

# License Application



## Submit Application to:

City Clerk's Office  
210 Martin Luther King Jr. Blvd., Rm. 103  
Madison, WI 53703  
(608) 266-4601  
www.cityofmadison.com/clerk

Make checks payable to: City of Madison Treasurer.  
**License fees are non-refundable.**

**Complete sections A - E. It is mandatory that all applicable information be completed.  
Inaccurate information may result in suspension or revocation of license.**

### SECTION A: Establishment Address

Street Address: \_\_\_\_\_

City, State, ZIP: \_\_\_\_\_

Municipality (Village/Town/City): \_\_\_\_\_

### SECTION B: Applicant/Contact Information

Trade name (Doing Business As): \_\_\_\_\_

Local Contact Person: \_\_\_\_\_

Local Contact Phone: \_\_\_\_\_ Local Contact E-mail: \_\_\_\_\_

### SECTION C: License Holder Information

Organization Legal Name/Sole Proprietor Name : \_\_\_\_\_

Mailing Address: \_\_\_\_\_

City, State, ZIP: \_\_\_\_\_

Organization Contact Person: \_\_\_\_\_

Organization Contact Phone: \_\_\_\_\_ Organization Contact E-mail: \_\_\_\_\_

### SECTION D: General Information

WI Seller's Permit Number\*: \_\_\_\_\_ Estimated Opening Date: \_\_\_\_\_

*\*Written proof of current seller's permit must accompany application at time of submission Health Department approval required prior to opening*

### SECTION E: Attestation and Signature

The statements made in this application are true to the best of my knowledge.

Signature \_\_\_\_\_ Date \_\_\_\_\_

Amusement Device

Beach

Bed and Breakfast

Bicycle Dealer

**Body Art Establishment**

- Tattoo or Body Piercing
- Combined Tattoo and Body Piercing

**Campground**

Number of Campsites:

- 1 - 25
- 26 - 100

**Hotel/Motel/Tourist Rooming House**

Number of Rooms:

- 1 - 4 (Tourist Rooming House)
- 5 - 30
- 31 - 99
- 100 - 199

**Mobile Home Park**

Number of Sites:

- 1 - 20
- 21 - 50
- 51 - 100
- 101 - 175

Outdoor Wood Boiler

**Recreational/Educational Camp**

Number of Camps:

- 1 - 5
- 6 - 10

**Swimming Pool**

Type of Pool:

- Indoor
- Outdoor
- Additional Indoor