

Hong Kong Customs conducts anti-infringement activities inspections (with photo)

In view of the commencement of a number of international sports events since June, Hong Kong Customs from today (June 13) will launch a high-profile seven-day patrol operation and deploy officers to various districts across the territory including Sham Shui Po, Yau Tsim Mong, Wan Chai, Kwun Tong, Tuen Mun, Yuen Long, Tai Po, Sheung Shui, and Islands District to conduct anti-infringement activities inspections. Customs will also take the opportunity to distribute promotional leaflets to stores, bars and restaurants, and explain the relevant legal requirements to the merchants to prevent them from violating the laws unwittingly.

The Divisional Commander of the Intellectual Property Technology Crime Investigation Division of the Intellectual Property Investigation Bureau of Customs, Mr Shek Ka-yin, stated today that Customs, ahead of the approach of different sports events, will maintain close co-operation with copyright owners and combat various forms of infringement activities on all fronts. Customs will continue to remind merchants and the public to respect intellectual property rights through publicity and education efforts in order to protect the benefits of the industry.

Under the Copyright Ordinance, any person who, without the authorisation of the copyright owners, communicates a copyright work to the public for the purpose of, or in the course of any trade or business that consists of communicating works to the public for profit or reward; or communicates the work to the public to such an extent as to affect prejudicially the copyright owners, commits an offence. The maximum penalty upon conviction is imprisonment for four years and a fine of \$50,000 in respect of each copyright work.

Members of the public may report any suspected infringing activities to Customs' 24-hour hotline 2545 6182 or its dedicated crime reporting email account (crimereport@customs.gov.hk) or online form (eform.cefs.gov.hk/form/ced002).

