THE CASINO GAMING ACT

The Casino Gaming (Annual Licence Fees for Casino Gaming Licences and Personal Licences) Regulations, 2015

In exercise of the power conferred upon the Casino Gaming Commission by section 72 of the Casino Gaming Act, and with the approval of the Minister, the following Regulations are hereby made:

 These Regulations may be cited as the Casino Gaming (Annual Licence Fees for Casino Gaming Licences and Personal Licences) Regulations, 2015.

2. Where the Commission approves the grant of a casino gaming licence or a temporary casino gaming licence, the applicant shall pay to the Commission an –

(a) initial annual licence fee as provided in regulation 3;

(b) annual licence fee, as provided, on or before the anniversary date of the approval of the grant of the licence while the licence remains in force.

3. - (1) The initial annual licence fee payable under this regulation shall be the aggregate of -

(a) US\$250,000.00; and

(b) US\$50,000.00 x *X*;

(where X = the maximum number of tables for table games approved by the Commission for deployment in the casino).

(2) Each subsequent annual licence fee payable under Regulation 2 shall be the aggregate of –

- (a) US\$250,000.00; and
- (b) US\$1,000.00 x *X*;

(where X = the maximum number of tables for table games approved by the Commission for deployment in the casino).

(3) Where between the date of grant of licence and the first anniversary thereof

or between anniversary dates, the Commission approves an increase in the maximum number of tables which may be deployed in a casino for table games, there shall be payable to the Commission a supplemental payment on account of annual licence fee equal to –

- (a) in the case of an initial licence year, the product of US\$50,000 x X x Y/Z (where X = the number of additional tables, Y = the number of days remaining in the licence year and Z = 365days ;
- (b) in the case of any subsequent licence year, the product of US\$1,000 x X x Y/Z(where X = number of additional tables, Y = remaining days in the licence year and Z = 365).

(4) The initial licence fee and annual licence fee payable in accordance with this regulation shall be paid in United States dollars or the equivalent in Jamaican dollars.
4. - (1) The holder of a personal licence shall pay to the Commission an annual licence fee within fourteen days of the grant of the licence and thereafter, while the licence remains in force, on or before the anniversary of the grant of the licence.

(2) The annual licence fee for personal licence payable in accordance with this regulation shall be paid in United States dollars or the equivalent in Jamaican dollars in accordance with the category of specified office to be held by the applicant as follows –

Category of	Annual Licence
Specified Office	Fee (US\$)
Category A	750.00
Category B	375.00
Category C	250.00

(3) For the purposes hereof references herein to Category A, Category B and

Category C specified offices are to, respectively -

- (a) offices falling within paragraph (a) of the definition of "specified office" set out at section 2(1) of the Act,
- (b) other specified offices having supervisory responsibilities over holders of

offices falling within paragraph (b) of the aforementioned definition of "specified office" and

(c) non-supervisory offices having functions falling within paragraph (b) of the aforementioned definition of "specified office",

in each case as designated by the Commission by notice published generally to prospective applicants for personal licences or by notice in writing given to a particular prospective applicant for a licence.

5. For the purposes of any payment under these Regulations, the equivalent in Jamaican currency in the currency of the United States of America shall be calculated based on authorized foreign exchange dealers' weighted average spot selling rate for United States dollars in exchange for Jamaican dollars as last published prior to the date of payment.

Dated this day of , 2015.

Chairman Casino Gaming Commission

Approved:

Minister of Finance and Planning