

Fee Received

Permit No.

GAMING ACT 1968**APPLICATION FOR GRANT OR RENEWAL OF A PERMIT FOR PROVISION OF AMUSEMENTS WITH PRIZES BY MEANS OF MACHINE IN PREMISES USED OR TO BE USED WHOLLY OR MAINLY FOR SUCH MACHINES****FULL NAME OF ALL APPLICANTS
(INDIVIDUAL OR COMPANY NAME)****FULL POSTAL ADDRESS OF PREMISES
(INTENDED)* TO BE OCCUPIED****ADDRESS FOR CORRESPONDENCE (IF
DIFFERENT)****PURPOSE FOR WHICH PREMISES ARE
(INTENDED)* TO BE OCCUPIED****CONTACT TELEPHONE NUMBER****STATE TYPE OF PERMIT REQUIRED
(SEE NOTES BELOW)**

Amusement with Prize Machines only* (See Note 1)

All Cash Machines and Amusement with Prize Machines*
(See Note 2)**ALL-CASH MACHINE APPLICATIONS ONLY****Where do you intend to install the machine?**

Within the premises generally/Within a designated area*

NOTES

1. An application for an Amusement with Prize Machines Only permit will be in respect of Section 34 (1) of the Gaming Act 1968 and will allow installation only of those machines covered in that Section of the Act. The fee in this respect will be £32.00 to cover the three year duration of the permit.
2. An application for an All-Cash Machines permit will be in respect of Section 34 (5E) of the Gaming Act 1968 and will allow the installation of the machines covered in that Section of the Act, either on their own or together with amusement with Prize Machines. If All-Cash Machines are installed in any premises, admission to those premises shall be restricted to persons aged 18 year or over, Alternatively, such machines may be placed in a designated areas within the premises. The fee in this respect will be £250.00 to cover the three year duration of the permit.
3. The grant of any permit in respect of which this application is made relates only to the requirements of the above Act. It does not imply compliance with requirements of any other legislation or statutory provision whatsoever.
4. PLEASE RETURN TO: **The Licensing Section, Torbay Council, Roebuck House, Abbey Road, TORQUAY. TQ2 5EJ**

SIGNED _____ DATED _____

(on behalf of the applicants)

**Delete where inapplicable*