

*Changes to legislation: There are currently no known outstanding effects for the  
Firearms (Amendment) Act 1988, Cross Heading: Fees. (See end of Document for details)*

## SCHEDULE

### FIREARMS AND AMMUNITION IN MUSEUMS

#### Modifications etc. (not altering text)

- C1** Sch. (except para. 3(1)(a)): Transfer of functions (S.) (1.7.1999) by S.I. 1999/1750, arts. 1(1), 2, Sch. 1 (with art. 7)

#### Fees

<sup>F13</sup> .....

#### Textual Amendments

- F1** Sch. para. 3 omitted (31.1.2017 for specified purposes, 18.7.2019 in so far as not already in force) by virtue of Policing and Crime Act 2017 (c. 3), ss. 132(3), 183(1)(5)(e); S.I. 2019/1141, reg. 3(1) (with reg. 3(2))

- [<sup>F23A</sup> (1) The Secretary of State may by regulations authorise the appropriate national authority to require payment of a fee before a licence is granted, varied or renewed.
- (2) Regulations under sub-paragraph (1) must specify the amount of any fee that may be charged.
- (3) The regulations may make different provision for different cases (including specifying different fees for different cases).
- (4) The regulations may include—
- (a) incidental, supplementary or consequential provision;
- (b) transitional, transitory or saving provision.
- (5) Regulations under this paragraph are to be made by statutory instrument.
- (6) A statutory instrument containing regulations under this paragraph is subject to annulment in pursuance of a resolution of either House of Parliament.
- (7) In this section, “the appropriate national authority” means—
- (a) in or as regards England and Wales, the Secretary of State;
- (b) in or as regards Scotland, the Scottish Ministers.]

#### Textual Amendments

- F2** Sch. para. 3A inserted (31.1.2017 for specified purposes, 18.7.2019 in so far as not already in force) by Policing and Crime Act 2017 (c. 3), ss. 132(4), 183(1)(5)(e); S.I. 2019/1141, reg. 3(1)

**Changes to legislation:**

There are currently no known outstanding effects for the Firearms (Amendment) Act 1988, Cross Heading: Fees.