



Licensing (Scotland) Act 1976

1976 CHAPTER 66

PART VIII

MISCELLANEOUS, TRANSITIONAL & GENERAL

133 Betting and gaming licences and permits

- (1) The authority responsible for the grant or renewal of bookmaker's permits, betting agency permits and betting office licences in Scotland under the Betting, Gaming and Lotteries Act 1963 shall be the licensing board for the area concerned, and accordingly for sub-paragraph (b) of paragraph (1) of Schedule 1 to that Act there shall be substituted the following sub-paragraph—
 - “(b) in any area in Scotland, the licensing board for that area constituted under section 1 of the Licencing (Scotland) Act 1976.”
- (2) The authority responsible for the grant, renewal, cancellation and transfer of licences in Scotland under the Gaming Act 1968 shall be the licensing board for the area concerned, and accordingly for head (b) of paragraph 1 (1) of Schedule 2 to that Act there shall be substituted the following head—
 - “(b) in any area in Scotland.”
- (3) The appropriate authority in Scotland for the purposes of Schedule 9 to the Gaming Act 1968 in relation to public houses and hotels shall be the licensing board for the area concerned, and accordingly for sub-paragraph (c) of paragraph 1 of that Schedule there shall be substituted the following sub-paragraph—
 - “(c) in relation to any premises in Scotland in respect of which a public house licence or a hotel licence is for the time being in force, means the licensing board for the area in which the premises are situated ;”
- (4) Subsections (4) and (6) to (8) of section 39 of this Act shall apply in relation to appeals under paragraph 24 of Schedule 1 to the Betting, Gaming and Lotteries Act 1963, paragraph 33 or 34 of Schedule 2 and paragraph 15 of Schedule 9 to the Gaming Act 1968 as they apply in relation to appeals under any provision of this Act, and in his decision on any such appeal under the said Acts of 1963 and 1968 the sheriff may include such order as to the expenses of the appeal as he thinks proper.