

SPECIAL TOWN COUNCIL MEETING
AGENDA
May 12, 2025
6:30 PM

The Zoom Link to the meeting is provided below for those wishing to attend virtually:

<https://us02web.zoom.us/j/7495106748>

1. Call to Order

Council Chair; John Trask _____, Vice Chair: Stephen Clay _____.

Councilors; Marscella Ireland _____, Jared McCarthy _____, Daniel Summers_____, Gordon Street_____, and Sheldon Hanington _____.

- 2. Open Forum:** The Council will allow Lincoln residents and/or Lincoln taxpayers to comment prior to Council action on agenda items. Open Forum questions should be forwarded to the Town Office by mail, or emailed to Town Clerk Ann Morrison at Questions@lincolnmaine.org. Please have your questions/comments in by 5:00pm the day of the meeting. If you have any questions, please call 794-3372. General requests may be made in Open Forum during the regular meeting but will not be acted upon in the same meeting.

Individuals wishing to be heard by the Council will be recognized by the Council Chair. After identifying themselves, the speaker may make brief comments and may not repeat previous statements made. The speaker must limit themselves to the item under discussion. The speaker must observe rules of common etiquette. The Council Chair may set a time limit on the length of public comment and/or a time limit for individual speakers.

The Council Chair reserves the right to stop any public comment that is contrary to these rules and any Councilor may call Point of Order during the discussion. Any person who disrupts a Council meeting may be required to leave in order to maintain orderly consideration of the matters for which the meeting was called.

3a. Public Hearing-Renewal Special Amusement Permits (0101)

SUGGESTED MOTION: Move to open a public hearing for the purpose of hearing oral and written comments on the proposed issuance of renewal Special Amusement Permits to the following businesses:

Columbian Knights Association #5029
Gather Brunch & Bar
Gillmor's Restaurant & Lounge
Lincoln Snowhounds Club
Lincoln Tap House
The Forester Pub

MOTION: _____ SECOND: _____ VOTE: _____
TIME STARTED: _____ TIME CLOSED: _____

3b. Issuance of Renewal Special Amusement Permits (0101)

SUGGESTED MOTION: Move to issue renewal Special Amusement Permits to the following businesses:

Columbian Knights Association
Gather Brunch & Bar
Gillmor's Restaurant
Lincoln Snowhounds Club
Lincoln Tap House
The Forester Pub

MOTION: _____ SECOND: _____ VOTE: _____

4a. Public Hearing – Renewal State Liquor License Application- Gather Brunch and Bar (0101)

*Note: Has to have a public hearing for under 5-years of ownership and/or the first 5-years applying for this license.

SUGGESTED MOTION: Move to open a public hearing for the purpose of hearing oral and written comments on the renewal State Liquor License Application for Gather Brunch and Bar.

MOTION: _____ SECOND: _____ VOTE: _____
TIME STARTED: _____ TIME CLOSED: _____

4b. Approve Renewal State Liquor License Application- Gather Brunch and Bar (0101)

SUGGESTED MOTION: Move to approve a renewal State liquor license application for Gather Brunch and Bar.

MOTION: _____ SECOND: _____ VOTE: _____

5a. Public Hearing- Renewal State Liquor License Application- Wing Wah Restaurant (0101)

*Note: Has to have a public hearing for under 5-years of ownership and/or the first 5-years applying for this license.

SUGGESTED MOTION: Move to open a public hearing for the purpose of hearing oral and written comments on a Renewal State Liquor License Application submitted by Wing Wah Restaurant.

MOTION: _____ SECOND: _____ VOTE: _____

TIME STARTED: _____ TIME CLOSED: _____

5b. Approve Renewal State Liquor License Application- Wing Wah Restaurant (0101)

SUGGESTED MOTION: Move to approve the New State Liquor License Application submitted for Wing Wah Restaurant.

MOTION: _____ SECOND: _____ VOTE: _____

6. Approve Issuance of Renewal Pawnbroker Licenses (0101)

SUGGESTED MOTION: Move to issue a renewal Pawnbroker License to Main Street Trading.

MOTION: _____ SECOND: _____ VOTE: _____

7. Approve Issuance of Renewal Blanket Letters of Approval (0101)

SUGGESTED MOTION: Move to issue renewal Blanket Letters of Approval for Games of Chance (*Beano-Bingo*) to the following businesses:

Carl Burrill American Legion Post #77
Colombian Knights Association #5029

MOTION: _____ SECOND: _____ VOTE: _____

8. Approve Issuance of Renewal Victualer Licenses (0101)

SUGGESTED MOTION: Move to issue renewal Victualer Licenses to the following businesses:

Aunnie Ashley's Variety

Big Apple

Big Rig Creamery

Carl Burrill American Legion Post #77

Charlie's Seafood

Circle K #7048

Colombian Knights Association #5029
Dunkin Donuts
Dysart's Travel Stop
Eagle Lodge and Camps
Gather Brunch and Bar
Gillmor's Restaurant & Lounge
Hannaford Supermarket & Pharmacy #8140
High Street Market
JATO Highlands Golf Course
JJ's Pizza and Subs
Lincoln House of Pizza
Lincoln Snowhounds Club
Lincoln Tap House
Lincoln Why Not Stop- Convenience Store
McDonald's of Lincoln
Ninja Japanese Express
Pat's Pizza- Lincoln
Penobscot Valley Hospital Café
Steaks N' Stuff
Stewart Professional Learning Center
Subway of Lincoln
The Forester Pub
Wendy's Restaurant
Why Not Stop Deli
Wing Wah Restaurant

MOTION: _____ SECOND: _____ VOTE: _____

9. Approve New Victualer's License- Wake Zone Energy

SUGGESTED MOTION: Move to approve a new conditional victualer license for Wake Zone Energy owned by Jeremy and Angela Priest; formerly Lynx Energy & Nutrition.

MOTION: _____ SECOND: _____ VOTE: _____

10. Approve Issuance of Renewal Innkeeper Licenses (0101)

SUGGESTED MOTION: Move to issue renewal Innkeeper Licenses to the following businesses:

Briarwood Motor Inn
Eagle Lodge and Camps
Lincoln House Motel
The Whitetail Inn and Suites

MOTION: _____ SECOND: _____ VOTE: _____

11. Approve Renewal Billiards License (0101)

SUGGESTED MOTION: Move to approve the issuance of a renewal Billiard's license to Lincoln Tap House.

MOTION: _____ SECOND: _____ VOTE: _____

12. Adjourn

SUGGESTED MOTION: Move to adjourn the meeting at ____pm.

MOTION: _____ SECOND: _____ VOTE: _____