



NOTICE OF MEETING

The Independent Liquor & Gaming Authority (ILGA) will hold its next board meeting on **Wednesday, 11 March 2020** in Sydney, NSW. Following the closure of the public and/or stakeholder consultation processes, the following matters, amongst other things, have been listed for consideration by the ILGA board:

Casino regulation
The Star – Transfer of tenanted licence from Gojima Pty Ltd to Ocean Hospitality Pty Ltd
Gaming machine applications
Burwood Social House – Application for a gaming machine threshold increase with Class 1 Local Impact Assessment
Liquor applications
Pagewood Cellars – Application for a packaged liquor licence
Dan Murphy's, Bondi Junction – Application for the removal of a packaged liquor licence
Pasadena Pantry & Fresh Pty Ltd, Church Point – Application for a packaged liquor licence
Four Pillars Laboratory, Surry Hills – Application for a packaged liquor licence
Gan Bei by Zetciti, Zetland – Application for a packaged liquor licence
ALDI Katoomba – Application for a packaged liquor licence
BWS – Beer Wine Spirits, Leppington – Application for a packaged liquor licence
Prince of York, Sydney – Application for an extended trading authorisation
403 Crown St Pty Ltd, Surry Hills – Application for an extended trading authorisation
Regulatory interventions
Potential first strike against Mr Samuel Benetatos – Barrio Cellar, Sydney
Potential first strike against Mr Aldo Tumolero – New Crown Hotel, Hay
Prescribed offence under the minors sanction scheme against New Crown Hotel, Hay

Where a final determination made at that meeting involves the grant of a new licence, or a change to an existing licence, the effect of that approval will be notified on the Liquor & Gaming NSW Application Noticeboard which is available for inspection at the following website:
<https://noticeboard.liquorandgaming.nsw.gov.au/>

This notification will generally occur within 7 days of the date of the meeting.
This notice is provided for information only.

**ILGA Secretariat
Liquor & Gaming NSW**