

**Additional Information submitted by Michael Golightly, Technical Officer,
Public Protection**

Further to my representation dated 2 September 2025, it has come to my attention that the building is not a listed building as previously stated. This does not, however, materially change our representation because the Applicant has not assessed whether the construction of the old church building is satisfactory at preventing noise break out of sound from regulated entertainment. For clarity we would still like to the previously agreed conditions attached and would also like to see the following amended conditions attached to any approved application.

Condition 1

All doors (except for immediate ingress or egress) and windows shall remain closed when regulated entertainment is taking place.

Condition 2

No regulated entertainment shall take place at the premises until either the Environmental Protection team of the City of York Council are satisfied that the sound insulation performance of the building envelope of the premises is satisfactory at preventing noise break out of sound from regulated entertainment or until a detailed scheme of noise insulation measures have been submitted to and agreed with the Environmental Protection team of the City of York Council and then implemented, at which time this condition shall be removed from the licence by the licensing authority.

Condition 3

Within 2 months of a written request by the City of York Council's Environmental Protection team, a tamper-proof noise-limiting device shall be fitted to the sound system within the premises and all music played at the premises must pass through this sound limiter at a level first agreed in writing by the City of York Council's Environmental Protection Team. Thereafter the device shall not be altered or modified without prior agreement with the City of York Council's Environmental Protection team. The device must be of a type and in a location approved in writing by the City of York Council's Environmental Protection team.