

Australian Capital Territory

# Gaming Machine Regulations 1987 No 7

made under the

**Gaming Machine Act 1987** 

# **Republication No 4**

Republication date: 23 November 2001 Last amendment made by Act 2001 No 44

Amendments incorporated to 12 September 2001

Authorised by the ACT Parliamentary Counsel

#### About this republication

#### The republished law

This is a republication of the *Gaming Machine Regulations* 1987, made under the *Gaming Machine Act* 1987 as in force on 23 November 2001. It includes any amendment, repeal or expiry affecting the republished law to 12 September 2001 and any amendment made under the *Legislation Act* 2001, part 11.3 (Editorial changes).

The legislation history and amendment history of the republished law are set out in endnotes 3 and 4.

#### Kinds of republications

The Parliamentary Counsel's Office prepares 2 kinds of republications of ACT laws (see the ACT legislation register at www.legislation.act.gov.au):

- authorised republications to which the *Legislation Act 2001* applies
- unauthorised republications.

The status of this republication appears on the bottom of each page.

#### **Editorial changes**

The *Legislation Act 2001*, part 11.3 authorises the Parliamentary Counsel to make editorial amendments and other changes of a formal nature when preparing a law for republication. Editorial changes do not change the effect of the law, but have effect as if they had been made by an Act commencing on the republication date (see *Legislation Act 2001*, s 115 and s 117). The changes are made if the Parliamentary Counsel considers they are desirable to bring the law into line, or more closely into line, with current legislative drafting practice.

This republication includes amendments made under part 11.3 (see endnote 1).

#### **Uncommenced provisions and amendments**

If a provision of the republished law has not commenced or is affected by an uncommenced amendment, the symbol  $\boxed{U}$  appears immediately before the provision heading. The text of the uncommenced provision or amendment appears only in the last endnote.

#### Modifications

If a provision of the republished law is affected by a current modification, the symbol  $\boxed{\mathbf{M}}$  appears immediately before the provision heading. The text of the modifying provision appears in the endnotes. For the legal status of modifications, see *Legislation Act 2001*, section 95.

#### Penalties

The value of a penalty unit for an offence against this republished law at the republication date—

- (a) if the person charged is an individual—\$100; or
- (b) if the person charged is a corporation—\$500.

Amendments incorporated to 12 September 2001



Australian Capital Territory

# **Gaming Machine Regulations 1987**

made under the

**Gaming Machine Act 1987** 

# Contents

		Page
Part 1	Preliminary	
1	Citation	2
2	Definitions for regulations	2
Part 2	Prescribed gaming machines and stake values	
2A	<b>U</b>	4
	values	4 4

Co	nte	nts
	ne	1115

		Page
4A	Class B gaming machines for premises providing residential	
(F)	accommodation	4
4B	Licence conditions—basic stake denomination	5
Part 3	Ballots	
5	Conduct of ballots	6
6	Ballots to be secret	6
7	Interference with ballots	6
8	Retention of voting papers	7
Part 4	Intra-club linked jackpot arrangements	
9	Financial and operational rules	8
10	Records of meter readings	8
11	Distribution of outstanding amount on termination of	
	arrangement	8
Part 5	Interclub linked jackpot arrangements	
12	Financial and operational rules	9
13	Permit-holder's access to funds	9
14	Reporting by clubs of linked jackpot contributions	9
15	Records of meter readings	10
16	Distribution of linked jackpot balance on termination of arrangements	10
17	Gaming machine promotion—amount received on termination of arrangement	10
		10
Schedul	e 1 Conduct of ballots	12
Schedul	e 2 Intra-club linked jackpot arrangements financial and operational rules	17
1	-	
1	Interpretation Linked jackpot increases	17 17
2 3	Electronic polling	17
3 4	Display of linked jackpot amount	18
		10

contents 2	2
------------	---

Gaming Machine Regulations 1987

R No 4

Contents
----------

		Page
5	Confirmation of linked jackpots	18
6	Resetting of linked machines	18
7	Multiple winners	18
8	Payment of linked jackpots	19
9	Meter readings	19
10	Link equipment	19
11	Records upon termination of arrangement	19
12	Uncollected linked jackpots	20

# Schedule 3 Interclub linked jackpot arrangements financial and operational rules

	financial and operational rules	21
1	Interpretation	21
2	Jackpot trust accounts	21
3	Payments by cheque	21
4	Link service fee	21
5	Access to funds to cover linked jackpot winnings	22
6	Linked jackpot increases	22
7	Linked jackpot contributions	23
8	Determination of linked jackpot contributions	23
9	Electronic polling	24
10	Display of linked jackpot amount	24
11	Confirmation of linked jackpots	24
12	Resetting of linked machines	24
13	Multiple winners	25
14	Payment of linked jackpots	25
15	Meter readings	25
16	Link equipment	25
17	Records upon termination of arrangement	26
18	Uncollected linked jackpots	26
19	Division of jackpot trust account on termination of arrangement	26

### Endnotes

1	About the endnotes	28
---	--------------------	----

Gaming Machine Regulations 1987

contents 3

#### Contents

		Page
2	Abbreviation key	28
3	Legislation history	29
4	Amendment history	30
5	Earlier republications	32

contents 4

Gaming Machine Regulations 1987

R No 4

Amendments incorporated to 12 September 2001



Australian Capital Territory

# **Gaming Machine Regulations 1987**

made under the

**Gaming Machine Act 1987** 

#### Part 1 Preliminary

Regulation 1

# Part 1 Preliminary

#### 1 Citation

These regulations may be cited as the *Gaming Machine Regulations* 1987.

### 2 Definitions for regulations

In these regulations:

*Note* A definition applies except so far as the contrary intention appears (see *Legislation Act 2001*, s 155).

*club* means—

- (a) in relation to an intra-club linked jackpot arrangement—the club that has approval under the Act, section 45A to operate the arrangement; or
- (b) in relation to a gaming machine linked in an interclub linked jackpot arrangement—the club that operates the machine.

*interclub linked jackpot arrangement* means a linked jackpot arrangement between gaming machines operated under 2 or more licences.

*intra-club linked jackpot arrangement* means a linked jackpot arrangement between gaming machines operated under a single licence.

*jackpot trust account* means the account opened and maintained by a permit-holder in accordance with schedule 3, rule 2.

*linked*, in relation to a linked jackpot arrangement, means included in the arrangement.

*linked jackpot* means winnings in connection with a linked jackpot arrangement.

page 2

Gaming Machine Regulations 1987

Preliminary Part 1

*linked jackpot contribution*, in relation to an interclub linked jackpot arrangement, means the amount required by the arrangement pursuant schedule 3, rule 7 to be deposited into the jackpot trust account.

*link equipment* means any machinery or other apparatus installed for the purpose of operating a linked jackpot arrangement, or for the display of the amounts of linked jackpots, but does not include a gaming machine.

permit-holder means—

- (a) the holder of an interclub permit; or
- (b) in relation to an interclub permit that has ceased to be in force—the holder of the permit immediately before that cessation.

*winning combination arrangement* means a linked jackpot arrangement by virtue of which winning machines are selected by a winning combination method.

R No 4

page 3

# Part 2 Prescribed gaming machines and stake values

#### 2A Class B gaming machines

The following gaming machines are prescribed as class B gaming machines:

- (a) draw poker machines;
- (b) keno machines.

#### 3 Class C gaming machines

The following gaming machines are prescribed as class C gaming machines:

- (a) poker machines;
- (b) slot machines;
- (c) fruit machines.

# 4 Maximum stake values—multi-stake and single-stake machines

- (1) The prescribed maximum stake value for a multi-stake machine is \$10.
- (2) The prescribed maximum stake value for a single-stake machine is \$2.

# 4A Class B gaming machines for premises providing residential accommodation

The class B gaming machines commonly known as draw poker machines are prescribed for the Act, section 18 (2) (a) (i).

Part 2

Regulation 4B

# 4B Licence conditions—basic stake denomination

For the Act, section 18 (2) (a) (iv) and (b) (iii) and (3) (c), the prescribed amount is 20 cents.

R No 4

Gaming Machine Regulations 1987

page 5

#### Part 3 Ballots

Regulation 5

# Part 3 Ballots

### 5 Conduct of ballots

- (1) A ballot to be conducted for the Act, section 19 or 26 shall be conducted in accordance with the procedure set out in schedule 1.
- (2) The commissioner may discharge his or her responsibilities in relation to the conduct of a ballot referred to in subregulation (1) through an officer duly authorised for that purpose by the commissioner.

# 6 Ballots to be secret

A person shall not disclose, or aid in the disclosure of, the manner in which another person has voted in a ballot conducted for the Act.

Maximum penalty: \$100.

#### 7 Interference with ballots

- (1) A person shall not—
  - (a) unlock a ballot box; or
  - (b) break, or otherwise tamper with, a seal on a ballot box; or
  - (c) remove an envelope from a ballot box;

except in accordance with these regulations.

Maximum penalty: \$500.

- (2) If the commissioner is satisfied, on reasonable grounds, that subregulation (1) has been breached, he or she may, by notice in writing given to the secretary of the club, declare the ballot to be void.
- (3) A ballot is void where notice is given in accordance with subregulation (2).

# 8 Retention of voting papers

After the result of a ballot has been ascertained, the commissioner shall retain the voting papers for a period of not less than 1 year after the date on which that result was ascertained.

R No 4

Gaming Machine Regulations 1987

page 7

Regulation 9

# Part 4 Intra-club linked jackpot arrangements

#### 9 Financial and operational rules

For the Act, section 45A (2) (b), the financial and operational aspects of an intra-club linked jackpot arrangement shall be as prescribed by the rules in schedule 2.

#### 10 Records of meter readings

(1) A club shall lodge with the commissioner the records of meter readings recorded under schedule 2, rule 9 within 2 working days after the readings are recorded.

Maximum penalty: 5 penalty units.

(2) A club shall lodge with the commissioner the records made under schedule 2, rule 11 within 2 working days after their being made.

Maximum penalty: 5 penalty units.

# 11 Distribution of outstanding amount on termination of arrangement

(1) As soon as practicable after an intra-club linked jackpot arrangement is terminated, the club shall, by means of a gaming machine promotion approved in writing by the commissioner, distribute the amount of the potential linked jackpot immediately before the time of termination to persons playing gaming machines operated by the club.

Maximum penalty: 5 penalty units.

(2) In subregulation (1):

*amount of the potential linked jackpot* does not include any amount payable under schedule 2, rule 8 or 12.

# Part 5 Interclub linked jackpot arrangements

#### 12 Financial and operational rules

- (1) For the Act, sections 45B (1) (c), 45G (2) (c) and 45H (a), the financial and operational aspects of an interclub linked jackpot arrangement shall be as prescribed by the rules in schedule 3.
- (2) For the Act, sections 45B (1) (c), 45G (2) (c) and 45H (a), the requirements of the rules in schedule 3 (as amended from time to time) shall be incorporated as terms in a written contract between the permit-holder and each club to be linked.

#### 13 Permit-holder's access to funds

On written notice by the commissioner, a permit-holder shall provide the commissioner within the time stated in the notice with any information reasonably required by the commissioner about the permit-holder's access to funds for the payment of any linked jackpots that may be won on the linked gaming machines.

Maximum penalty: 5 penalty units.

#### 14 Reporting by clubs of linked jackpot contributions

(1) Within 7 days after the expiration of the reporting period determined by the commissioner under subregulation (2), a club linked in an interclub linked jackpot arrangement shall provide the commissioner with a written report of the club's daily linked jackpot contributions during the reporting period.

Maximum penalty: 5 penalty units.

(2) The commissioner may determine the reporting period for an interclub linked jackpot arrangement by written notice to each linked club specifying the length of the period and the first period after the notice to which the notice is to apply.

Regulation 15

#### 15 Records of meter readings

(1) A linked club shall lodge with the commissioner records of meter readings recorded under schedule 3, rule 15 within 2 days after the readings are recorded.

Maximum penalty: 5 penalty units.

(2) A permit-holder shall lodge with the commissioner the records made under schedule 3, rule 17 (1) within 2 working days after their being made.

Maximum penalty: 5 penalty units.

# 16 Distribution of linked jackpot balance on termination of arrangements

- (1) After receiving from a permit-holder a recommendation under schedule 3, rule 19 (2) about the distribution of the remaining balance of a jackpot trust account upon the termination of a linked jackpot arrangement, the commissioner shall—
  - (a) having regard to the recommendation, determine a reasonable distribution between the linked clubs of the remaining balance of the jackpot trust account; and
  - (b) notify the permit-holder and each linked club in writing accordingly.
- (2) In this regulation:

*remaining balance of the jackpot trust account* does not include any amount payable pursuant to schedule 3, rule 14 or 18.

# 17 Gaming machine promotion—amount received on termination of arrangement

As soon as practicable after a club receives an amount of money under schedule 3, rule 19 (3), the club shall, by means of a gaming machine promotion approved in writing by the commissioner,

Regulation 17

distribute the amount to persons playing gaming machines operated by the club.

Maximum penalty: 5 penalty units.

R No 4

Gaming Machine Regulations 1987

page 11

# Schedule 1 Conduct of ballots

(see reg 5)

1 For the purposes of conducting a ballot, the commissioner shall, by instrument in writing, fix—

- (a) the date on which voting papers are to be issued; and
- (b) the period during which voting papers may be delivered to the secretary of the club, being a period ending at noon on a day not earlier than 14 days from the date fixed for paragraph (a).
- 2 (1) On the date fixed for the purpose of clause 1 (a), the secretary of the club shall send, by post, to each financial member of the club, at the address of the member last known to the secretary of the club—
  - (a) a voting paper in accordance with clause 3; and
  - (b) an envelope bearing the words 'Voting paper'; and
  - (c) a reply paid envelope addressed to the secretary of the club and bearing the form of declaration required by clause 3 (3).
  - (3) For the purposes of conducting a ballot, the secretary of the club shall cause to be published in a newspaper published and circulating in the Territory notice of—
    - (b) the question to be submitted to financial members of the club; and
    - (c) the period during which voting papers may be submitted to the secretary of the club.
  - (4) The secretary of the club shall cause the notice referred to in subclause (3) to be published on 2 consecutive days, the later of which is on or before the date fixed for clause 1 (a).
- 2A The commissioner shall, for the purpose of conducting a ballot, furnish to the secretary of the club concerned a ballot box which is locked and sealed.

3 (1) A voting paper for use in a ballot for the Act, section 19 shall be in accordance with the following form:

Australian Capital Territory

Gaming Machine Regulations 1987

Ballot relating to the operation of gaming machines on the premises of (*name of club*).

Voting Paper

Directions to voter

- 1 If you wish to vote in the ballot, you must answer 'Yes' or 'No' to the question set out below. Your vote will not be valid unless the voting paper is marked in accordance with these directions.
- 2 If you wish to answer 'Yes' to the question, write the word 'Yes' in the square opposite the question.
- 3 If you wish to answer 'No', write the word 'No' in the square.

Are you in favour of the operation of gaming machines on the premises of (*name of club*)?

(2) A voting paper for use in a ballot for the Act, section 26 shall be in accordance with the following form:

Australian Capital Territory

Gaming Machine Regulations 1987

Ballot relating to the cancellation of the licence of (name of club).

Voting Paper

Directions to voter

- 1 If you wish to vote in the ballot, you must answer 'Yes' or 'No' to the question set out below. Your vote will not be valid unless the voting paper is marked in accordance with these directions.
- 2 If you wish to answer 'Yes' to the question, write the word 'Yes' in the square opposite the question.

page 13

3 If you wish to answer 'No', write the word 'No' in the square.

Are you in favour of the cancellation of the licence of (*name of club*) to operate gaming machines?

(3) The envelope referred to in clause 2 (1) (c) shall have printed upon it the following form of declaration:

Australian Capital Territory

Gaming Machine Regulations 1987

I, (*full name*) of (*residential address*), declare that I am a financial member of (*name of club*).

Dated 20

(Signature)

- (4) Every voting paper shall be initialled by the secretary of the club.
- (5) A vote is not valid if it is cast by means of a voting paper that does not bear the initials of the secretary of the club.
- 4 Where the secretary of the club is satisfied that a voting paper has been lost or destroyed, the secretary of the club shall, on request in writing by the person to whom the voting paper was sent, deliver to that person a new voting paper.
- 5 A voting paper is not valid unless the word 'Yes' or 'No' is written on it in accordance with the directions.
- 6 Each voter shall—
  - (a) place his or her voting paper in the envelope marked 'Voting paper'; and
  - (b) seal that envelope and place it in the envelope addressed to the secretary of the club; and
  - (c) complete and sign the declaration on the envelope addressed to the secretary of the club; and

 $\label{eq:constraint} \mbox{Authorised when accessed at www.legislation.act.gov.au or in authorised printed form$ 

- (d) send or deliver the envelope to the secretary of the club.
- 7 An envelope sent or delivered to the secretary of the club for the purpose of clause 6—
  - (a) shall be placed by the secretary in the ballot box supplied by the secretary of the club; and
  - (b) shall not be removed from that ballot box except in accordance with clause 12.
- 8 A voting paper is not valid if—
  - (a) it is received by the secretary of the club after the expiration of the period referred to in clause 1 (b); or
  - (b) the envelope in which the voting paper was returned to the secretary of the club did not bear a duly completed declaration in accordance with the form in clause 3 (3).
- 9 The commissioner shall decide whether a voting paper is valid under these regulations.
- 10 The secretary of a club may, by notice in writing given to the commissioner, appoint scrutineers, not exceeding 1 scrutineer for each 1 000 financial members of the club, for a ballot.
- 10A The result of the ballot shall be ascertained on the premises of the club.
- 11 (1) The commissioner shall inform the scrutineers (if any) appointed for the purposes of the ballot of the time and place at which the ballot box will be opened.
  - (2) A person to whom notice has been given pursuant to subclause (1) is entitled to be present when the ballot box is opened and the result of the election ascertained.
- 12 (1) Immediately after the expiration of the period referred to in clause 1 (b), the commissioner shall open the ballot box.
  - (2) The commissioner shall—
    - (a) open each envelope contained in the ballot box; and

page 15

- (b) place the envelopes containing voting papers together; and
- (c) after all the envelopes containing voting papers have been placed together, take the voting papers out of the envelopes and ascertain the result of the ballot.
- 12A After the result of the ballot has been ascertained, the secretary of the club shall return the ballot box to the commissioner.
- 13 The commissioner may, if the commissioner thinks fit, either of the commissioner's own motion or on the request in writing of a scrutineer, recount the voting papers received in connection with a ballot.
- 14 (1) As soon as is reasonably practicable after the result of a ballot has been ascertained, the commissioner shall prepare and sign a statement specifying—
  - (a) the number of financial members of the club who voted 'Yes' in the ballot; and
  - (b) the number of financial members who voted 'No' in the ballot; and
  - (c) the number of voting papers rejected by the commissioner as invalid.
  - (2) The commissioner shall give the secretary of the club a copy of the statement prepared for the purpose of subclause (1).

page 16

# Schedule 2 Intra-club linked jackpot arrangements financial and operational rules

(see reg 9)

#### 1 Interpretation

- (1) In these rules, an expression has the same meaning as in the *Gaming Machine Act 1987* or the *Gaming Machine Regulations 1987*.
- (2) If an expression has a meaning in the *Gaming Machine Act 1987* different from the meaning it has in the *Gaming Machine Regulations 1987*, in these rules the expression has the meaning it is given in the *Gaming Machine Regulations 1987*.

#### 2 Linked jackpot increases

(1) The club shall ensure that the amount of the potential linked jackpot for a linked gaming machine increases after every game on the machine by an amount calculated in accordance with the following formula:

$$I = S \times T\%$$

where:

*I* means the amount by which the potential linked jackpot is to increase after each game.

*S* means the amount staked in that game.

T means a percentage of the turnover of each linked gaming machine operated by the club, being a percentage specified by the club in its application for the linked jackpot approval.

(2) For subrule (1), the specified percentage of the turnover of each linked gaming machine shall be a multiple of 0.1%.

R No 4

page 17

Rule 3

# 3 Electronic polling

The club shall ensure that each linked gaming machine is polled 1 or more times electronically between games played on the machine.

# 4 Display of linked jackpot amount

The club shall ensure that the amount of the linked jackpot (as varied from time to time) is displayed so as to be clearly visible from each linked gaming machine at all times while the linked jackpot arrangement is in operation.

# 5 Confirmation of linked jackpots

- (1) Where a player claims to have won a linked jackpot on a linked gaming machine, the club shall—
  - (a) determine the player's eligibility for the linked jackpot; and
  - (b) if the player's eligibility is confirmed—determine the amount of the linked jackpot by reference to the electronic poll under rule 3.
- (2) If a linked jackpot is claimed on a machine in a winning combination arrangement, the club shall ensure that the machine is made inoperable until the club has determined the matters referred to in subrule (1).

# 6 Resetting of linked machines

As soon as practicable after confirmation under rule 5 of a player's eligibility for a linked jackpot on a linked gaming machine, and determination of the amount of the linked jackpot under that rule, the club shall ensure that the linked jackpot is reset to a starting value specified by the club in its application for the linked jackpot approval.

# 7 Multiple winners

The club shall ensure that where the electronic poll of linked gaming machines under rule 3 indicates that there is more than 1 winner of a

linked jackpot, the linked jackpot is divided equally between the winners.

### 8 Payment of linked jackpots

The club shall pay a linked jackpot to a person where—

- (a) the person claims to have won the linked jackpot; and
- (b) the club is satisfied, on reasonable grounds, that the person is eligible for the linked jackpot.

# 9 Meter readings

The club shall ensure that meter readings from a linked gaming machine are recorded—

- (a) immediately before the machine is linked; and
- (b) in the case of a machine linked in a winning combination arrangement—immediately after a linked jackpot has been won on the machine; and
- (c) immediately before the machine is removed from the arrangement.

# 10 Link equipment

The club shall take all reasonable steps to repair any link equipment malfunction as soon as practicable after the malfunction occurs.

### 11 Records upon termination of arrangement

Immediately before a linked jackpot arrangement is terminated, the club shall record—

- (a) the meter readings of each linked gaming machine; and
- (b) the amount of the potential linked jackpot available at the time.

Schedule 2 Intra-club linked jackpot arrangements financial and operational rules

Rule 12

# 12 Uncollected linked jackpots

As soon as practicable after a linked jackpot arrangement is terminated, the club shall ensure that a linked jackpot is paid to a person if—

- (a) the person won the linked jackpot on a linked gaming machine before the termination; and
- (b) the person has not previously been paid the linked jackpot; and
- (c) the club is satisfied, on reasonable grounds, that the player is eligible for the linked jackpot.

page 20

R No 4

# Schedule 3 Interclub linked jackpot arrangements financial and operational rules

(see reg 12)

#### 1 Interpretation

- (1) In these rules, an expression has the same meaning as in the *Gaming Machine Act 1987* or the *Gaming Machine Regulations 1987*.
- (2) If an expression has a meaning in the *Gaming Machine Act 1987* different from the meaning it has in the *Gaming Machine Regulations 1987*, in these rules the expression has the meaning it is given in the *Gaming Machine Regulations 1987*.

#### 2 Jackpot trust accounts

The permit-holder shall open and maintain an account in trust (the *jackpot trust account*) for the payment of linked jackpots to the winners of such jackpots.

#### 3 Payments by cheque

Payments from the jackpot trust account are to be by cheque signed by 2 persons authorised in writing by the permit-holder.

#### 4 Link service fee

- (1) The contract between the permit-holder and a linked club may provide for the linked club to pay a link service fee to the permitholder.
- (2) Any link service fee is to be calculated at the same rate for each linked club.
- (3) The rate of any link service fee is not to exceed a fair and reasonable amount, having regard to the following considerations:

R No 4

page 21

#### Rule 5

- (a) the amount spent by the permit-holder installing the arrangement;
- (b) the amount spent by the permit-holder operating the arrangement;
- (c) the best interests of each linked club and its members;
- (d) any other matters relevant to the costs and returns of the arrangement for both the permit-holder and the linked clubs.
- (4) Any link service fee is not to be a component of the linked club's linked jackpot contributions.

#### 5 Access to funds to cover linked jackpot winnings

The permit-holder shall maintain access to sufficient funds at all times for the payment of any linked jackpots that may be won on the linked gaming machines.

#### 6 Linked jackpot increases

(1) Subject to subrule (2), the amount of the potential linked jackpot for a linked gaming machine is to increase after every game on the machine by an amount calculated in accordance with the following formula:

$$I = S \times T\%$$

where:

*I* means the amount by which the potential linked jackpot is to increase after each game.

*S* means the amount staked in that game.

T means the percentage of the turnover of each linked gaming machine specified in the contract between the permit-holder and the linked club for rule 7 (1), or such lower percentage of turnover as is specified in the contract for this subrule.

page 22

- (2) The contract between the permit-holder and a linked club may provide for a maximum potential linked jackpot for a linked gaming machine—
  - (a) by specifying a particular amount; or
  - (b) by specifying a method by which such a maximum is able to be calculated at any time.

# 7 Linked jackpot contributions

- (1) A linked club shall deposit into the jackpot trust account an amount equal to a percentage of the turnover of each linked gaming machine operated by the club, being a percentage specified in the contract between the club and the permit-holder.
- (2) The specified percentage shall be a multiple of 0.1%.
- (3) A linked club, within 24 hours after being notified under rule 8 (b) or 17 (2) of the amount of the linked jackpot contribution of each linked gaming machine operated by the club, shall deposit into the jackpot trust account the amount notified.

# 8 Determination of linked jackpot contributions

The permit-holder shall, each day—

- (a) determine the amount of the linked jackpot contribution of each linked gaming machine—
  - (i) for the period since the linked jackpot contribution of the machine was last determined; or
  - (ii) if no linked jackpot contribution has yet been determined—for the period since the machine was linked; and
- (b) notify each linked club in writing of the total amount of the linked jackpot contributions of all linked machines operated by the club.

page 23

Rule 9

# 9 Electronic polling

The permit-holder shall ensure that each linked gaming machine operated by a linked club is polled 1 or more times electronically between games played on the machine.

# 10 Display of linked jackpot amount

The permit-holder and a linked club shall each do what they can to ensure that the amount of the linked jackpot (as varied from time to time) is displayed so as to be clearly visible from each linked gaming machine operated by the club at all times while the linked jackpot arrangement is in operation.

# 11 Confirmation of linked jackpots

- (1) Where a player claims to have won a linked jackpot on a linked gaming machine, the club shall—
  - (a) determine the player's eligibility for the linked jackpot; and
  - (b) if the player's eligibility is confirmed—determine the amount of the linked jackpot by reference to the electronic poll under rule 9.
- (2) If a linked jackpot is claimed on a machine in a winning combination arrangement, the club shall ensure that the machine is made inoperable until the club has determined the matters referred to in subrule (1).

# 12 Resetting of linked machines

As soon as practicable after confirmation under rule 11 of a player's eligibility for a linked jackpot on a linked gaming machine, and determination of the amount of the linked jackpot under that rule, the club shall ensure that the linked jackpot is reset to the minimum starting value specified in the contract between the permit-holder and the club.

# 13 Multiple winners

Where the electronic poll of linked gaming machines under rule 9 indicates that there is more than 1 winner of a linked jackpot, the linked jackpot is to be divided equally between the winners.

# 14 Payment of linked jackpots

The permit-holder shall pay a linked jackpot to a person from the jackpot trust account where—

- (a) the person claims to have won the linked jackpot on a linked gaming machine; and
- (b) the permit-holder and the club are satisfied, on reasonable grounds, that the person is eligible for the linked jackpot.

### 15 Meter readings

The club shall ensure that meter readings from each linked gaming machine operated by the club are recorded—

- (a) immediately before the machine is linked; and
- (b) in the case of a machine linked in a winning combination arrangement—immediately after a linked jackpot has been won on the machine; and
- (c) immediately before the machine is removed from the arrangement.

# 16 Link equipment

- (1) All link equipment shall be the property of the permit-holder.
- (2) If any link equipment malfunctions, the permit-holder shall take all reasonable steps to repair the equipment as soon as practicable.
- (3) A club at which any link equipment is located shall not interfere with the equipment except with the permission of the permit-holder.

page 25

Rule 17

# 17 Records upon termination of arrangement

- (1) Immediately before the linked jackpot arrangement is terminated, the permit-holder shall record—
  - (a) the meter readings of each linked gaming machine; and
  - (b) the amount of the potential linked jackpot available at the time; and
  - (c) the linked jackpot contribution of each linked gaming machine.
- (2) The permit-holder shall notify a formerly linked club of the amount of the club's linked jackpot contribution as determined under subrule (1) (c) on the next working day after the determination.

# 18 Uncollected linked jackpots

As soon as practicable after the linked jackpot arrangement is terminated, the permit-holder shall ensure that a linked jackpot is paid to a person from the jackpot trust account if—

- (a) the person won the linked jackpot on a linked gaming machine before the termination;
- (b) the person has not previously been paid the linked jackpot; and
- (c) the permit-holder and the club are satisfied, on reasonable grounds, that the person is eligible for the linked jackpot.

# 19 Division of jackpot trust account on termination of arrangement

- (1) As soon as practicable after the linked jackpot arrangement is terminated, the permit-holder shall endeavour to reach a written agreement with each linked club about the distribution of the remaining balance of the jackpot trust account.
- (2) If, within 28 days after the linked jackpot arrangement is terminated, no agreement has been reached under subrule (1), the permit-holder shall provide the commissioner with a written recommendation about the distribution between the linked clubs of the remaining balance of the jackpot trust account for the commissioner's

Interclub linked jackpot arrangements financial and operational rules **Schedule 3** 

Rule 19

determination under the *Gaming Machine Regulations* 1987, regulation 16.

- (3) As soon as practicable after a distribution is agreed to under subrule (1), or determined under the *Gaming Machine Regulations 1987*, regulation 16, the permit-holder shall ensure that each linked club receives an amount from the jackpot trust account in accordance with the distribution.
- (4) In this rule:

*remaining balance of the jackpot trust account* does not include any amount payable under rule 14 or 18.

R No 4

Gaming Machine Regulations 1987

page 27

1 About the endnotes

### Endnotes

#### 1 About the endnotes

Amending and modifying laws are annotated in the legislation history and the amendment history. Current modifications are not included in the republished law but are set out in the endnotes.

Not all editorial amendments made under the *Legislation Act 2001*, part 11.3 are annotated in the amendment history. Full details of any amendments can be obtained from the Parliamentary Counsel's Office.

Uncommenced amending laws are listed in the legislation history and the amendment history. These details are underlined. Uncommenced provisions and amendments are not included in the republished law but are set out in the last endnotes.

If all the provisions of the law have been renumbered, a table of renumbered provisions gives details of previous and current numbering.

The endnotes also include a table of earlier republications.

If the republished law includes penalties, current information about penalty unit values appears on the republication inside front cover.

# 2 Abbreviation key

am = amended	ord = ordinance
amdt = amendment	orig = original
ch = chapter	p = page
cl = clause	par = paragraph
def = definition	pres = present
dict = dictionary	prev = previous
disallowed = disallowed by the Legislative	(prev) = previously
Assembly	prov = provision
div = division	pt = part
exp = expires/expired	r = rule/subrule
Gaz = Gazette	reg = regulation/subregulation
hdg = heading	renum = renumbered
ins = inserted/added	reloc = relocated
LA = Legislation Act 2001	R[X] = Republication No
LR = legislation register	s = section/subsection
LRA = Legislation (Republication) Act 1996	sch = schedule
mod = modified / modification	sdiv = subdivision
No = number	sub = substituted
o = order	SL = Subordinate Law
om = omitted/repealed	<u>underlining</u> = whole or part not commenced

Gaming Machine Regulations 1987

R No 4

#### 3 Legislation history

These regulations were originally the *Gaming Machine Regulations*. They were renamed under the *Legislation Act 2001* as the *Gaming Machine Regulations* 1987.

#### Legislation before self-government

Gaming Machine Regulations SL 1987 No 7 notified 30 June 1987 commenced 30 June 1987

#### as amended by

Gaming Machine Regulations (Amendment) 1987 No 13 notified 7 October 1987 commenced 7 October 1987

Gaming Machine Regulations (Amendment) 1988 No 20 notified 23 November 1988 commenced 23 November 1988

#### Legislation after self-government

Gaming Machine Regulations (Amendment) 1990 No 19 notified 21 December 1990 commenced 1 January 1991 (reg 1)

Gaming Machine Regulations (Amendment) 1993 No 41 notified 1 November 1993 commenced 1 November 1993 (reg 1)

Gaming Machine Regulations (Amendment) 1996 No 28 notified 3 December 1996 commenced 3 December 1996 (reg 1)

Legislation (Consequential Amendments) Act 2001 No 44 pt 165 notified 26 July 2001 (Gaz 2001 No 30) s 1, s 2 commenced 26 July 2001 (IA s 10B) pt 165 commenced 12 September 2001 (s 2 and Gaz 2001 No S65)

page 29

4 Amendment history

# 4 Amendment history

Preliminary pt 1 hdg	ins 1993 No 41
Citation reg 1	am R4 LA
Definitions for re reg 2	egulations def <i>club</i> ins 1996 No 28 reg 3 def <i>interclub linked jackpot arrangement</i> ins 1996 No 28 reg 3 def <i>intra-club linked jackpot arrangement</i> ins 1996 No 28 reg 3 def <i>jackpot trust account</i> ins 1996 No 28 reg 3 def <i>linked</i> ins 1996 No 28 reg 3 def <i>linked jackpot</i> ins 1996 No 28 reg 3 def <i>linked jackpot contribution</i> ins 1996 No 28 reg 3 def <i>linked jackpot contribution</i> ins 1996 No 28 reg 3 def <i>link equipment</i> ins 1996 No 28 reg 3 def <i>link equipment</i> ins 1996 No 28 reg 3 def <i>permit-holder</i> ins 1996 No 28 reg 3 def <i>the Act</i> om Act 2001 No 44 amdt 1.1940 def <i>winning combination arrangement</i> ins 1996 No 28 reg 3
Prescribed gami hdg to pt 2	ng machines and stake values ins 1993 No 41
Class B gaming reg 2A	machines ins 1993 No 41
Class C gaming reg 3	machines sub 1993 No 41
Maximum stake reg 4	values—multi-stake and single-stake machines sub 1993 No 41
Class B gaming accommodation reg 4A	machines for premises providing residential ins 1987 No 13
Licence condition	ns—basic stake denomination ins 1993 No 41
Ballots pt 3 hdg	ins 1993 No 41
Conduct of ballo	am 1990 No 19
Interference with reg 7	am 1988 No 20; 1990 No 19 sub 1993 No 41

Gaming Machine Regulations 1987

R No 4

Amendment history 4

**Retention of voting papers** ins 1988 No 20 reg 8 sub 1993 No 41 Intra-club linked jackpot arrangement pt 4 hdg ins 1996 No 28 Financial and operational rules ins 1996 No 28 reg 9 **Records of meter readings** reg 10 ins 1996 No 28 Distribution of outstanding amount on termination of arrangement reg 11 ins 1996 No 28 Interclub linked jackpot arrangements ins 1996 No 28 pt 5 hdg **Financial and operational rules** reg 12 ins 1996 No 28 Permit-holder's access to funds ins 1996 No 28 reg 13 Reporting by clubs of linked jackpot contributions reg 14 ins 1996 No 28 **Records of meter readings** reg 15 ins 1996 No 28 Distribution of linked jackpot balance on termination of arrangements reg 16 ins 1996 No 28 promotion-amount received on termination of Gaming machine arrangement reg 17 ins 1996 No 28 **Conduct of Ballots** sch 1 am 1990 No 19; 1993 No 41 Intra-club linked jackpot arrangements financial and operational rules sch 2 am 1990 No 19 om 1993 No 41 ins 1996 No 28 Interclub linked jackpot arrangements financial and operational rules sch 3 ins 1996 No 28

Gaming Machine Regulations 1987

page 31

5 Earlier republications

# 5 Earlier republications

Some earlier republications were not numbered. The number in column 1 refers to the publication order.

Republication No	Amendments to	Republication date
1	SL 1990 No 19	31 August 1991
2	SL 1993 No 41	31 January 1994
3	SL 1996 N0 28	31 July 1999

page 32

Gaming Machine Regulations 1987

Authorised when accessed at www.legislation.act.gov.au or in authorised printed form

© Australian Capital Territory 2001