

Queensland



*Gaming Machine Act 1991*

# **GAMING MACHINE REGULATION 1991**

**Reprinted as in force on 23 December 1994  
(includes amendments up to SL No. 407 of 1994)**

**Reprint No. 4**

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the Office of the Queensland Parliamentary Counsel  
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# Information about this reprint

This Act is reprinted as at 23 December 1994. The reprint—

- shows the law as amended by all amendments that commenced on or before that day
- incorporates all necessary consequential amendments, whether of punctuation, numbering or another kind.

The reprint includes a reference to the law by which each amendment was made—see List of legislation and List of annotations in Endnotes.

Minor editorial changes allowed under the provisions of the Reprints Act 1992 mentioned in the following list have also been made to—

- use standard punctuation consistent with current drafting practice (s 27)
- use conjunctives and disjunctives consistent with current drafting practice (s 28)
- use expressions consistent with current drafting practice (s 29)
- use appropriate names for instruments and provision units (s 33A)
- insert references to Schedule, appendix or body of law (s 33B)
- use aspects of format and printing style consistent with current drafting practice (s 35)
- number and renumber [certain] provisions and references (s 43)
- make all necessary consequential amendments (s 7(1)(k)).

**Also see Endnotes for information about—**

- **when provisions commenced**
- **provisions that have not commenced and are not incorporated in the reprint**
- **editorial changes made in the reprint, including Table of renumbered provisions**
- **editorial changes made in earlier reprints.**

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# GAMING MACHINE REGULATION 1991

[as amended by all amendments that commenced on or before 23 December 1994]

## PART 1—PRELIMINARY

### Short title

1. This regulation may be cited as the *Gaming Machine Regulation 1991*.

### Commencement

2. This regulation commences on 9 December 1991.

### Interpretation

4. In this regulation—

“**advertise**” means advertising about—

- (a) gaming; or
- (b) the conduct of gaming; or
- (c) the manufacture, assembly, sale, supply, installation, alteration, obtaining, possession, operation, use, adjustment, maintenance or repair of gaming equipment.

“**cancelled credit**” means a payment, by a licensee to a player for gaming machine credits, that is not discharged out of the hopper.

“**category 1 licensed premises**” means licensed premises for which 1 of the following licences under the *Liquor Act 1992* is in force—

- (a) a general liquor licence;
- (b) an on-premises licence;
- (c) a special facility licence (other than the special facility licence held by the Surfers Paradise Bowls Club Incorporated).

“**category 2 licensed premises**” means licensed premises that are not

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category 1 licensed premises.

**“game board”** means a processor board on which a game EPROM is installed.

**“game EPROM”** means any Erasable Programmable Read Only Memory or Programmable Read Only Memory or other computer program storage medium that is—

- (a) designed to be, or capable of being, installed on a processor board; and
- (b) programmed with programming for a game.

**“hopper”** means the container in a gaming machine from which gaming tokens may be discharged in order to pay for gaming machine credits or winnings.

**“hopper fill”** means the placing by a licensee of gaming tokens into a hopper;

**“jackpot payout”** means a payment by a licensee to a player for a winning result on a gaming machine—

- (a) that does not increase the credit meter of the gaming machine; and
- (b) that is not discharged out of the hopper.

**“machine identification number”** means the identification number issued for a gaming machine under section 150(1) of the Act.

**“manufacturer”** means a recognised manufacturer or supplier of gaming machines.

**“monthly money clearance”** means a money clearance mentioned in section 156(1) of the Act.

**“performance summary”**, in relation to a period covered by a Gaming Machine Performance Record, means a summary of the following expressed in monetary amounts—

- (a) the hopper contents at the end of the period;
- (b) the total of gaming tokens removed during money clearances for the period;
- (c) the total of short pay correction payouts during the period;
- (d) the total of hopper fills during the period;



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- (e) the total of jackpot payouts during the period;
- (f) the total of cancelled credits during the period;
- (g) the hopper contents at the start of the period;
- (h) the amount calculated by subtracting from the total of the amounts mentioned in paragraphs (a) and (b), the total of the amounts mentioned in paragraphs (c) to (g).

**“player”** means a person who plays a gaming machine.

**“processor board”** means an electronic circuit board that is designed to be, or is capable of being, used in a gaming machine.

**“RAM”** means Random Access Memory.

**“short pay correction payout”** means a payment by a licensee to a player of an amount to which the player is entitled if the gaming machine fails to discharge, or register gaming machine credits for, the amount.

## **PART 2—ADMINISTRATION**

### **Meetings of Commission**

5. The Commission is to meet at least once a month in Brisbane.

### **Secrecy**

6. For the purposes of section 35(3) of the Act, the bodies and authorities are those set out in Schedule 1.

## **PART 3—GAMING MACHINE LICENCES**

### **Maximum number of gaming machines**

7. For the purposes of sections 40(12) and 56(5) of the Act, the

maximum number prescribed is—

- (a) for Category 1 licensed premises—10; and
- (b) for Category 2 licensed premises—250.

### **Prescribed conditions of gaming machine licences**

**8.** For the purposes of section 48(1)(a) of the Act, the prescribed conditions are set out in Schedule 2.

### **Director's obligations to licensees**

**9.** For the purposes of section 215(p) of the Act, the Director's obligations are set out in Schedule 3.

## **PART 4—LICENSING OF REPAIRERS, SERVICE CONTRACTORS AND MACHINE MANAGERS**

### **Installations etc. not subject to s 73 of the Act**

**10.** For the purposes of section 73(3) of the Act, the following are prescribed—

- (a) the installation of an electronic monitoring system if the installation is by the Director;
- (b) the installation of a gaming machine if the gaming machine is to be examined by an inspector before play is allowed on the gaming machine;
- (c) installation, alteration, adjustment, maintenance or repair of those fuses, electric light globes, fluorescent tubes and fluoro starters of a gaming machine that are easily accessible;
- (d) installation, alteration, adjustment, maintenance or repair of locks of gaming machine cabinets or drop box doors;
- (e) installation, alteration, adjustment, maintenance or repair of hinges of gaming machine drop box doors;

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- (f) adjustment of the device regulating the level of the contents of the hopper;
- (g) installation, alteration, adjustment, maintenance or repair of external switch covers or glass or perspex panels of a gaming machine;
- (h) repair by clearing coins jammed in a gaming machine;
- (i) repair by resetting minor fault conditions of a gaming machine.

**Prescribed duties of machine managers**

**11.** For the purposes of section 75(1) of the Act, the following duties are prescribed—

- (a) the management of employees of a licensee who are responsible for the conduct of gaming;
- (b) the management of the access to the internal parts of gaming machines;
- (c) the management and supervision of money clearances;
- (d) the issuing of keys for the security of gaming machines to employees of a licensee;
- (e) the supervision of entries in accounting records required to be kept and maintained under the Act;
- (f) the arranging of remedial repairs to gaming equipment;
- (g) any other thing required by Part 7 to be done, or that a licensee is required by Part 7 to ensure is done, by a machine manager.

**PART 5—SUPERVISION AND MANAGEMENT OF GAMING****Layout of licensed premises**

**12.** A licensee must ensure that the layout of the interior of the licensee's

licensed premises allows—

- (a) the licensee, or an employee of the licensee, from a place in the licensed premises where the licensee or employee would normally be carrying out duties at the material time, to have continuous supervision of each gaming machine that is available for gaming; and
- (b) a clear passageway between banks of gaming machines of at least 2 m unless the Director, under section 180 of the Act, directs that a greater distance be allowed.

Maximum penalty—20 penalty units.

### **Installation of gaming equipment**

**13.** A licensee must ensure that gaming equipment installed on the licensee's licensed premises is installed in a way that allows—

- (a) proper cleaning and maintenance of the equipment; and
- (b) unrestricted access to fire exits in a way that complies with the *Fire Service Act 1990*, the *Building Act 1975* and the Building Code of Australia; and
- (c) the proper use of things provided on the premises for safety and security.

Maximum penalty—20 penalty units.

### **Periods when gaming must not be conducted**

**13A.** The following periods are prescribed for the purposes of section 103 of the Act—

- (a) Anzac day before 1 p.m.;
- (b) Good Friday;
- (c) Christmas Day.

### **Rules ancillary to gaming**

**14.** For the purposes of section 104(2) of the Act, the prescribed rules are

set out in Schedule 4.

### **Calculation of player entitlement**

**15.(1)** For the purposes of section 110 of the Act, but subject to subsection (2) of this regulation, the amount to which a person is entitled for gaming tokens inserted by, or on behalf of, the person into a gaming machine (so that gaming machine credits are registered by the gaming machine), is to be calculated by—

- (a) adding to the gaming machine credits—winnings (if any) payable for each result as determined in accordance with the game as approved by the Director for bets made by, or on behalf of, the person on the gaming machine; and
- (b) deducting—gaming machine credits bet by, or on behalf of, the person on the gaming machine.

**(2)** An entitlement under subsection (1) includes gaming machine credits that are stolen before the licensee makes payment for the gaming machine credits only when—

- (a) the person exercises reasonable control over the credits; and
- (b) the licensee, by act or omission, contributes to the stealing.

### **Machine managers to produce licence or identification etc.**

**16.(1)** A machine manager must produce his or her machine manager's licence that is in force, or his or her identification card provided under subsection (2), to a person—

- (a) who is affected by a decision of the machine manager; and
- (b) who requests the production.

**(2)** A licensee must provide to a person employed by the licensee under section 75(4) or 75(6) of the Act an identification card showing in bold face print of a minimum letter height of 5 mm—

- (a) the person's name; and
- (b) the name of the licensed premises; and
- (c) the words 'Machine Manager'.

(3) The identification card must bear the signature of the person.

(4) A person to whom an identification card is provided under subsection (2) must return the card to the licensee on the day the person ceases to be employed by the licensee under section 75(4) or 75(6) of the Act.

Maximum penalty—20 penalty units.

### **Submissions in relation to payments refused**

**17.(1)** A machine manager who refuses to make or allow payment under section 111 of the Act or Schedule 4, section 5 to a person must advise the person that he or she may make a submission to the Director about the refusal within 10 days from the date of the refusal.

(2) A submission mentioned in subsection (1) must—

- (a) be in writing; and
- (b) state the full name and address of the person making the submission; and
- (c) identify the licensed premises and gaming machine in question; and
- (d) state the name of the machine manager who refused to make payment or allow payment to be made; and
- (e) state the time and date of the refusal; and
- (f) contain a description of the events relevant to the refusal.

(3) The Director may refuse to consider a submission mentioned in subsection (2) that is not lodged within 10 days from the date of the refusal.

### **Security of keys**

**18.(1)** A licensee must ensure that a person (other than a person mentioned in section 114 of the Act) does not have possession of a key related to the security of gaming equipment on the licensee's licensed premises.

(2) A person who is not an inspector may have possession of a key mentioned in subsection (1) only—

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- (a) if the possession is—
  - (i) on the licensed premises; and
  - (ii) for the time necessary for the performance of his or her duties; or
- (b) with the approval of the Director.

**(3)** A person who has possession of a key mentioned in subsection (1) must keep the key on his or her person.

**(4)** A person who unlocks a lock or opens a door of a gaming machine on licensed premises, must cause the lock to be locked or, as the case may be, the door to be securely closed—

- (a) before leaving the gaming machine; and
- (b) upon completion of the purpose for which the lock was unlocked or the door was opened.

Maximum penalty—20 penalty units.

**Day prescribed**

**19.** For the purposes of section 116(2) of the Act, the prescribed day is the fourth day.

**Services for compulsive gamblers**

**20.** A licensee, at each place on the licensee's licensed premises where the sale or redemption of gaming tokens or any centralised credit transaction is carried out, must clearly display a sign advertising services available to assist compulsive gamblers.

Maximum penalty—20 penalty units.

**PART 6—CONTROL OF GAMING MACHINES**

**Approval of premises of manufacturers**

**21.(1)** For the purposes of section 136(2) of the Act, an application for approval of premises must—

- (a) be written and signed by the manufacturer or a person authorised by the manufacturer; and
- (b) contain the full name and business address of the manufacturer and the address of the premises.

**(2)** An application under subsection (1) must be accompanied by—

- (a) a plan that clearly shows the use to which each part of the premises is to be put; and
- (b) particulars of all security and surveillance facilities installed on the premises; and
- (c) a narrative and diagrammatic representation of the systems to be used by the manufacturer—
  - (i) for the security, storage and recording of gaming machines and restricted components, with specific reference to game boards and game EPROMs; and
  - (ii) for the use and maintenance of security and surveillance facilities on the premises.

**Allocation of serial number**

**22.(1)** A manufacturer must allocate a manufacturer's serial number to each gaming machine—

- (a) manufactured; or
- (b) if the gaming machine does not already have an identification plate affixed in accordance with section 23—obtained;

by the manufacturer.

**(2)** A manufacturer must ensure that the serial number allocated under subsection (1)—

- (a) is within a sequence of numbers approved by the Director for use by the manufacturer; and



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- (b) has not previously been allocated to another gaming machine manufactured or obtained by the manufacturer.

Maximum penalty—20 penalty units.

**Identification plate to be affixed**

**23.(1)** A manufacturer must affix an identification plate to each gaming machine—

- (a) manufactured; or
- (b) if the gaming machine does not already have an identification plate affixed in accordance with this section—obtained;

by the manufacturer.

**(2)** A manufacturer must ensure that the identification plate—

- (a) is securely affixed on a side of the gaming machine—
  - (i) during the process of manufacture of the gaming machine; or
  - (ii) as soon as the manufacturer obtains the gaming machine; and
- (b) is made of durable material; and
- (c) clearly displays in the English language—
  - (i) the name of the manufacturer that affixed the identification plate; and
  - (ii) the year in which the gaming machine was manufactured or obtained; and
  - (iii) the manufacturer's serial number allocated to the gaming machine under section 22.

Maximum penalty—20 penalty units.

**Game board labels**

**24.** A listed person must, at the time the person installs a game EPROM on a game board, affix to the game board a label that clearly displays in the English language—

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- (a) the gaming machine type for which the game board is designed or the code number of the gaming machine type allocated under section 27; and
- (b) the game for which the game EPROM is programmed or the code number of the game allocated under section 27.

Maximum penalty—20 penalty units.

**Broken or removed seals to be forwarded to Director**

**25.** A licensed repairer who—

- (a) breaks a seal securing a computer cabinet; or
- (b) removes a seal affixed to gaming equipment to preserve the integrity of the gaming equipment;

must forward the seal to the Director with the conversion report or repairer's report mentioned in section 153 of the Act.

Maximum penalty—20 penalty units.

**Restricted components**

**26.** For the purposes of the definition “restricted component” in section 3 of the Act, the components set out in Schedule 5 are restricted components.

**Code numbers for approved gaming machine types and games**

**27.** The Director may allocate a code number to each gaming machine type and each game approved by the Director under section 145(1) or 146(2) of the Act.

**PART 7—ACCOUNTING PROCEDURES****Functions to be carried out with money clearances**

**28.(1)** For the purposes of section 156(3) of the Act, the functions are—

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- (a) to ensure that no gaming machine credits are registered by the gaming machine; and
  - (b) to ensure that no gaming tokens remain in the gaming machine or in the gaming machine's drop box, other than gaming tokens that are in the hopper; and
  - (c) to ensure a record of the monetary value of the contents of the hopper is made in the Gaming Machine Performance Record mentioned in section 31; and
  - (d) to ensure a record is made in the Gaming Machine Performance Record mentioned in section 31 of the amounts displayed on the following electronic RAM meters of the gaming machine—
    - (i) the total number of games played (stroke);
    - (ii) the total of all coins to the drop box;
    - (iii) the total of coins won (non progressive);
    - (iv) the total of all cancelled credits;
    - (v) the total of all coins bet;
    - (vi) the total of all hopper fills;
    - (vii) if an appropriate meter is provided by the gaming machine—the total of wins (progressive).
- (2)** For the purposes of section 157(2) of the Act<sup>1</sup>, the functions are—
- (a) to ensure that no gaming machine credits are registered by the gaming machine; and
  - (b) to ensure that no gaming tokens remain in the gaming machine or in the gaming machine's drop box, other than those gaming tokens that are in the hopper; and
  - (c) to record in the gaming machine performance record mentioned in section 31<sup>2</sup> an estimate of the monetary value of the contents of the hopper.

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<sup>1</sup> Section 157 (Weekly money clearances).

<sup>2</sup> Section 31 (Gaming Machine Performance Record).

**Money clearances**

**29.(1)** A licensee must ensure that a money clearance is carried out, or is personally supervised, by a machine manager.

**(2)** A licensee must keep, for each of the licensee's licensed premises, a Cash Clearances Report in the form determined by the Director.

**(3)** A licensee must ensure that a Cash Clearances Report—

- (a) identifies, by name and licence number, the licensee and licensed premises to which it applies; and
- (b) records for each money clearance—
  - (i) the date and time; and
  - (ii) the machine identification number; and
  - (iii) the licensee's identification number of the gaming machine; and
  - (iv) the amount removed; and
- (c) records for each day—
  - (i) the total amount removed during money clearances; and
  - (ii) the signature of every person who carried out, or supervised, money clearances certifying that the records made under this section are correct; and
- (d) records for each gaming machine the total amount removed during the period covered by the Gaming Machine Performance Record mentioned in section 31.

**(4)** The licensee must ensure the cash clearances report is completed immediately after each money clearance.

Maximum penalty—20 penalty units.

**Manual Payments Register**

**30.(1)** A licensee must keep a Manual Payments Register for each of the licensee's licensed premises in the form determined by the Director.

**(2)** A licensee must ensure that a Manual Payments Register—

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- (a) identifies, by name and licence number, the licensee and licensed premises to which it applies; and
- (b) records for each short pay correction payout, hopper fill, jackpot payout and cancelled credit made on the premises, the following particulars—
  - (i) the date and time;
  - (ii) the machine identification number;
  - (iii) the licensee's identification number of the gaming machine;
  - (iiia) the betting unit;
  - (iv) if it is a short pay correction payout, hopper fill, jackpot payout or cancelled credit;
  - (v) if it is a jackpot payout—the winning combination of symbols;
  - (vi) if it is a cancelled credit—the number of gaming machine credits displayed on the credit meter;
  - (vii) the amount;
  - (viii) if it is a short pay correction payout, jackpot payout or cancelled credit, made for Category 1 licensed premises—the name and signature of the person to whom the payment was made;
  - (ix) if it is a short pay correction payout, jackpot payout or cancelled credit, made for Category 2 licensed premises—
    - (A) the name and signature of the person to whom the payment was made; and
    - (B) whether the person is a member or visitor; and
    - (C) if the person is a member—the person's membership number; and
  - (x) the name and signature (and licence number if applicable) of the person who made the payout or fill;
  - (xi) the name (and licence number if applicable) of 1 other person who, and the person's signature certifying that he or she, observed—

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- (A) if it is a cancelled credit—the number of gaming machine credits displayed on the credit meter; or
  - (B) if it is a jackpot payout—the winning combination of symbols; or
  - (C) if it is a hopper fill—the hopper fill take place; or
  - (D) if it is a short pay correction payout—the short pay correction payout take place; and
- (c) records after each transaction, a progressive monetary total of transactions entered in the register for each day.
- (3)** A licensee must ensure that—
- (a) a hopper fill is performed only when a hopper is empty; and
  - (b) when a hopper fill is performed, the exact number of gaming tokens decided by the Director for the game of the gaming machine are placed in the hopper; and
  - (c) the gaming tokens are of the denomination or type displayed on the gaming machine as a gaming token to be used to operate or gain credit on the gaming machine.
- (4)** A licensee must ensure that—
- (a) at the end of the operation of gaming machines for each day—immediately below the latest entry in the Manual Payments Register in use that day a notation is made that indicates the entry is the last for the day; and
  - (b) for a payment over \$500—either the person mentioned in subsection (2)(b)(x) or the person mentioned in subsection (2)(b)(xi) is a machine manager in relation to the licensee's licensed premises.
- (5)** A licensee must ensure records made for subsection (2)(b) or (c) are made immediately each short pay correction payout, hopper fill, jackpot payout or cancelled credit is performed.

Maximum penalty—20 penalty units.

**Gaming Machine Performance Record**

**31.(1)** A licensee must keep in the form determined by the Director a Gaming Machine Performance Record for each gaming machine provided to the licensee.

**(2)** A licensee must ensure that the period covered by a Gaming Machine Performance Record—

- (a) starts on the day and at the time—
  - (i) the gaming machine is provided to the licensee; or
  - (ii) of the completion of an alteration of the gaming machine to effect a change in the game, gaming token denomination or betting unit of the gaming machine; or
  - (iii) of the completion of a monthly money clearance of the gaming machine; and
- (b) ends on the day and at the time—
  - (i) of the removal of the gaming machine by the Director; or
  - (ii) of the completion of an alteration of the gaming machine to effect a change in the game, gaming token denomination or betting unit of the gaming machine; or
  - (iii) of the completion of the next monthly money clearance of the gaming machine after any act mentioned in paragraph (a).

**(3)** A licensee must ensure that each Gaming Machine Performance Record—

- (a) identifies, by name and licence number, the licensee and licensed premises to which it applies; and
- (b) records—
  - (i) the licensee's identification number of the gaming machine; and
  - (ii) the machine identification number; and
  - (iii) the manufacturer's serial number allocated to the gaming machine under section 22; and
  - (iv) the gaming token denomination and betting unit; and

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- (v) the game; and
  - (vi) the day and time of the start of the period covered by the record; and
  - (vii) the day and time of the end of the period covered by the record; and
  - (viii) for each day the following, expressed in monetary amounts—
    - (A) the total of gaming tokens removed during money clearances;
    - (B) the total of short pay correction payouts;
    - (C) the total of hopper fills;
    - (D) the total of jackpot payouts;
    - (E) the total of cancelled credits; and
  - (ix) any estimate made under section 28(2) during the period covered by the record; and
  - (x) meter readings taken for the purpose of sections 28(1)(d) and 33(2); and
  - (xi) the performance summary; and
  - (xii) when meter readings are taken under section 28(1)(d) or 33(2), the amounts (in Australian currency) displayed on the progressive jackpot prize meter (if any) on the outside of the gaming machine; and
- (c) is entered up daily.

Maximum penalty—20 penalty units.

**Alterations or obliterations to records**

**32.(1)** Subject to subsection (2), a person must not alter or obliterate an entry in a Manual Payments Register, Cash Clearances Report or Gaming Machine Performance Record.

Maximum penalty—20 penalty units.

- (2) A person may make an alteration to an entry mentioned in



subsection (1) to correct an error in the entry.

(3) The correction must be made by means of a marginal note or footnote, on the same page, which correction must record—

- (a) the identity of the person who made the correction; and
- (b) the date of the correction; and
- (c) the correct particulars.

### **Installation, removal and alteration of gaming machines**

**33.(1)** A licensee must ensure that a money clearance is carried out on a gaming machine provided to the licensee immediately before—

- (a) an alteration of the gaming machine to effect a change in the game, gaming token denomination or betting unit of the gaming machine; or
- (b) the gaming machine is stored in a room mentioned in section 98(2) of the Act; or
- (c) the removal of the gaming machine from the licensee's licensed premises.

(2) A licensee must ensure that on—

- (a) the installation of a gaming machine; or
- (b) the alteration of a gaming machine provided to the licensee to effect a change in the game, gaming token denomination or betting unit of the gaming machine;

a record is made in the Gaming Machine Performance Record of the amounts displayed on the meters mentioned in section 28(1)(d).

Maximum penalty—20 penalty units.

### **Day prescribed**

**34.** For the purposes of section 159(1) of the Act, the day prescribed is the fourth day.

**Monthly Gaming Machine Reconciliation Report**

**35.(1)** A licensee must ensure that a Monthly Gaming Machine Reconciliation Report—

- (a) identifies, by name and licence number, the licensee and licensed premises to which it applies; and
- (b) records the information mentioned in subsections (2) to (4).

**(2)** The Monthly Gaming Machine Reconciliation Report is to record information from each Gaming Machine Performance Record for the licensed premises in question that covers any period between the second last and last monthly money clearance for the licensed premises.

**(3)** The information that is to be recorded in the report is—

- (a) the day and time of the start of the period covered by the record; and
- (b) the day and time of the end of the period covered by the record; and
- (c) the licensee's identification number of the gaming machine; and
- (d) the machine identification number of the gaming machine; and
- (e) the performance summary.

**(4)** If the report records an item mentioned in paragraphs (a) to (h) of the definition "performance summary" in section 4(1), it must also record the total of all the monetary amounts of the item recorded in the report.

**Monthly gaming deposit**

**35A.(1)** A licensee must, on or before the fourth day of each month, deposit the monthly gaming deposit into an account kept by the licensee at a financial institution.

**(2)** A licensee may make the monthly gaming deposit by making a number of identifiable deposits into the account.

**(3)** The amount of the monthly gaming deposit must be worked out by using either the standard method or the net return method.

**(4)** If a licensee uses the standard method, the amount of the deposit is worked out by using the following formula—

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**Monthly gaming deposit = total clearances - non-cheque manual payments**

where—

**“monthly gaming deposit”** has the meaning given by section 35B(2).

**“non-cheque manual payments”** means the total monetary amount of all cancelled credits, jackpot payouts, hopper fills and short pay correction payouts recorded in the monthly gaming machine reconciliation report that were not made by cheque drawn on the account mentioned in subsection (1).

**“total clearances”** means the total monetary amount of gaming tokens recorded as being removed during money clearances in the monthly gaming machine reconciliation report for the accounting period for the licensed premises.

(5) If a licensee uses the net return method, the amount of the deposit is worked out by using the following formula—

**Monthly gaming deposit = cash net return + gaming cheques**

where—

**“cash net return”** has the meaning given by section 35B(2).

**“gaming cheques”** has the meaning given by section 35B(2).

**“monthly gaming deposit”** has the meaning given by section 35B(2).

(6) The licensee must ensure funds deposited in the account are not withdrawn and redeposited to the account for the purpose of making the monthly gaming deposit.

Maximum penalty—20 penalty units.

**Entries into accounting records**

**35B.(1)** A licensee must, for each accounting period, make the following entries in the accounting records of each of the licensee’s licensed premises—

- (a) metered turnover;
- (b) metered net return;

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- (c) cash net return;
- (d) monthly gaming deposit;
- (e) gaming cheques;
- (f) cash/meter variance;
- (g) cash/banking variance;
- (h) hopper difference.

Maximum penalty—20 penalty units.

(1A) If a licensee uses the net return method to calculate the monthly gaming deposit, the licensee must make a note in the accounting records indicating the method used.

Maximum penalty—20 penalty units.

(2) In this section—

**“accounting period”** means the period covered by a Monthly Gaming Machine Reconciliation Report for the licensed premises.

**“cash/banking variance”** means the amount obtained by subtracting the bank deposit from the cash net return and adding the gaming cheques for the licensed premises for the accounting period.

**“cash/meter variance”** means the amount obtained by subtracting the metered net return from the cash net return for the licensed premises for the accounting period.

**“cash net return”** means the total of all amounts mentioned in paragraph (h) of the definition “performance summary” in section 4(1), recorded in the Monthly Gaming Machine Reconciliation Report for the licensed premises for the accounting period.

**“gaming cheques”** means the total monetary amount of cancelled credits and jackpot payouts made by cheque drawn on the account mentioned in section 35A(1) for the licensed premises for the accounting period.

**“hopper difference”** means the amount obtained by subtracting the monetary amount of gaming tokens recorded as the total of the item ‘closing hopper’ in the Monthly Gaming Machine Reconciliation Report from the monetary amount of gaming tokens recorded as the total of the item ‘opening hopper’ in the report for the licensed

premises for the accounting period.

**“metered net return”** means the amount obtained by subtracting from metered turnover the amount won by players for the licensed premises for the accounting period as contained in the Director’s report under section 173(1)(b) of the Act.

**“metered turnover”** means the gross monthly turnover assessed by the Director under section 163 of the Act for the licensed premises for the accounting period.

**“monthly gaming deposit”** means the amount deposited into an account with a financial institution under section 35A(1) for the accounting period for each licensed premises.

## **PART 8—TAXES, LEVIES AND FEES**

### **Monthly rental fees**

**36.** For the purposes of section 164(3) of the Act, monthly rental fee is to be calculated by adding together the daily rental fees, calculated under section 37, for each day of the month on which gaming machines are provided to a licensee.

### **Daily rental fees**

**37.(1)** The daily rental fee for licensed premises mentioned in Column 1 of the Table in subsection (3) is calculated as set out in Column 2 of the Table.

**(2)** In calculating the daily rental fee under the Table in subsection (3), the day on which a gaming machine is removed by the Director from a licensee’s licensed premises is not a day that the gaming machine is provided to the licensee.

**(3)** In the following Table—

**“Rate 1”** means \$270 divided by the number of days in the month in question.

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“**Rate 2**” means \$240 divided by the number of days in the month in question.

“**Rate 3**” means \$210 divided by the number of days in the month in question.

**TABLE**

<b>Column 1</b>	<b>Column 2</b>
<b>Category of Licensed Premises</b>	<b>Daily Rental Fee</b>
Category 1	Rate 3 multiplied by the number of gaming machines provided to the licensee
Category 2	The total of— Rate 3 multiplied by the number of gaming machines provided to the licensee up to and including the tenth gaming machine plus Rate 2 multiplied by the number of gaming machines provided to the licensee in excess of the tenth gaming machine up to and including the twentieth gaming machine plus Rate 1 multiplied by the number of gaming machines provided to the licensee in excess of the twentieth gaming machine

**Day prescribed**

**38.** For the purposes of sections 164(2), 165(2), 166(2), 167(2), 168(2), 170(1), 171(1) and (2) and 175(a) of the Act, the prescribed day is the tenth day.

**Gaming machine tax**

**39.** For the purposes of section 165(3) of the Act, the prescribed percentage for both categories of licensed premises is 3%.

**Sport and recreation levy**

**40.** For the purposes of section 166(3) of the Act, the percentage prescribed is—

- (a) for Category 1 licensed premises—2.5%; and
- (b) for Category 2 licensed premises—1%.

**Charities and rehabilitation levy**

**41.** For the purposes of section 167(3) of the Act, the prescribed percentage is—

- (a) for Category 1 licensed premises—4.0%; and
- (b) for Category 2 licensed premises—nil.

**Gaming Machine Community Benefit Levy**

**41A.** Under section 168(3) of the Act, the prescribed percentage is—

- (a) for Category 1 licensed premises—0.5%; and
- (b) for Category 2 licensed premises for December 1993 and January 1994—Nil%; and
- (c) for Category 2 licensed premises for the months after January 1994—

**Monthly Turnover****Percentage Payable**

\$

0–500 000	Nil %
500 001–1 000 000	Nil plus 0.5% for each \$1 over \$500 000
1 000 001–2 000 000	\$2 500 plus 1% for each \$1 over \$1 000 000

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2 000 001–3 500 000	\$12 500 plus 1.5% for each \$1 over \$2 000 000
more than 3 500 000	\$35 000 plus 1% for each \$1 over \$3 500 000.

**Penalties for late payment of rental fees, taxes and levies**

**42.** For the purposes of section 171(1)(a) of the Act, the prescribed percentage is 5%.

**Crediting of payments under s 171(1)(b) of the Act**

**43.** For the purposes of section 171(1)(b) of the Act, the amount is to be credited in the following order of priority—

- (a) firstly—monthly rental fees;
- (b) secondly—gaming machine taxes;
- (c) thirdly—sport and recreation levies;
- (d) fourthly—charities and rehabilitation levies;
- (e) fifthly—gaming machine community benefit levies;
- (f) sixthly—penalties under section 171(1)(a) of the Act.

**Fees**

**44.** The fees set out in Schedule 6 are the prescribed fees to be paid for the items set out in the Schedule.

**Refund applications**

**45.(1)** A written claim for refund of any fee, tax, levy or penalty may be given to the Director stating the amount and grounds of the claim.

**(2)** The Director must, within 90 days after receipt of the claim, allow or disallow the claim, in whole or in part.

**(3)** If the claim is disallowed in whole or in part, the Director must give written notice to the claimant stating the reasons for the disallowance.



## **PART 9—GENERAL**

### **Advertising**

**46.(1)** A person who advertises must ensure that an advertisement—

- (a) is not indecent or offensive; and
- (b) is based on fact; and
- (c) is not false, deceptive or misleading.

Maximum penalty—20 penalty units.

**(2)** If so directed in writing by the Director, a person must—

- (a) cease advertising; or
- (b) amend the advertisement as directed by the Director.

Maximum penalty—20 penalty units.

**(3)** The written direction mentioned in subsection (2) is to include particulars of—

- (a) any failure to comply with subsection (1); and
- (b) the directions of the Director.

### **Prescribed liquor licences—Act, s 3**

**47.** Each licence mentioned in Schedule 7 is prescribed for the purposes of the definition “prescribed liquor licence” in section 3 of the Act.

**SCHEDULE 1****PRESCRIBED BODIES AND AUTHORITIES**

section 35(3) of the Act  
section 6 of the regulation

Australian Bureau of Criminal Intelligence  
Australian Capital Territory Revenue Office Returns and Licences  
Australian Customs Service  
Australian Federal Police  
Australian Securities Commission  
Australian Securities Intelligence Organization  
Colorado State Police  
Division of Gaming, Colorado  
Federal Airports Corporation  
Gaming Board of Great Britain  
Interpol  
Lotteries Commission of South Australia  
National Crime Authority  
Nevada (USA) Gaming Commission  
Nevada (USA) Gaming Control Board  
New Jersey (USA) Casino Control Commission  
New Jersey (USA) Division of Gaming Enforcement  
New South Wales Liquor Administration Board  
New South Wales State Police  
Northern Territory Police  
Northern Territory Racing and Gaming Authority

## SCHEDULE 1 (continued)

Office of Consumer Affairs, Queensland

Office of the Liquor Licensing Commissioner, South Australia

Queensland Casino Control Division

Queensland Criminal Justice Commission

Queensland Liquor Licensing Division

Queensland Police Service

South Australian Casino Supervisory Authority

South Australian State Police

Tasmanian Gaming Commission

Tasmanian State Police

Victorian Gaming Commission

Victorian State Police

Western Australian Gaming Commission

Western Australian Office of Racing and Gaming

Western Australian State Police

**SCHEDULE 2****CONDITIONS TO WHICH A GAMING MACHINE  
LICENCE IS SUBJECT**

section 48(1)(a) of the Act  
section 8 of the regulation

**1. The licensee must—**

- (a) subject to section 57 of the Act, have installed on the licensee's licensed premises, within 6 months after being granted a gaming machine licence or an increase in gaming machines, the gaming machines provided by the Director, unless the machines cannot be installed because of the Director's fault; and
- (aa) care for all gaming machines (and ancillary or related property of the State), on the licensee's licensed premises, in the way a reasonable, careful and prudent owner would; and
- (b) take all reasonable steps to protect gaming machines (and ancillary or related property of the State), on the licensee's licensed premises, from damage; and
- (c) ensure that all persons in the licensee's licensed premises behave in a way that will not cause damage to any gaming machine (and ancillary or related property of the State); and
- (d) provide, at the licensee's expense, locks of a type approved by the Director to secure the gaming machine cabinet and drop box door of each gaming machine provided to the licensee; and
- (e) ensure a common key to locks used for each purpose mentioned in paragraph (d) is exclusive to the locks; and
- (f) repair, at the licensee's expense, damage to a gaming machine (and ancillary or related property of the State), on the licensee's licensed premises, if the damage is not covered by the insurance mentioned in Schedule 3; and
- (g) ensure that any component used in carrying out work the licensee

## SCHEDULE 2 (continued)

is required to carry out under this Schedule is new and of equal quality, reliability and tolerance to the component it replaces when the last mentioned component was new; and

- (h) carry out as required, at the licensee's expense (unless the work is to be carried out under a manufacturer's warranty), the following works to ensure that gaming machines provided to the licensee are at all times in a proper state of repair—
  - (i) installation, alteration, adjustment, maintenance or repair of those fuses, electric light globes, fluorescent tubes and fluoro starters of a gaming machine that are easily accessible;
  - (ii) installation, alteration, adjustment, maintenance or repair of locks of gaming machine cabinets or drop box doors;
  - (iii) installation, alteration, adjustment, maintenance or repair of hinges of gaming machine drop box doors;
  - (iv) adjustment of the device regulating the level of the contents of the hopper
  - (v) installation, alteration, adjustment, maintenance or repair of external switch covers or glass or perspex panels of a gaming machine;
  - (vi) repair by clearing coins jammed in a gaming machine;
  - (vii) repair by resetting minor fault conditions of a gaming machine; and
- (i) repay the Director the full cost—
  - (i) of transporting a gaming machine to the licensee's licensed premises and installing the gaming machine, if—
    - (A) the cost is not part of the purchase price (paid by the Director to the vendor) of the gaming machine; and
    - (B) the transport and installation cost is not a cost mentioned in Schedule 3; and
  - (ii) of removing and transporting a gaming machine from the licensee's licensed premises to other premises used for the storage of gaming machines if the removal is because of—

## SCHEDULE 2 (continued)

- (A) a decrease in the number of gaming machines provided to the licensee; or
- (B) the surrender or cancellation of the licensee's gaming machine licence; and
- (iii) of altering a gaming machine provided to the licensee to effect a change in the game, gaming token denomination or betting unit of the gaming machine—if the alteration is carried out as the result of an application by the licensee; and
- (iiia) of removing and replacing gaming machines (including transport and installation costs) that are removed by the Director because of a written request by the licensee; and
- (iv) of any work carried out by the Director because the licensee has failed to comply with this Schedule; and
- (v) of the amount of excess payable for a claim lodged against the insurance mentioned in Schedule 3 arising out of damage to a gaming machine (and ancillary or related property of the State) on the licensee's licensed premises; and
- (vi) of investigating and correcting errors or omissions in, or the preparation of, a Monthly Gaming Machine Reconciliation Report lodged by the licensee under section 159 of the Act; and
- (j) repay the Director the full cost incurred by the Director of installing gaming machines and any electronic monitoring system on the licensee's licensed premises—if the licensee surrenders the licensee's gaming machine licence within 6 months after gaming first started on the machines; and
- (k) if the licensee surrenders the licensee's gaming machine licence or is allowed to decrease the number of gaming machines provided to the licensee within 6 months after gaming first started on the machines—
  - (i) the start of gaming on the machines provided because of the original approval for the licensed premises; or
  - (ii) the start of gaming on the additional gaming machines

## SCHEDULE 2 (continued)

provided to the licensee after the licensee is granted an increase in the number of machines provided to the licensee;

repay the Director 25% of rental fees that would have been payable for any gaming machine removed from the licensee's licensed premises from the date of removal to a date 6 months after—

(iii) the date mentioned in subparagraph (i); or

(iv) the date of the grant mentioned in subparagraph (ii);

whichever is the later, as the case may be; and

- (l) provide insurance against all liability, arising out of gaming or the conduct of gaming on the licensee's licensed premises, which might attach to the licensee as a result of personal injury or damage suffered by a person, if the injury or damage is caused, or contributed to, by an act or omission of the licensee or the licensee's employees; and
- (m) keep and maintain at the licensee's expense, all records, accounts, reports and other documentation required to be kept, by the licensee, under the Act or this regulation; and
- (n) pay for all postage and other fees associated with the submission, by the licensee, of reports or forms under the Act or this regulation; and
- (o) use a gaming machine in accordance with any conditions to which the insurance mentioned in Schedule 3 is subject; and
- (p) not affix a sign or other similar thing on a gaming machine (and ancillary or related property of the State) except with the approval of the Director; and
- (q) supply all electricity and other sundry requirements for the operation of gaming equipment on the licensee's licensed premises; and
- (r) not interfere with any connection between a gaming machine provided to the licensee and any electronic monitoring system installed by the Director; and

## SCHEDULE 2 (continued)

- (s) not move or relocate a gaming machine without the approval of the Director; and
- (t) take all reasonable steps to ensure that all gaming machines provided to the licensee are—
  - (i) continuously provided with electricity; and
  - (ii) switched on at all times; and
- (u) provide a licensed repairer access, at all reasonable times, to gaming equipment (including its internal components) on the licensee's licensed premises so that the repairer may carry out work under a service contract entered into by the Director.

**2.** Rental payable for a gaming machine may be forgiven by the Director for periods of continuous unserviceability of the gaming machine of more than 10 days from the date that the unserviceability is first reported to the Director, if the unserviceability is not caused by—

- (a) an act or omission by the licensee or the licensee's employees; or
- (b) a malicious act of a player.

**3.** A licensee must remit to the Director, by electronic funds transfer, from an account held by the licensee for that purpose—

- (a) all taxes, levies and fees payable under Part 8 of the Act; and
- (b) any penalty payable under section 171 of the Act.



**SCHEDULE 3****DIRECTOR'S OBLIGATIONS TO A LICENSEE**

section 215(p) of the Act  
section 9 of the regulation

The Director must—

- (a) pay the costs of removing and replacing gaming machines (including transport and installation costs) that are removed by the Director under section 55(1) of the Act otherwise than because of a written request by the licensee; and
- (b) subject to Schedule 2, pay all costs for the repair and maintenance of gaming machines (and ancillary or related property of the State); and
- (c) insure all gaming machines (and ancillary or related property of the State) against fire, theft, malicious damage and electronic damage.

**SCHEDULE 4****RULES ANCILLARY TO GAMING**

section 104(2) of the Act  
section 14 of the regulation

1. A person under the age of 18 years must not play a gaming machine.
2. A machine manager may determine that 1 gaming machine only may be played by a person at the same time.
3. A gaming machine may be reserved by a person without play for a maximum period of 3 minutes.
4. No person, other than a person permitted under the Act, is to touch an internal part of a gaming machine.
5. A machine manager must refuse to pay a cancelled credit or jackpot payout if he or she believes on reasonable grounds that—
  - (a) the gaming machine credits were not accumulated, or the winning combination was not obtained, during permitted hours of gaming under section 103 of the Act; or
  - (b) the person claiming the cancelled credit or jackpot payout is not the person entitled to the payment or a person acting on behalf of that person; or
  - (c) the Act has been contravened by the person claiming the cancelled credit or jackpot payout.
6. If, under section 5, a machine manager refuses to make a payment, the machine manager must as soon as practicable submit a report to the Director, Machine Gaming Division, Treasury Department.
7. A cancelled credit or jackpot payout over \$250 is to be paid by cheque—

## SCHEDULE 4 (continued)

- (a) posted to the address of the player; or
  - (b) given to the player on the licensed premises;
- within 24 hours after the time the claim for payment is made.

**SCHEDULE 5****RESTRICTED COMPONENTS**

section 3 of the Act  
section 26 of the regulation

1. Gaming machine cabinet.
2. Gaming machine cabinet door.
3. Gaming machine artwork and reel tape.
4. Gaming machine reel mechanism.
5. Hopper or an identifiable part of a hopper.
6. Computer cabinet.
7. Game board.
8. Game EPROM.
9. Programming or software for a game (irrespective of the medium or method of storage).
10. Identification plate referred to in section 23 of the regulation.

**SCHEDULE 6****FEES**

section 44 of this Act

	\$
1. Appeals from Commission (s 24(2)(c) of the Act) . . . .	200
2. Application for the grant of a gaming machine licence (s 39(3)(o) of the Act) . . . . .	100
3. Copy of gaming machine licence (s 46(1) of the Act) . .	50
4. Application for renewal of gaming machine licence (s 51(2)(b) of the Act) . . . . .	100
5. Application for increase in number of gaming machines provided to a licensee (s 56(2)(e) of the Act) . . . . .	50
6. Application for the grant of repairer's, service contractor's or machine manager's licence (s 77(1)(j) of the Act) . .	100
7. Issue of copy of licence for repairer, service contractor or machine manager (s 82(1) of the Act) . . . . .	20
8. Application for renewal of repairer's, service contractor's or machine manager's licence (s 86(2)(c) of the Act) . .	50
9. Acceptance of gaming machine types and games for evaluation (s 146(1) of the Act) . . . . .	60
	(per labour hour of evaluation)

**SCHEDULE 7****PRESCRIBED LIQUOR LICENCES**

section 3 of the Act  
section 47 of the regulation

1. The special facility licence held by the Surfers Paradise Bowls Club Incorporated.
2. The on-premises licence held by Clifford Collin Douglas, Tally Valley Golf Course, Guineas Creek Road, Elanora.
3. The on-premises licence held by Queensland Railway Traveltrains for the “Spirit of the Outback” train service, only so far as it relates to Metal Club Car Registration No. 1525.
4. The special facility licence held by Nifsan Pty Ltd, Carrara Golf Course, Nerang-Broadbeach Road, Nerang.

**ENDNOTES****1 Index to Endnotes**

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**2 Date to which amendments incorporated**

This is the reprint date mentioned in the Reprints Act 1992, section 5(c). Accordingly, this reprint includes all amendments that commenced operation on or before 23 December 1994. Future amendments of the Gaming Machine Regulation 1991 may be made in accordance with this reprint under the Reprints Act 1992, section 49.

**3 Table of previous reprints**

Reprint No.	Amendments included	Reprint date
1	to SL No. 121 of 1993	29 April 1993
2	to SL No. 418 of 1993	17 December 1993
3	to SL No. 193 of 1994	15 July 1994

**4 List of legislation****Gaming Machine Regulation 1991 SL No. 154**

pubd Gaz 7 December 1991 pp 1685–723

commenced 9 December 1991 (see s 2)

as amended by—

**Gaming Machine Amendment Regulation 1992 SL No. 185 (as amd by 1992 SL No. 297 Pts 1, 3)**

pubd Gaz 26 June 1992 pp 2082–8

ss 1–2 commenced on date of publication

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ss 8, 11 commenced 1 November 1992 (see s 2(2))  
remaining provisions commenced 1 July 1992 (see s 2(1))

**Gaming Machine Amendment Regulation (No. 2) 1992 SL No. 297 Pts 1–2**

notfd Gaz 16 October 1992 pp 672–5  
ss 5–6 commenced 1 November 1992 (see s 2)  
remaining provisions commenced on date of notification

**Gaming Machine Amendment Regulation (No. 1) 1993 SL No. 121**

notfd Gaz 23 April 1993 pp 1954–5  
commenced on date of notification

**Gaming Machine Amendment Regulation (No. 2) 1993 SL No. 418**

notfd Gaz 26 November 1993 pp 1483–6  
ss 1–2 commenced on date of notification  
remaining provisions commenced 1 December 1993 (see s 2)

**Gaming Machine Amendment Regulation (No. 1) 1994 SL No. 193**

notfd Gaz 10 June 1994 pp 896–8  
commenced on date of notification

**Gaming Machine Amendment Regulation (No. 2) 1994 SL No. 407**

notfd Gaz 2 December 1994 pp 1435–7  
commenced on date of notification



## 5 List of annotations

### Key to abbreviations in list of annotations

amd	=	amended
Ch	=	Chapter
def	=	definition
Div	=	Division
hdg	=	heading
ins	=	inserted
om	=	omitted
prec	=	preceding
pres	=	present
prev	=	previous
(prev)	=	previously
prov	=	provision
Pt	=	Part
RA	=	Reprints Act 1992
R1	=	Reprint No. 1
renum	=	renumbered
Sdiv	=	Subdivision
sub	=	substituted

Provisions not included in reprint, or amended by amendments not included in reprint, are underlined

### Repeal

s 3 om R1 (see RA s 40)

### Interpretation

s 4 amd 1992 SL No. 185 s 3(2); 1993 SL No. 418 s 4; 1994 SL No. 407 s 3(2)  
 def “**short pay correction payout**” sub 1992 SL No. 185 s 3(1)  
 def “**category 1 licensed premises**” ins 1994 SL No. 407 s 3(1)  
 def “**category 2 licensed premises**” ins 1994 SL No. 407 s 3(1)

### Installation of gaming equipment

s 13 amd 1992 SL No. 185 s 4; 1993 SL No. 418 s 5

### Periods when gaming must not be conducted

s 13A ins 1993 SL No. 121 s 3

### Machine managers to produce licence or identification etc.

s 16 amd 1993 SL No. 418 s 6

### Security of keys

s 18 amd 1992 SL No. 185 s 5; 1992 SL No. 297 s 4

### Functions to be carried out with money clearances

s 28 amd 1992 SL No. 185 s 6; 1994 SL No. 407 s 4

### Money clearances

s 29 amd 1993 SL No. 418 s 7; 1994 SL No. 407 s 5

### Manual Payments Register

s 30 amd 1992 SL No. 185 s 7; 1993 SL No. 418 s 8; 1994 SL No. 193 s 3; 1994 SL No. 407 s 6

**Gaming Machine Performance Record**

s 31 amd 1993 SL No. 418 s 9

**Alterations or obliterations to records**

s 32 amd 1993 SL No. 418 s 10

**Installation, removal and alteration of gaming machines**

s 33 amd 1993 SL No. 418 s 11

**Monthly Gaming Machine Reconciliation Report**

s 35 amd 1993 SL No. 121 s 4

**Monthly gaming deposit**

prov hdg sub 1994 SL No. 407 s 7

s 35A ins 1992 SL No. 185 s 8  
amd 1992 SL No. 297 s 5; 1993 SL No. 418 s 12  
sub 1994 SL No. 407 s 7

**Entries into accounting records**

prov hdg amd 1992 SL No. 297 s 6(1)

s 35B ins 1992 SL No. 185 s 8  
amd 1992 SL No. 297 s 6(2); 1994 SL No. 407 s 8(1)–(2)  
def “**accounting period**” amd 1994 SL No. 193 s 4  
def “**bank deposit**” om 1994 SL No. 407 s 8(3)  
def “**gaming cheques**” sub 1992 SL No. 297 s 6(3)  
amd 1993 SL No. 418 s 13  
def “**hopper difference**” sub 1992 SL No. 297 s 6(3)  
def “**monthly gaming deposit**” ins 1994 SL No. 407 s 8(4)

**Daily rental fees**

s 37 amd 1993 SL No. 418 s 14

**Day prescribed**

s 38 amd 1993 SL No. 418 s 15

**Charities and rehabilitation levy**

s 41 amd 1993 SL No. 418 s 16

**Gaming Machine Community Benefit Levy**

s 41A ins 1993 SL No 418 s 17

**Crediting of payments under s 171(1)(b) of the Act**

s 43 amd 1993 SL No 418 s 18

**Prescribed liquor licences—Act, s 3**

s 47 ins 1992 SL No. 185 s 9  
sub 1994 SL No. 193 s 5

**SCHEDULE 1—PRESCRIBED BODIES AND AUTHORITIES**

amd 1992 SL No. 185 s 10; 1993 SL No. 418 s 19

**SCHEDULE 2—CONDITIONS TO WHICH A GAMING MACHINE LICENCE IS SUBJECT**

amd 1992 SL No. 297 s 7; 1993 SL No. 121 s 5; 1993 SL No. 418 s 20;  
1994 SL No. 407 s 9

**SCHEDULE 3—DIRECTOR'S OBLIGATIONS TO A LICENSEE**

amd 1992 SL No. 185 s 11 (om 1992 No. 297 s 11); 1992 SL No. 297 s 8;  
1993 SL No. 121 s 6; 1993 SL No. 418 s 21

**SCHEDULE 4—RULES ANCILLARY TO GAMING**

amd 1993 SL No. 121 s 7

**SCHEDULE 7—PRESCRIBED LIQUOR LICENCES**

ins 1994 SL No. 193 s 6  
amd 1994 SL No. 407 s 10

**6 Table of renumbered provisions**

TABLE OF RENUMBERED PROVISIONS  
under the Reprints Act 1992, section 43

Original	Renumbered as
32(1)(i)	32(1)(a)
32(1)(ii)	32(1)(b)
32(1)(iii)	32(1)(c)