Status: This is the original version (as it was originally enacted).

SCHEDULES

SCHEDULE 14

POLICE: COMPLAINTS

Rights of appeal

22 After paragraph 29 insert—

"Appeals: the relevant appeal body

- 30 (1) The relevant appeal body in relation to an appeal is—
 - (a) the Commission, in a case where the relevant complaint falls within a description of complaints specified in regulations made by the Secretary of State for the purposes of this paragraph; or
 - (b) the chief officer of police who is the appropriate authority in relation to the relevant complaint, in any other case.
 - (2) In this paragraph and paragraphs 31 and 32—

"appeal" means an appeal under paragraph 7(8), 8A, 21(7) or 25(2);

"relevant complaint", in relation to an appeal, means the complaint to which the appeal relates.

- 31 (1) This paragraph applies in a case where—
 - (a) an appeal is made to the Commission, and
 - (b) the appropriate authority is the relevant appeal body in relation to the appeal.
 - (2) The Commission must—
 - (a) forward the appeal to the appropriate authority; and
 - (b) notify the person who made the appeal—
 - (i) that the appropriate authority is the relevant appeal body; and
 - (ii) the appeal has been forwarded.
 - (3) The appeal is to be taken to have been—
 - (a) made to the appropriate authority, and
 - (b) so made at the time when it is forwarded to the appropriate authority.
- 32 (1) This paragraph applies in a case where—
 - (a) an appeal is made to the appropriate authority; and
 - (b) the Commission is the relevant appeal body in relation to the appeal.
 - (2) The appropriate authority must—

Status: This is the original version (as it was originally enacted).

- (a) forward the appeal to the Commission; and
- (b) notify the person who made the appeal—
 - (i) that the Commission is the relevant appeal body; and
 - (ii) the appeal has been forwarded.
- (3) The appeal is to be taken to have been—
 - (a) made to the Commission; and
 - (b) so made at the time when it is forwarded to the Commission.".