

## SCHEDULES

### SCHEDULE 13

#### LICENSED PREMISES GAMING MACHINE PERMITS

##### *Cancellation and forfeiture*

- 16 (1) The licensing authority which issued a permit may cancel it, or may vary the number or category (or both) of gaming machines authorised by it, if they think that—
- (a) it would not be reasonably consistent with pursuit of the licensing objectives for the permit to continue to have effect,
  - (b) gaming has taken place on the premises in purported reliance on the permit but otherwise than in accordance with the permit or a condition of the permit,
  - (c) the premises are mainly used or to be used for making gaming machines available, or
  - (d) an offence under this Act has been committed on the premises.
- (2) Before cancelling or varying a permit under this paragraph a licensing authority shall—
- (a) give the permit holder at least 21 days' notice of the authority's intention to consider cancelling or varying the permit,
  - (b) consider any representations made by the holder,
  - (c) hold a hearing if the holder requests one, and
  - (d) comply with any prescribed requirements for the procedure to be followed in considering whether to cancel or vary a permit.
- (3) If a licensing authority cancel or vary a permit under this paragraph they shall as soon as is reasonably practicable give notice of the cancellation or variation and the reasons for it to—
- (a) the permit holder, and
  - (b) the Commission.
- (4) The cancellation or variation of a permit shall not take effect until—
- (a) the period specified in paragraph 21(2)(c) has expired without an appeal being brought, or
  - (b) any appeal brought has been determined.