



## 5.96.100 Regulatory permit renewal process.

Access to this section of the Calexico Municipal Code online by [clicking here](#) or following the link below:

[https://library.municode.com/ca/calexico/codes/code\\_of\\_ordinances?nodeId=TIT5BULIRE\\_IISPBUC\\_CH5.96COCAACREPE\\_5.96.100REPEREPR](https://library.municode.com/ca/calexico/codes/code_of_ordinances?nodeId=TIT5BULIRE_IISPBUC_CH5.96COCAACREPE_5.96.100REPEREPR)

- A. To renew a regulatory permit, a completed permit renewal form and renewal permit fee shall be received by the city manager from the permittee no earlier than sixty calendar days before the expiration of the permit and no later than the last business day before the expiration of the permit.
- B. In the event the regulatory permit is not renewed prior to the expiration date, the permittee must cease all commercial cannabis activity.

(Ord. No. 1192, § 2, 12-19-2018)

**An applicant must complete the following steps with the City of Calexico pursuant to section 5.96.100 of the Calexico Municipal Code:**

1. Complete a Commercial Cannabis Activity Regulatory Permit Application and submit it to the Planning Division in both a hard copy with wet signatures and an electronic copy in PDF.
2. LiveScan applications are to be submitted to the Calexico Police Department, you must include a copy with your application to the Planning Department in addition to the submission to the Police department.

Planning Division  
608 Heber Avenue  
Calexico, CA 92231

Email: [planning@calexico.ca.gov](mailto:planning@calexico.ca.gov)  
Phone: (760)768-2105

Calexico Police Department  
Attention: Chief of Police  
420 E Fifth St.  
Calexico, CA 92231

Email: [police@calexico.ca.gov](mailto:police@calexico.ca.gov)  
Phone: (760) 768-2140

The Planning Division will coordinate the renewal with the Calexico Police Department and the City Manager's Office.

The application fee is \$1800.00, please make checks out to the City of Calexico.

Please contact the Planning Division should you have any questions.