

BUSINESS LICENSE REQUIREMENTS

All businesses operating within the City of Warrenton shall be licensed per the Warrenton City Code - Business Licenses. In order to process a new business license, the following will be needed:

- Completed application for occupational license
- Copy of paid Personal Property tax receipt (if business address is in City of Warrenton)
- Driver's license
- Copy of Missouri Sales Tax Certificate (if applicable)
- Contractors: copy of worker's compensation insurance or affidavit of exemption
- Fee - Section 605.020 below

The required information should be submitted to the Finance Office. The occupational license shall be issued for a period of one (1) year from the date of issuance. Renewal invoices will be issued a minimum of thirty (30) days prior to the expiration date and will occur on a monthly basis.

WARRENTON CITY CODE - SECTION 605.020: FEE

Upon every one of the sundry businesses, occupations and avocations and every person, object and subject within this City, a license tax shall be paid by said businesses, occupations, avocations, persons, objects and subjects within the City as follows:

<u>Classification of Business</u>	<u>Sub-Class</u>	<u>Fee</u>
Professional service	No storefront location	\$ 30.00
Professional service	Storefront	\$ 40.00
Restaurant/bar	No storefront location	\$ 25.00
Restaurant/bar	Storefront	\$ 40.00
Contractors		\$ 40.00
Manufacturing		\$ 50.00
Financial institution		\$ 60.00
Waste hauling		\$ 150.00
Masseur or Masseuse		\$ 50.00
Merchant	1 to 4 employees	\$ 25.00
Merchant	5 to 20 employees	\$ 40.00
Merchant	21 to 50 employees	\$ 65.00
Merchant	Over 51 employees	\$ 100.00
Merchant	Per day	\$ 10.00
Merchant	Seasonal (1st 30 days)	\$ 25.00
Merchant	Seasonal (60 day extension)	\$ 30.00
Hotel/motel	Per room	\$ 3.00
Junk yard		\$ 84.00
Mobile home park	Per site	\$ 5.00
Peddler	One year	\$ 100.00
Peddler	30 days	\$ 25.00
Sexually oriented business		\$ 500.00
Carnivals	Per day	\$ 100.00
Special event license		\$ 10.00
Special event promoter's permit		\$ 50.00