

# Public consultation – site notice

## New producer wholesaler liquor application

Liquor &amp; Gaming NSW

### Application for liquor licence or licence authorisation

#### Application Type (select your licence type)

☐ **Producer wholesaler**

The applicant below has applied to the Independent Liquor & Gaming Authority for a producer/wholesaler licence. If this application is granted, the applicant will be authorised to produce liquor and/or sell liquor to other liquor licensees. Wine producers are able to conduct tastings, cellar door sales, direct sales to the public at approved wine shows and producers markets and provide liquor for consumption on premises as part of a restaurant, motel or event if a drink on premises authorisation is also approved. Small scale brewers and distillers may conduct tastings and provide bottled retail sales at the licensed premises during trading hours.

☐ **Wholesale only**

The applicant does not produce liquor and can only sell to existing liquor licence holders and not to the general public.

#### Application Details

Application number

Date of application

Applicant's name

Proposed licence name

Address of licensed premises

Maximum number of patrons

Day	Proposed trading hours	
	Start time	End time
Monday	:	:
Tuesday	:	:
Wednesday	:	:
Thursday	:	:
Friday	:	:
Saturday	:	:
Sunday	:	:

#### Note:

The times displayed are the earliest and latest liquor trading hours requested. Outside the standard trading hours, an extended time authorisation may apply.

Type of licence

Entertainment to be provided ☐ Yes ☐ No

Applications for authorisation

Signature

Date

#### Public submissions

Public submissions or comments about any aspect of this application are welcome, and may be made within **30 days** of the date of this notice.

If you would like to lodge a submission, please visit Liquor and Gaming Noticeboard: <https://lngnoticeboard.onegov.nsw.gov.au/search> to search for the application and lodge a submission. You can also scan the QR code to navigate to the noticeboard.

