ANGUS COUNCIL

ANGUS LICENSING BOARD

TO BE HELD IN THE TOWN AND COUNTY HALL, FORFAR ON THURSDAY 25 FEBRUARY 2016 AT 10.00AM

AGENDA

1. APOLOGIES FOR ABSENCE

2. DECLARATIONS OF INTEREST

Members are reminded that, in terms of the Councillors Code of Conduct, it is their responsibility to make decisions about whether to declare an interest in any item on this agenda and whether to take part in any discussions or voting. Declarations of Interest pro formas can be obtained from Members Services prior to the meeting or from the Clerk.

		PAGE NO
3.	MINUTE OF PREVIOUS MEETING	
	Submit, for approval as a correct record, the minute of meeting of this Board held on 7 January 2016.	1 - 2
4.	PREMISES LICENCES – REQUEST TO VARY PREMISES LICENCES UNDER THE LICENSING (S) ACT 2005	3 - 4
	Submit Report No LB 8/16 by the Clerk.	5 0
	(a) Brechin Golf and Squash Club, Trinity, Brechin	5 - 8
	(b) Ogilvy Bar, Kirriemuir	9 - 14
5.	REVIEW OF MISCELLANEOUS FEES	
	Submit Report No LB 9 /16 by the Clerk	15 - 18
6.	GAMBLING ACT 2005 SECTION 349 STATEMENT OF PRINCIPLES	
	Submit Report No LB 10 /16 by the Clerk	19 - 44
7.	REQUEST TO RELIEVE THE FAILURE TO COMPLY WITH A PROCEDURAL REQUIREMENT	
	Submit Report No LB 11 /16 by the Clerk	45 - 46
8.	PERSONAL LICENCES – DELEGATED APPROVALS	
	Submit Report No LB 12/16 by the Clerk.	47 - 50
9.	OCCASIONAL LICENCES – DELEGATED APPROVALS	
	Submit Report No LB 13/16 by the Clerk.	51 - 54
10.	PREMISES LICENCES – MINOR VARIATIONS - DELEGATED APPROVALS	
	Submit Report No LB 14/16 by the Clerk.	55 - 58
11.	EXTENDED HOURS - DELEGATED APPROVALS	
	Submit Report No LB 15/16 by the Clerk.	59 - 62

12. PREMISES LICENCES – LICENCES SURRENDERED

Submit Report No LB 16/16 by the Clerk.

13. TIMETABLE OF MEETINGS – 2016/2017

The Board is asked to approve the following programme of meetings (all at 10am in the Town and County Hall, Forfar):-

Thursday 4 August 2016 Thursday 15 September 2016 Thursday 3 November 2016 Thursday 5 January 2017 Thursday 16 February 2017 Thursday 6 April 2017 Thursday 1 June 2017