



NOTIFICATION OF 2 OR LESS GAMING MACHINES or GAMING MACHINE PERMIT APPLICATIONS (i.e. for greater than 2 machines) for: CONVERSION / NEW / VARIATION / TRANSFER

(FOR USE BY PREMISES LICENSED TO SUPPLY ALCOHOL FOR CONSUMPTION ON THE PREMISES)

Please refer to guidance notes at the back of this form before completing

SECTION A – What do you want to do?

1. Please indicate what you would like to do

a. Notify licensing authority that you intend to provide up to a maximum total of 2 gaming machines category C and / or D (if you choose this option then please complete sections D and E)	<input type="checkbox"/>
b. Apply to convert an existing Section 34 permit issued under the Gaming Act 1968, into a licensed premises gaming machine permit (i.e. for more than 2 gaming machines) (if you choose this option then please complete sections B, D and E)	<input type="checkbox"/>
c. Apply for a new licensed premises gaming machine permit (if you choose this option then please complete sections B, D and E)	<input type="checkbox"/>
d. Apply to vary an existing licensed premises gaming machine permit (if you choose this option then please complete sections B, D and E)	<input type="checkbox"/>
e. Apply to transfer an existing licensed premises gaming machine permit (if you choose this option then please complete sections C, D and E)	<input type="checkbox"/>

SECTION B – Application for grant (includes conversion, new and variation applications)

2. How many gaming machines are you currently authorised to provide and if this is a new or variation application, how many do you wish to provide? (please complete the boxes in the table)

Category machine	Number currently authorised to provide	Number wish to provide (new or variation)
C		
D		
Total		

SECTION C – Application for permit transfer

(i.e. where a transfer has been requested for the Licensing Act 2003 premises licence)

4. Name of person requesting the transfer	
5. Confirmation that an application to transfer the relevant Licensing Act 2003 Premises Licence has been:	Requested <input type="checkbox"/> Granted <input type="checkbox"/>
6. Please provide your existing permit, or provide reasons stating why it cannot be provided	Existing permit provided <input type="checkbox"/> <i>Reasons why existing permit cannot be provided</i>

SECTION D – General Information

15. Please complete the following declaration and checklist:

7. Name of Premises		
8. Address of Premises	Postcode	
9. Telephone number of Premises		
10. Name of existing Premises Licence holder		
11. Address of Premises Licence holder (if different from 8 above)	Postcode	
12. Telephone number (daytime) of Premises Licence holder	13. E-mail of Premises Licence holder (where available)	
12. Name, address, telephone and e-mail of agent (e.g. solicitor) if submitted on behalf of the applicant	Name	Address
	Telephone	Postcode
13. Licensing Act 2003 Premises Licence Reference (i.e. number)		Email

SECTION E – Fee and Signature(s)

- I enclose payment of the appropriate fee (cheques should be made payable to SKDC)
- I understand that I must comply with the Gaming Machine Code of Practice for Alcohol Licensed Premise Permits and Permissions issued by the Gambling Commission. (see guidance note 8)

Please note: It is an offence under section 342 of the Gambling Act 2005 if a person, without reasonable excuse, gives to a licensing authority for a purpose connected with that Act information which is false or misleading.

Signed <i>(by or on behalf of Licensing Act 2003 Premises Licence holder)</i>	
Print Name	
Date	

* If you wish to have a maximum of 2 gaming machines then the fee payable is £50. If you wish to have more than 2 gaming machines then the fee payable is £150 for new applications and £100 for Section 34 (Gaming Act 1968) holders.

Official Use Only

Date of receipt	
Signature and name of staff who received	
Date of receipt of fee	
Signature and name of staff who received fee	
Application accepted / returned <i>(please delete as appropriate)</i>	
<i>Date of premises licence (Licensing Act 2003) transfer (if applicable)</i>	