

Public notices of alcohol licence applications are published on the QLDC website. Complete the form below and include it in your application – this will be displayed on the website by the assigned alcohol licensing inspector.

Note: Notice of the application still needs to be displayed at the premises (see next page).

Section 101, Sale and Supply of Alcohol Act 2012

The Queenstown Lakes District Licensing Committee has received the following application for an alcohol licence:

PUBLIC NOTICE DETAILS	
Application type <i>(New/renewal and/or variation)</i>	Renewal
Type(s) of licence <i>(On/Off/Club)</i>	On
Applicant <i>E.g. Company name</i>	Lake Bar Limited
Trading name	Lake Bar
Nature of business <i>E.g. Restaurant, bowls club, cellar door</i>	Tavern
Premises Address	155 Ardmore Street, Wanaka
Proposed licensed days and hours (inside area) <i>E.g. Monday to Sunday, 8.00am to 4.00am</i>	Monday to Sunday 8.00am to 1.00am
Proposed licensed days and hours (outside area) <i>If no outside area is to be licensed, enter "N/A"</i>	Monday to Sunday 8.00am to 10.00pm
Publication date <i>(To be completed by alcohol inspector)</i>	01/11/2023

The application may be inspected during ordinary office hours at the office of the Queenstown Lakes District Licensing Committee at 74 Shotover Street, Queenstown.

Any person who wishes to object to the issue (or renewal) of the licence may, not later than 25 working days after the date of the publication of this notice, file a notice in writing of the objection with the Secretary of the District Licensing Committee at Private Bag 50072, Queenstown.

No objection to the issue of a licence may be made in relation to a matter other than a matter specified in section 105(1) of the Sale and Supply of Alcohol Act 2012. No objection to the renewal of a licence may be made in relation to a matter other than a matter specified in section 131 of the Sale and Supply of Alcohol Act 2012.

Office use only: This notice was displayed on the [QLDC website](#) from 01/11/2023 to 06/11/2023 .