



July 18, 2018

SALON NUVO/LYNETTE SMITH
Licensing
698 SE 3RD ST
LEES SUMMIT, MO 64063

Business Located At: 698 SE 3RD ST LEES SUMMIT, MO 64063

Dear Business Owner:

In reviewing our records, it has been brought to our attention that you have not renewed your Business License. As established by City of Lee's Summit Ordinance 28-30, a business operating within the City boundaries must hold a current business license. This requires an annual renewal of that license in order to remain in compliance.

The ordinance also provides for the assessment of a penalty on applications not received on or before August 30, 2018.

If you did not receive the notice of renewal or are no longer operating a business, please contact the Development Services Department at (816) 969-1220. Information on the renewal/business closure process will be provided.

PLEASE NOTE

- Should your business engage in retail sales, you must provide your sales tax number in the appropriate space on the license renewal as well as a certificate of no tax due (see information provided below).
- Effective January 1, 2009, the renewal of a business license for anyone engaged in retail sales must include a statement from the Missouri Department of Revenue (DOR) that the applicant does not owe any state sales or income taxes. DOR has developed a web-based system allowing the user to print a no-tax-due letter to provide to the City before license issuance. Missouri Senate Bill 30 requires that no new or renewal business license be issued until all outstanding sales, use or withholding tax debt is satisfied with DOR. The web-based system is available at <http://dor.mo.gov/business/sales/notaxdue/>.
- If your physical business address changes or if you have any questions regarding your business license renewal please contact the Development Center located in City Hall, 220 SE Green, or call (816) 969-1220.

**If you have already sent in your renewal, please disregard this notice.
Thank you for your prompt attention and cooperation in this regard.**