#16-1057

TO: Honorable Mayor & Members of the

Fort Lauderdale City Commission

FROM: Lee R. Feldman, ICMA-CM, City Manager

DATE: September 7, 2016

TITLE: Ordinance Amending the Code of Ordinances of the City of Fort Lauderdale

Relating to the Permitted Hours of Sale, Consumption and Service of

Alcohol on Sundays

Recommendation

It is recommended that the City Commission adopt an ordinance amending Section 5-29(a)(2) of the Code of Ordinances of the City of Fort Lauderdale relating to the permitted hours of sale, consumption and service to allow for the sale of alcohol on Sunday from 7:00 a.m. to 12:00 midnight.

Background

At June 21, 2016, City Commission Conference Meeting, the City Commission discussed the hours of alcohol sale on Sunday.

The amendment to the ordinance will permit convenience stores, bottle clubs, package stores, and vendors licensed under the state beverage laws to sell beer, wine or alcoholic beverages regardless of alcohol content on Sunday between the hours of 7:00 a.m. and 12:00 midnight. Currently alcoholic beverages are not permitted to be sold prior to 12:00 noon on Sunday. This ordinance does not affect the hours of operation or sales for clubs, nightclubs, cocktail bars, hotel bars and restaurant bars licensed under the state beverage laws.

Resource Impact

There is no fiscal impact associated with this action.

Strategic Connections

This item is a *Press Play Fort Lauderdale Strategic Plan 2018* initiative, included within the Neighborhood Enhancement Cylinder of Excellence, specifically advancing:

- Goal 7: Be a well-positioned City within the global economic and tourism markets of the South Florida region, leveraging our airports, port, and rail connections.
- Objective 2: Facilitate a responsive and proactive business climate.

This item advances the Fast Forward Fort Lauderdale 2035 Vision Plan: We Are Here.

<u>Attachment</u>

Exhibit 1 – Ordinance

Prepared by: Ryan Henderson, City Manager's Office

Department Director: Lee R. Feldman, ICMA-CM, City Manager