

Fees

Rule 162. All fees, fines and deposits forfeited shall be paid to the Club unless otherwise stated in these Rules.

Authority-to-Act Fees

- Rule 163. (1)** Fees for the registration of authority to act generally on behalf of an owner shall be payable at a rate to be determined by the Stewards of the Jockey Club.
- (2) Fees for a re-registration of authority to act generally on behalf of an owner following a stable change unless such change is caused by retirement, disqualification, illness or death of a trainer shall be payable at a rate to be determined by the Stewards of the Jockey Club.
- (3) Fees shall not be charged for a re-registration of authority to act on behalf of an owner subsequent to a stable change caused by retirement, disqualification, illness or death of a trainer.

Benevolent and Accident Funds and Insurance Schemes **The Benevolent Fund**

- Rule 164. (1)** A fund shall be kept under the name of the Benevolent Fund for the relief of trainers, jockeys, apprentices, work-riders and their dependants. The Stewards of the Jockey Club may also make grants out of the Benevolent Fund to any person who at any time has held a permit to ride as an amateur rider under the Rules of Racing or to such other persons who may be approved by the Stewards of the Jockey Club or to the dependants of those who are dead, whether or not any such person or dependant has a claim on the Jockeys and Apprentices Accident Fund.
- (2) The fund shall be under the charge of the Stewards of the Jockey Club and shall be administered by them in their discretion.
- (3) The balance of the fund will be maintained at a level to be decided by the Stewards of the Jockey Club from time to time. All licence fees and fines received by the Registry Office and any other sums that the Stewards of the Jockey Club may direct will be credited to the fund until the laid down balance is reached. Thereafter licence fees and fines will be applied to the general administration of racing as the Stewards of the Jockey Club may direct.