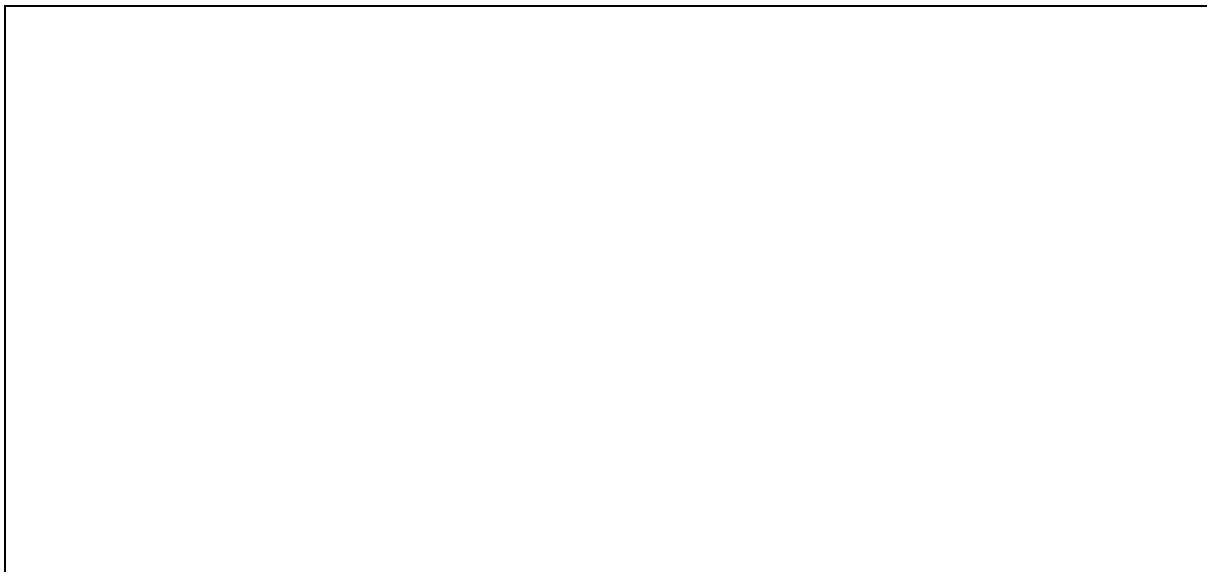


The Sale and Supply of Alcohol Act 2012 also requires us to comply with the following conditions to extend our trading hours:

- Our primary or sole purpose of extending our trading hours is to televise live Rugby World Cup 2023 games.
- The extended trading hours period will be treated as if it were part of the permitted trading hours under section 46(1) and 259(1)(a) of the Sale and Supply of Alcohol Act 2012 (the Act), and we must comply with:
 - all applicable requirements and restrictions under the Act unless they are overridden by the temporary amendments to the Act (sections 45A-45H)
 - the conditions of our licence and any local alcohol policy unless they are overridden by 45A-45H
 - our normal noise restriction conditions, and the following noise management conditions while operating during the extended hours:
 - we cannot use open areas¹ for any purpose (this means our smoking and vaping area will be closed)
 - we cannot use audio equipment (such as loudspeakers, amplifiers, or audio relay equipment) in an open area, and
 - we cannot dispose of or leave bottles or other rubbish for collection in an open area
 - the following arrangements (appropriate to our location) to manage noise levels are described below:



Conditions that do not apply to the extended trading hours are:

- one-way door policies² (if applicable) are not in effect one hour before a game starts, during the game, and one hour after we are required to stop selling alcohol, and
- any restrictions on operating hours imposed under section 9 of the Resource Management Act 1991 do not apply.

¹ “Open area” is defined in section 2(1) of the Smokefree Environments and Regulated Products Act 1990 as any area that is not an “internal area”. An “internal area” is defined as, essentially, any area within a premises that is enclosed by a ceiling or roof, walls, and windows and doors that shut.

² A one-way door policy prevents patrons from entering or re-entering the premises during a time period specified in the policy.