**SUFFOLK COUNTY COUNCIL**

**Local Authority**

**ABSENCE FROM SCHOOL RELATING TO AN APPLICATION FOR A PERFORMANCE LICENCE**

**Section 22 Entertainment and Performances Children and Young Persons Act 1963**

**Children (Performances and Activities) (England) Regulations 2014**

Regulation 13 permits a child to be absent to take part in a performance, but only under the authority of a licence that has been granted by the Local Authority. Section 37(7) of the Children and Young Persons Act 1963 says that a child who is absent to take part in any licensed performance “shall be deemed to be absent with leave”. Under the Regulations, such absence must be recorded in the school register as authorised under registration code: C1.

Please complete and sign the following and return directly to the applicant (the person responsible for organising the production / event).

**The Local Authority has received an application for the child named below to take part in a performance. The performance requires the child to be absent from school.**

**SCHOOL: …………………………………………………………………………………...**

**NAME OF CHILD: ………………………………………………………………………….**

**DATE OF BIRTH: ……………………………………………………………………….**

**PRODUCTION DATE & PERFORMANCE: …………………………………………….**

**…………………………………………………………………………………………………**

**DAYS OR HALF DAYS THE CHILD WILL BE ABSENT FROM SCHOOL**

**…………………………………………………………………………………………………..**

SCC will issue this licence authorising the named child above to be absent from the school on the dates stated above.

If you have any concerns regarding this licence application, please provide an explanation below or contact the Child Employment Office

……………………………………………................................................................................

……………………………………………………………………………………………………..

**SIGNED: ……………………………………………. DATE: ………………….**

**Headteacher/Attendance Officer**

If you require further information, please contact the Child Employment Team 01473 265195

[childemployment@suffolk.gov.uk](mailto:childemployment@suffolk.gov.uk)