6-203.

- (c) (1) [The] THERE ARE TWO PARTS TO THE annual license fee [is]:
  - [(1)] (I) 1. A 6-day BASIC license ......\$1,700; or
  - [(2)] 2. A 7-day BASIC license ......\$2,400; AND
    - (II) A GALLONAGE-FEE OF \$3.12 PER GALLON.
- (2) (I) THE GALLONAGE FEE IS CALCULATED ONLY ON SALES OF SPIRITUOUS LIQUORS.
- (II) BY MARCII 1 EACH YEAR, EACH WHOLESALE DEALER IN SPIRITUOUS LIQUORS SHALL REPORT TO THE BOARD OF LICENSE COMMISSIONERS THE NUMBER OF GALLONS OF SPIRITUOUS LIQUORS THE DEALER SOLD DURING THE PRECEDING CALENDAR YEAR TO EACH HOLDER OF A CLASS II BEER, WINE AND LIQUOR LICENSE. THE BOARD SHALL USE THAT AMOUNT IN CALCULATING THE GALLONAGE FEE SPECIFIED IN PARAGRAPH (1) OF THIS SUBSECTION FOR THE NEXT ENSUING LICENSE YEAR, WHICH BEGINS ON MAY 1.
- 1. AS OF MAY 1, 1999, AN ADDITIONAL FEE THAT IS BASED ON THE TOTAL DOLLAR AMOUNT OF WHOLESALE PURCHASES OF SPIRITUOUS LIQUORS BY THE LICENSEE FROM THE BOARD OF LICENSE COMMISSIONERS IN THE LICENSE YEAR ENDING APRIL 30, 1999, IN ACCORDANCE WITH THE FOLLOWING FEE SCHEDULE:

AMOUNT OF PURCHASES	FEE
\$1 - \$2,000	\$75
\$2,001 - \$5,000	<u>\$250</u>
\$5,001 - \$10,000	\$675

FOR EACH ADDITIONAL \$5,000 UP TO \$100,000 AN ADDITIONAL \$450

\$100,001 - \$150,000 \$150,001 - \$200,000 \$15,800

FOR EACH ADDITIONAL \$50,000 UP TO \$1,000,000 AN ADDITIONAL \$4,000 \$1,000,001 OR GREATER \$83,800

- 2. AS OF MAY 1, 2001, AN ADDITIONAL FEE THAT IS BASED ON THE TOTAL DOLLAR AMOUNT OF WHOLESALE PURCHASES OF SPIRITUOUS LIQUORS BY THE LICENSEE FROM WHOLESALE DEALERS IN THE PRECEDING CALENDAR YEAR, IN ACCORDANCE WITH THE FEE SCHEDULE UNDER SUB-SUBPARAGRAPH 1 OF THIS SUBPARAGRAPH.
- 3. IF A LICENSEE IS IN THE FIRST YEAR OF OPERATION, THE ADDITIONAL LICENSE FEE PROVIDED IN THE FEE SCHEDULE SHALL BE BASED ON:
- A AS OF MAY 1, 1999, THE TOTAL DOLLAR AMOUNT OF WHOLESALE PURCHASES OF SPIRITUOUS LIQUORS BY ALL LICENSEES OF THE SAME CLASS WITHIN THE COUNTY FROM THE BOARD OF LICENSE COMMISSIONERS IN THE YEAR ENDING APRIL 1, 1999, DIVIDED BY THE TOTAL NUMBER OF SUCH LICENSEES; AND