



**Gaming Control**

**(CAP.152)**

**11**

---

**FIRST SCHEDULE  
(Regulation 5)**

**Application for Gaming Machine License**

Name of applicant: \_\_\_\_\_

Address of applicant: \_\_\_\_\_

Telephone Number, fax, e-mail, etc: \_\_\_\_\_

\_\_\_\_\_  
Name, location of establishment where gaming machines will be kept: \_\_\_\_\_

\_\_\_\_\_  
Number and type of gaming machines to be licensed:

\_\_\_\_\_  
(Kindly attach any additional gaming machine information)

New application: \_\_\_\_\_ Renewal: \_\_\_\_\_

Date: \_\_\_\_\_ Signature: \_\_\_\_\_



**Application for Gaming Machine License**

Name, location of establishment where gaming machines will be kept: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Name of person: \_\_\_\_\_  
(Person responsible for the operations of Gaming Machines in the Establishment)

Address of person: \_\_\_\_\_  
(Person responsible for the operations of Gaming Machines in the Establishment)

Telephone Number, fax, e-mail, etc: \_\_\_\_\_  
(Person responsible for the operations of Gaming Machines in the Establishment)

No objection by Local Authority  
Signature and Stamp of Local Authority \_\_\_\_\_  
(i.e. City Council, Town Board, or Village Council) (Only filled out for new applications)

Signature and Stamp of District Commanding Police Officer \_\_\_\_\_  
(Only be filled out for new applications)

**I hereby attest that all the above information is true, or the application will be deemed null and void.**

Date: \_\_\_\_\_ Signature: \_\_\_\_\_

Attach copies of: Trade License  
Liquor License  
Receipt of Non-Refundable application fee (Only paid for new applications)

Payment can be at the Treasury Department in Belize City or Sub-Treasuries countrywide. The details of the payments are as follows:

Purpose of payment: Non-Refundable Gaming Machines application fee (\$1,500.00)  
Cost Centre: 24028  
Item: 10606  
Program: 120  
Activity: 15

(Please note that documents such as the application form, fingerprints document, reference letters etc cannot be more than 6 months old)