City of York Council	Committee Minutes
Meeting	Gambling, Licensing & Regulatory Committee
Date	16 November 2015
Present	Councillors Flinders, Gillies, Hayes, Hunter, Mason, Mercer, D Myers, Orrell and Taylor
Apologies	Councillors Douglas, Boyce, Aspden, Looker, Richardson and Shepherd

PART A - MATTERS DEALT WITH UNDER DELEGATED POWERS

15. DECLARATIONS OF INTEREST

At this point in the meeting, Members were asked to declare any personal, prejudicial or pecuniary interests they may have in the business on the agenda. None were declared.

16. MINUTES

Resolved: That the minutes of the last meeting held on

19th October 2015 be approved and signed by

the Chair as a correct record.

17. PUBLIC PARTICIPATION

It was reported that there had been no registrations to speak under the Council's Public Participation Scheme.

PART B - MATTERS REFERRED TO COUNCIL

18. STATEMENT OF LICENSING POLICY - GAMBLING ACT 2005

Members considered a report which advised them of the review of the Council's statement of licensing policy – Gambling Act 2005. The report sought a recommendation to full Council that the policy be approved.

Officers outlined the report and advised that Part C of the policy had the largest revision due to a new requirement from April 2016 for licensees to assess the local risks to the licensing objectives poised by the provisions of gambling facilities at each of their premises.

Following consultation, 6 responses had been received and the concerns were from the trade surrounding how the policy may impact how they currently operate.

Members queried a number of points, in particular the number of premises which held authorisations for gaming machines, which stood at 198 and whether this was a problem in York. Officers confirmed that there wasn't a problem in York in regard to the use of the machines.

Recommended: That full Council adopt the policy.

Reason: In order that the Council meets

legislative requirements.

Councillor Gillies, Chair [The meeting started at 4.00 pm and finished at 4.20 pm].