amplified outdoor entertainment to unamplified outdoor entertainment to between entertainment cease by 1:00 am. I or a responsihearing on this application to accept or reject a application.	between 9:00 am 9:00 am and 10:00 sible representative my conditions or re	and 9:00 pm, and limits to pm and Chapter 128 whi will plan on attending the strictions placed on the ap	he hours of ch requires all e Board of Selectmen's oproval of this
	Apr	olicant's Signature	Date

OFFICE USE ONLY

Approval from the Code Enforcement Office:			
\$125 Fee Paid []			
	Signature of the Code Enforcement Officer		
Police Chief Approval or Comments:			
Date of Hearing:	License Approved: Disapproved:		
Dute of Hearing.	Electise Approved Disapproved		
LICENSING BOARD SIGNATURES:	Condition or Restrictions:		

DIAGRAM OF AREA TO BE USED FOR ENTERTAINMENT: Include the total floor area, where entertainment will be located, the <u>open</u> clearance of all exit doors, and the distances to the nearest residences, dwellings, or lodging units.			