

## Information on Clubs

### **Member's Clubs**

Member's Clubs must have more than 25 members and be established and conducted "wholly or mainly" for purposes other than gaming.

A club must be permanent in nature, not established to make commercial profit and controlled by its members equally.

Member's Clubs can apply for a Club Gaming Permit (a copy of which must be sent to the Gambling Commission) and a Club Machine Permit.

Examples of Member's Clubs include: Working Man's Club, Branches of Royal British Legion and Clubs with Political Affiliations.

### **Commercial Clubs**

Commercial Clubs have the same characteristics as Member's Clubs except that the key difference is that they are established with a view to making a profit.

Commercial Clubs can apply for a Club Machine Permit only.

Examples of Commercial Clubs include: Snooker Club

### **Miner's Welfare Institute**

The definition of this class of club has changed to reflect social and economic changes since their establishment for recreational or social purposes. They are managed by representatives of miners or use premises regulated by charitable trust which has received funds from one of a number of mining organisations. Miner's Welfare Institutes are entitled to site Category B3A gaming machines offering lottery games in their clubs.

Miner's Welfare Institutes can apply for Club Gaming Permit (a copy of which must be sent to the Gambling Commission) and a Club Machine Permit.