

## (Dance) events

Due to judgment of the court of justice on June 12th 2021, the fees for dance or other events where mechanical music is played will be as follow:\*

### (Dance) events

1.625% of the recette with a ticket price until €101.90 (excl. of Dutch VAT) <sup>\*1,2</sup>

1.3% of the recette with a ticket price above €101.90 (excl. of Dutch VAT) <sup>\*1,2</sup>

### (Dance) events free of charge

€0.090 per visitor per event with a minimum of €60.78 and a maximum fee of €2,431.03 <sup>\*3</sup>

<sup>\*1</sup>The ticket price of €85 is indexed annually in accordance with the Consumer Price Index as of January 1st 2015.

<sup>\*2</sup> If a camping overnight stay is included in the ticket price, please contact Sena

<sup>\*3</sup> These amounts are indexed annually in accordance with the Consumer Price Index

### Dance or other events with an admission fee up to €25

#### (exempt from Dutch VAT)

Owner of the location: For this music use you need a 'Hotels, restaurants & cafes - entertainment music' licence.

External organiser: Are you organising a dance or other event at an external location, rented or not? Then you need a Sena dance event licence.

### (Dance) evenementen met een toegangsprijs meer dan € 25,- (excl. BTW)

For dance and other events with an admission fee higher than €25, you always need a separate Sena dance event licence, even if your location already has a Sena 'Hotels, restaurants & cafes - entertainment music' licence.

Licence applications must be submitted using the 'Licence application (dance) events' form, which is available on [www.sena.nl/evenementen](http://www.sena.nl/evenementen).

The licence agreement is valid after payment of the due fee.

If you only use mechanical background music before, during the interval and/or after live performances, the rate "background music Events/Festivities/Fairs" applies. See the General License rates overview page 11.

*Sena reserves the right to revise the rates during the year as a result of a possible legislative amendment.*