

**LICENSING CONDITIONS FOR OPERATING CRANE/GAME MACHINES
AT PREMISES OTHER THAN AMUSEMENT CENTRES**

- 1* The licensee shall ensure that students wearing school uniforms or any part thereof, or school T-shirts, are not permitted to play at any of the machines in the licensed premises at all times.
2. The machine(s) should be placed within the business premises.
- 3 Except for the items listed below, the licensee must obtain the approval of the Licensing Officer for any other items to be offered as prizes.

Approved Items For Prizes

- (a) Toys
 - (b) Key chains
 - (c) T-shirts
 - (d) Note Books
 - (e) Jigsaw Puzzles
 - (f) Waist pouches
 - (g) Watches
- 4 The pin-tables are of a type approved by the Licensing Officer.
 - 5 No gambling or betting takes place at those premises.
 - 6 A sign prohibiting gambling and betting at those premises is displayed at a conspicuous place thereat.
 - 7 No person below the age of 16 years is permitted to in any way use any of the pin-tables at those premises at any time on any school day except between 6.30p.m. and midnight.
 - 8 The person having control or management of those premises does not provide, or cause or permit to be provided, a change of clothes to any student.
- * This condition is deemed a “major” offence and will be awarded 6 demerit points if breached. The remaining conditions will carry 3 demerit points.