**AMATEUR SPORTS ENTERTAINMENT FACILITY RENEWAL FORM**

Use this form to initiate the renewal process for your amateur sports entertainment facility. Per WAC [314-02-057](https://apps.leg.wa.gov/wac/default.aspx?cite=314-02-057), an amateur sports entertainment facility or amateur sporting event is defined as a contest or demonstration involving athletes who receive no monetary compensation that is sanctioned by a national or regional amateur athletic regulatory organization.

Please fill form out in its entirety, and include any attachments necessary to complete your request.

Licensee information: (To be filled out by licensee)

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Licensee Name |  | | Trade Name | |  |  | |
| License Number | |  | |  | | UBI # |  |
| Address | |  | |  | |  | , |
|  | | Street and Suite/Room/Unit # | |  | | City | State, Zip |

|  |  |  |  |
| --- | --- | --- | --- |
| Contact Person |  | Phone No. | (   )   - |
| Email Address |  | |  |

|  |  |
| --- | --- |
| Have you made any changes to your operating plan since last season? | Yes  No |
| If yes, please attach your new operating plan to be reviewed. | |
|  | |
| Which months will you be in operation? (please attach a copy of your game/race schedule) | |
| State months of operation: | |

Fee schedule\*:

|  |  |
| --- | --- |
| 1-3 months of operation | $625.00 |
| 3-6 months of operation $1,250.00 | |
| \* If you are a sports entertainment facility that is open for more than 6 months in a year, you will need to pay the full $2500.00 renewal fee through Business Licensing Services at [bls.dor.wa.gov](http://bls.dor.wa.gov/). | |

**I certify that all of the information provided in this application is true and correct.**

|  |  |  |
| --- | --- | --- |
| X | |  |
| Signature | | Date |
|  | |  |
| Print Name | | Title |
|  | | |
| Remember to attach: | | |
|  | Payment payable to WSLCB | |
|  | Schedule for the season | |
|  | Operating plan (if changes have been made since previous season) | |