

# **GAMING MACHINE AND OTHER LEGISLATION AMENDMENT BILL 1998**

## **EXPLANATORY NOTES**

### **Short Title**

*Gaming Machine and Other Legislation Amendment Bill 1998*

### **Objectives of the Legislation**

The legislation provides for amendments required to continue the Government's implementation of changes to the gaming machine industry following the Review of Gaming Machine Regulatory Arrangements by the Government in 1996.

The proposed legislation provides for the following amendments to be incorporated into the *Gaming Machine Act 1991*.

- Increased terms of licences issued under the legislation.
- Licensing of "gaming nominees" for sites.
- Strengthened provisions dealing with "entrepreneurial" and externally controlled clubs.
- Further anti-corruption offences.
- Redrafting of existing provisions to modernise the Act.
- Minor administrative amendments.

### **Reasons for the Legislation**

Following the 1996 Review of Gaming Machine Regulatory Arrangements the Government negotiated a package of changes with industry participants. Two of the most significant changes were the introduction of third party Licensed Operators to take over the electronic

monitoring of gaming machines in licensed clubs and hotels, and for the Government to cease the ownership of gaming machines.

The *Gaming Machine Amendment Act 1997* and the *Gaming Machine Amendment Act 1998* have provided for the changes required prior to 1 July 1997 and 1 July 1998 respectively. The Government's continued commitment to the package of changes now depends on the passage of this legislation to facilitate further changes to the effective operation of the regulatory regime.

### **Estimated Cost for Government Implementation**

There are no additional costs anticipated from the changes to the gaming machine industry resulting from this legislation.

Any increase in costs relating to the licensing of gaming nominees will be more than offset with the savings from the extension of the licence period, for most licences, from 2 years to 5 years.

### **Assessment of Bill's Consistency with Fundamental Legislative Principles**

The legislation has been prepared taking into consideration fundamental legislative principles.

### **Consultation**

The Review of Queensland Gaming Machine Regulatory Arrangements was published as a Government White Paper following more than six months of consultation with industry participants.

Following the publication of the White Paper the Government entered into a period of intense negotiations with industry participants and consideration of submissions from the community.

The Government has also consulted with some licensed operators and representatives of the club and hotel industries to strengthen provisions relating to "entrepreneurial" or externally controlled clubs.

## NOTES ON PROVISIONS

*Clause 1* sets out the short title of the Act.

*Clause 2* provides for Section 113 to have commenced, or is taken to have commenced, on 1 July 1997. The remaining provisions of the Act commence on proclamation.

*Clause 3* notes that Part 2 of this Act amends the *Gaming Machine Act 1991*.

*Clause 4* lists amendments to the Definitions.

*Clause 5* amends the definition of “associate”.

*Clause 6* inserts section 6AA which specifies the persons affected by “control action” under Corporations Law.

*Clause 7* omits section 12(2).

*Clause 8* amends section 24(8)(b) to allow appeals to be made to the Minister in respect to a determination of the Queensland Gaming Commission (the commission) under sections 40B(2), 41B or 41C(2). This clause also amends section 24(8)(e) to (h) and section 24(8)(m) to allow appeals from decisions under sections 56B, 57B, 64 and 94 of the Act. Finally, it amends section 24(9) to allow appeals to be made in relation to decisions of the chief executive under sections 51, 65A, 76E, 76F and 86.

*Clause 9* omits section 31 and inserts sections 30A and 30B and a new section 31 to provide for the powers of delegation under the Act by the Minister, the Queensland Gaming Commission and the chief executive.

*Clause 10* replaces section 34 to provide for the chief executive to request a written report into a person’s criminal history from the commissioner of the police service and outlines the information which the report must contain.

*Clause 11* makes minor drafting amendments to section 38(1)(a).

*Clause 12* amends section 39 to allow for an individual or body corporate to make an application for a gaming machine licence where the licensed premises are part of the area covered by a special facility liquor licence. Section 39 will also provide that a body corporate which holds, or has applied to become the holder, of a club liquor licence may make an application for a gaming machine licence to cover one or more premises

specified in a liquor licence, or in an application for a liquor licence. Section 39 is also amended to provide that it is a condition precedent to consideration of an application for a licence by an individual that the applicant is agreeable to the taking of fingerprints before the grant of the licence.

*Clause 13* replaces sections 40 and 41 and inserts new sections 40, 40A, 40B, 40C, 41, 41A, 41B, 41C and 41D which outline the process by which all applications for gaming machine licences are assessed, decisions made, applicants notified and the process by which the number of gaming machines which may be operated at each licensed premises is set. Provision is also made to allow the chief executive and commission to process and approve applications for a single licence to cover multiple premises. Finally, the amendments strengthen licensing provisions to place the election of club management more clearly in the hands of the members of each club, to place control of club operations more clearly in the hands of the committee of each club and provide that contractual arrangements entered into by clubs are, except as provided for in section 40A(6), not to be for the purpose of private profit.

*Clause 14* amends the heading of section 42 and replaces section 42(3)(b)(iii) to require notification if a body corporate is affected by control action under the Corporations Law.

*Clause 15* inserts section 42A which provides that category 2 licensed premises must notify the chief executive within 7 days of any material changes in any lease or rental arrangements, or other financial arrangements, made in respect of the licensee's licensed premises that have occurred since the licence was granted or renewed.

*Clause 16* amends section 43 to require the location of each licensed premises to be specified in the licence.

*Clause 17* inserts a new section 44 which provides that an amalgamated licence may be issued to a club which holds more than one gaming machine licence at the commencement of the section, in lieu of the licences held by that club.

*Clause 18* amends section 45 to provide that a licensee that holds a single licence for multiple premises must display a copy of the licence at each of the premises to which the licence relates.

*Clause 19* amends section 47 to provide that the term of gaming machine licences be extended from 2 years to 5 years.

*Clause 20* replaces subsections 51(5) and (6) and inserts new subsections 51(7) and (8) to extend the term of a licence renewal from 2 years to 5 years and to provide the relevant licensed operator written notice of non-renewal.

*Clause 21* replaces sections 55 to 57. The new section 55 provides that the chief executive may at any time remove rented gaming machines (State property) from a licensed premises and replace them with other gaming machines. This provision also enables the chief executive to remove rented gaming machines from premises where an approval to reduce the number of machines at the premises has been approved by the commission or where the gaming machine licence has been cancelled or is not renewed. It also inserts section 55A which provides that the chief executive may direct, in writing, a licensee to alter an authorised gaming machine, if the chief executive reasonably believes that certain factors exist. A maximum penalty of 200 penalty units is provided for non-compliance with such a direction. A new section 56 is inserted to provide that a licensee with more than 1 premises must specify the premises to which the application for an increase relates. It also inserts section 56A to 56D, a new section 57 and sections 57A to 57D. Sections 56A to 56D clarify the provisions relating to an application to increase the number of gaming machines at a site. These provisions clarify the chief executive's role where the commission has delegated its powers to decide an application. The amendment also provides that, in the case of clubs with a single licence for multiple premises, the combined total number of gaming machines for all licensed premises is not to exceed the maximum number prescribed. Sections 57 to 57D clarify the provisions relating to a decrease in gaming machines. These provisions clarify the chief executive's role where the commission has delegated its powers regarding a proposal to decrease the number of gaming machines. Section 57D also clarifies that the machines to be surrendered to the chief executive are only those which are the property of the State. Finally, the amendment provides that, where machines are not State property, the licensee has one month (unless the chief executive has extended the time) to dispose of excess machines by sale to specified parties or by destruction of the machines.

*Clause 22* amends section 58 to clarify the intent of section 58(4)(a).

*Clause 23* amends section 59(1) to include the application of the section to applicants or licensees who made an additional premises application. Other minor technical amendments have also been made to section 59.

*Clause 24* amends sections 62(2), (5) and (6) and inserts new sections 62(7) to (10) to clarify that the chief executive must remove machines which are State property and approve the disposal of privately acquired gaming machines. This amendment also provides that where any licence is surrendered, the chief executive must give written notice to the licensee's licensed operator.

*Clause 25* replaces section 63 with a provision which states that if a liquor licence, issued pursuant to the *Liquor Act 1992* is cancelled, transferred or surrendered, any associated gaming licence is cancelled. Similarly, if a liquor licence is suspended, any associated gaming licence is suspended for the same period of time. However, in the case of a club with multiple premises, the cancellation, transfer, surrender or suspension only relates to the premises cancelled, transferred, surrendered, suspended or taken to be unlicensed premises. Finally, if the premises to which a liquor licence relates is taken to be unlicensed, the premises, or part thereof, to which any associated gaming licence for the liquor licence relates, is also taken to be unlicensed.

*Clause 26* amends section 64 to provide additional grounds for cancellation or suspension of gaming machine licences and the issuing of letters of censure. In particular, if a licensee fails to take reasonable steps to establish and maintain satisfactory control for the conduct of gaming, a ground will exist. Further grounds exist for cancellation, suspension or censure if the election of the club's management does not remain clearly in the hands of the club's membership, or control of the club's operations do not clearly remain in the hands of the club's committee, or contractual arrangements are entered into by the club for the purpose of private profit. The process for issuing a show cause notice has also been amended to enable the chief executive to require that the licensee provide certain persons with a copy of the show cause notice. Finally, provision is made for cancellation or suspension of a licence where the licensee fails to comply with a direction under 64(12)(c).

*Clause 27* amends section 65 to provide, in addition to the existing provisions, that a suspension continues to have effect until the notice to show cause issued to the licensee by the chief executive in complying with subsection (4) is finally dealt with.

*Clause 28* inserts section 65A which provides for the immediate suspension by the chief executive of a gaming machine licence for non-payment, by the due date, of monthly fees, gaming taxes or a penalty imposed under the Act. This provision also applies if the amount of an instalment a licensee is, because of a direction given under section 170(1A), not received by the chief executive on or before the due date.

*Clause 29* makes a minor technical amendment to section 66.

*Clause 30* inserts section 66A which provides that advice must be given to interested parties with respect to action taken under sections 64(8)(a), 64(8)(b), 64(8)(c), 64(12), 64(12A), 65A(3) and 65(1).

*Clause 31* replaces the heading for section 68 and omits subsection 68(2).

*Clause 32* inserts sections 68A and 68B which provide for the recovery or disposal of gaming machines and other property on cancellation or non-renewal of a gaming machine licence and for the destruction of fingerprints of a person who ceases to be a licensee.

*Clause 33* makes a minor technical amendment to section 69.

*Clause 34* omits section 72D.

*Clause 35* omits section 72N.

*Clause 36* amends section 72O to clarify the chief executive's requirements if the commission has delegated its powers under section 72P in relation to an application for a monitoring operator's licence.

*Clause 37* inserts section 72ZA(5) to provide that the licensed operator must also give a copy of the notice to surrender to relevant licensees and any other relevant licensed operators.

*Clause 38* replaces sections 72ZB to 72ZD with sections 72ZB and 72ZC which clarify the intent of sections 72ZB to 72ZD and provides for the investigation of persons who become associated with the licensee after the issue of the licence.

*Clause 39* amends section 72ZG to include that an additional ground exists for the suspension and cancellation of an operator's licence where a licensed operator or an associate of a licensed operator helps or induces a licensee to do something which constitutes a ground for suspending or cancelling a gaming machine licence.

*Clause 40* amends section 72ZH(2) to provide that the chief executive may include in a written show cause notice a requirement that the operator provide certain persons with a copy of the notice.

*Clause 41* replaces section 72ZI to clarify the process for involvement of interested persons in the show cause process.

*Clause 42* makes a minor technical amendment to section 72ZJ(b).

*Clause 43* amends section 72ZK to provide for a written notice regarding ending a show cause process to be given to the licensed operator.

*Clause 44* amends section 72ZO to enable the commission to appoint an administrator to conduct the licensed operator's monitoring operations under the operator's licence. Any decision not to take action under this section must be promptly conveyed to the licensed operator in writing.

*Clause 45* amends section 72ZP to also enable the commission to appoint an administrator to conduct the licensed operator's monitoring operations.

*Clause 46* inserts a new section 72ZRA which outlines the terms of appointment and role of an administrator who may be appointed to conduct a licensed operator's monitoring operations.

*Clause 47* replaces section 72ZS to clarify the process by which notices are given to interested persons for action taken against a licensed operator under this Part.

*Clause 48* inserts a new section 72ZVA which requires a licensed operator to notify the chief executive in writing of a licensee's failure to pay certain amounts payable to that licensed operator. This clause also inserts section 72ZVB which requires that an operator refrain from using a premises for storing or handling gaming equipment or ancillary or related property unless the premises have been approved by the chief executive for that purpose. An application to have premises approved must be made in a way prescribed.

*Clause 49* replaces section 72ZW to require licensed operators to provide the chief executive with returns about all employees, whether licensed or unlicensed.

*Clause 50* inserts a new section 72ZZ which provides that the chief executive may require a licensed operator to end the role of a key officer.



*Clause 51* inserts “Division 7A—Compliance Requirements” which provides extensive compliance requirements for licensed operators. In particular, the part provides for control systems for licensed operators to be approved prior to the licensed operator conducting monitoring operations. Approvals must also be obtained prior to changing a control system. The chief executive may direct a licensed operator to alter a control system and the licensed operator must comply with the direction. The part also requires licensed operators to keep monitoring records for 5 years, to keep accounting records, prepare financial statements and submit appropriate returns to the chief executive. Annual audits must be conducted in accordance with any guidelines issued by the chief executive and the resulting report must be provided to the chief executive. Further, this part specifies that approved financial institution accounts must be kept for use in relation to all monitoring operator transactions and that the licensed operator must comply with audit requirements set out in the part. Finally, this part incorporates strong financial reporting requirements for operators to allow the chief executive to review all receipts and payments of the operator in the course of its dealings with sites and machine manufacturers.

*Clause 52* renumbers section 72ZZ to section 72ZZR.

*Clause 53* amends the heading of Part 4 by replacing the reference to “machine managers” with “gaming employees”.

*Clause 54* inserts new sections 72ZZS and 72ZZT which respectively define the terms “key monitoring employee” and “key officer”.

*Clause 55* amends section 74 to clarify its application to licensed operators rather than licensees.

*Clause 56* replaces section 75 and outlines the licensing requirements for carrying out gaming duties on licensed premises. The provision makes it an offence for a person to employ, or cause a person to employ, a person to carry out gaming duties unless the person is appropriately licensed. Except as provided, the licensee must have in their employ at all times at least two appropriately licensed persons and at least one appropriately licensed person must be present on the licensed premises or readily available for carrying out duties for the premises.

*Clause 57* amends section 76 to incorporate the terms “licensed gaming employee” and “gaming employee’s licence”.

*Clause 58* inserts sections 76B to 76F which provide for the meaning of “nominee” of a licensee for premises. The amendments also require that a licensee which is a body corporate or a licensee which holds more than one gaming machine licence must have a nominee. The new provisions include the process for applying for a gaming nominee’s licence by licensed gaming employees and the process for applying for a gaming employee’s licence by licensed gaming nominees.

*Clause 59* amends section 77 to cover gaming employees and gaming nominees. The amendment also requires that applications for repairers’ licences and applications for key monitoring employees’ licences must be accompanied by an employment notice. Applications for nominees must be accompanied by a notice nominating the person as a licensee’s nominee.

*Clause 60* amends section 78 to require notification if a body corporate is affected by control action under the Corporations Law.

*Clause 61* amends section 79 to enable the chief executive to request further information or documentation considered necessary in making a recommendation under the section. The chief executive may also cause a person’s fingerprints to be taken with the applicant’s agreement. Finally, the provision clarifies the role of the chief executive where the commission has delegated its powers to grant or refuse to grant a licence under Part 4 of the Act.

*Clause 62* replaces section 80 to outline the process by which the commission may grant or refuse to grant a licence under Part 4 of the Act and includes a public interest test.

*Clause 63* amends section 81 to insert references to gaming employees and gaming nominees and to provide that, if a licence is granted on certain conditions, those conditions must be stated in the licence, or the licence must be accompanied by written notice of the conditions.

*Clause 64* amends section 83 to provide that licences issued under Part 4 of the Act are valid for 5 years.

*Clause 65* amends section 86 to insert references to gaming employees and nominees and provides that licences mentioned under this section are valid for a period of 5 years.

*Clause 66* amends the heading of section 88. The amendment also provides that a gaming employee, if asked, must produce for inspection the gaming employee’s or nominee’s formal identification card. It requires the

licensee to display the nominee's name and a notice stating the person to be the nominee for the premises.

*Clause 67* amends section 89 to replace references to "a natural person" with the words "an individual".

*Clause 68* replaces section 90 with a provision which enables the Minister to approve audit programs for investigating licensed gaming nominees and associates of licensed gaming nominees. This clause inserts section 90A which outlines the process by which investigations of licensed persons and associates of licensed persons are conducted by the chief executive. Finally, this clause inserts sections 90B and 90C which provide, respectively, that the chief executive may, by written notice, require a person to provide information or documentation considered relevant to the investigation and that it is an offence to fail to comply with such a request without reasonable excuse.

*Clause 69* amends section 92 to specify required returns about employees and agreements and to specify that only a licensed operator, a licensed repairer, or a licensed service contractor will be able to employ licensed repairers. It also provides that a licensee must immediately end the employment of a person as a gaming employee or take action to stop a person being a nominee for licensed premises in certain circumstances.

*Clause 70* amends section 93 to provide for the time frame within which the surrender of a licence takes effect.

*Clause 71* amends section 94 to provide that a contravention of the Act (which is not an offence) is grounds to cancel or suspend a licence under Part 4. In addition, this section provides that a ground for suspension or cancellation exists if a body corporate is affected by control action under the Corporations Law or if a licensee fails to comply with a direction. The amendment also provides that the chief executive may require the holder of a licence to give a copy of a show cause notice to interested persons.

*Clause 72* amends section 95 to provide, in addition to the existing provisions, that a suspension continues to have effect until the notice to show cause issued to the licensee by the chief executive in complying with subsection (4) is finally dealt with.

*Clause 73* is a minor technical amendment to section 96.

*Clause 74* inserts sections 96A and 96B. Section 96A provides for notices to be issued to interested persons in relation to certain action taken

against the holder of a licence in accordance with Part 4 of the Act. Section 96B provides for the destruction of fingerprints if a person ceases to be a licensed repairer, licensed gaming nominee, licensed gaming employee, licensed key monitoring employee or a licensed service contractor.

*Clause 75* amends section 97 to insert references to a gaming nominee's licence and a gaming employee's licence.

*Clause 76* amends section 98 to ensure the provision covers each authorised gaming machine held by the licensee and inserts a new subsection (2) which provides that a licensee must store any authorised gaming machine on premises (rather than in a room) approved by the chief executive. Such gaming machines must be secured in a manner approved by the chief executive.

*Clause 77* amends section 98A to specify that it applies to each of the licensee's licensed premises.

*Clause 78* amends section 99 to provide references to an authorised gaming machine of a licensee.

*Clause 79* amends section 106 to provide that, in addition to a licensee, an employee must not, during their employment, extend credit to enable the person or another person to play a gaming machine.

*Clause 80* inserts section 110A which deals with unclaimed monetary and non-monetary prizes.

*Clause 81* provides for minor technical amendments to section 111.

*Clause 82* provides for minor technical amendments to section 112.

*Clause 83* provides for minor technical amendments to section 114.

*Clause 84* omits sections 115 to 116 to modernise the Act.

*Clause 85* provides for a minor technical amendment to section 123.

*Clause 86* provides for a minor technical amendment to section 129.

*Clause 87* amends section 140 to clarify the distinction between the gaming machines and linked jackpot equipment for a linked jackpot arrangement involving the licensee's authorised gaming machines which a licensee is authorised to possess, and those gaming machines which a licensee is not authorised to possess or allow a person to play.

*Clause 88* provides for a minor technical amendment to section 141.

*Clause 89* provides for a minor technical amendment to section 145.

*Clause 90* replaces section 146A with a new section 146A and section 146B which outlines the means by which a licensed operator or licensee may change the percentage return to player for a game. Section 146A provides for situations where there is a change of ownership of a machine subject to a percentage change. Section 146B also provides that a change in the percentage return to player for a game applies to all gaming machines at the particular licensed premises with the same game and betting unit, excluding those which form part of a linked jackpot arrangement.

*Clause 91* inserts section 148A to provide for an offence if a person offers a payment or benefit to another person, to induce a third person to acquire equipment or services. For example, the paying of a secret commission to a person in connection with the purchase, lease, sublease or financing of equipment or the provision of services is expressly prohibited. This is an offence which may be prosecuted in a summary way or upon indictment, and carries the maximum penalty applicable under the Act.

*Clause 92* amends section 151 to ensure that, in addition to repairs, subsection (2) does not apply to machines undergoing installation, alteration, adjustment, or maintenance. It also provides for a minor technical amendment to subsection 3(b).

*Clause 93* provides for a minor technical amendment to section 152.

*Clause 94* amends section 153 to clarify that a licensed repairer is authorised to undertake action under subsection 153(1) provided the repairer does not undertake other activities without the licensed operator's approval. It also omits subsection (5) which is no longer relevant.

*Clause 95* provides for minor technical amendments to section 155.

*Clause 96* amends section 158 to provide that, in the case of a club with more than one licensed premises, the licensee must maintain separate accounting records for each premises.

*Clause 97* amends section 159 to provide that licensees will be required to prepare a monthly gaming machine reconciliation report for the premises and keep it on the premises, rather than lodge it with the chief executive.

*Clause 98* amends section 161 to expand the definition of "accountant" for the purposes of the section to include a member of the National Institute of Accountants or other approved person.

*Clause 99* omits section 161A.

*Clause 100* amends section 163 to provide that, for clubs with more than 1 premises, the monthly taxable metered win for all premises be combined for the purpose of calculating tax. It further provides that the chief executive is to make an assessment of the monthly metered tax by some other means in the event of a malfunction of the system used to make the assessment.

*Clause 101* amends section 170 to provide that, in addition to the existing provision, the chief executive may direct a licensee, by written notice, to pay an amount by instalments. It is an offence not to comply with such a direction.

*Clause 102* inserts section 170A which provides for the adjustment of gaming machine tax to allow for situations where there is a negative amount of tax payable.

*Clause 103* amends section 171 to provide that the penalty for late payment is subject to section 163(1B).

*Clause 104* replaces section 173 with a provision which states that a licensed operator must give the licensee of licensed premises to which it provides monitoring services a financial statement in accordance with the section. In addition, the chief executive may require a licensed operator to provide an explanation of any matter within the statement.

*Clause 105* makes a minor technical amendment to section 174.

*Clause 106* amends section 176 to provide that any tax or penalty payable under section 171 is a debt payable to the State by the licensee or, if the licensee is a body corporate, jointly and severally by each person who is or was a director of the body when the debt became payable.

*Clause 107* replaces section 177 with a section which provides for offences relating to evading payment of fees, penalties and taxes.

*Clause 108* omits section 178.

*Clause 109* replaces section 186(2) to provide for a prohibition against a gaming employee, instead of a machine manager, playing gaming machines on the licensed premises where he or she is employed and for 30 days after the person ceases their role at the licensed premises. The prohibition against a licensee remains unchanged.

*Clause 110* provides for minor technical amendments to section 187(1).

*Clause 111* amends section 188 to replace subsection (a) in order to clarify that a person must not have or gain control over an application by a club for a licence regardless of whether the club subsequently makes such an application.

*Clause 112* inserts section 188A which makes it an offence for a person to be able to have control over, or have the ability to control the conduct of gaming at a club unless that person is a secretary, executive officer or a member of the club and carrying out the role of secretary, executive officer or member of the club. This provision is intended to ensure that the club has full, free and unfettered control of the conduct of gaming at the premises.

*Clause 113* amends section 189(6) to provide that this section will, from 1 July 1997, be restricted on or after that date, to an agreement entered into between a licensee and a licensed operator for electronically monitoring the licensee's gaming machines in conjunction with the supply of services relating to the installation or operation of a linked jackpot arrangement on the licensee's licensed premises.

*Clause 114* provides for minor technical amendments to section 195.

*Clause 115* provides for minor technical amendments to section 196.

*Clause 116* provides for minor technical amendments to section 206 relating to the proceedings for offences.

*Clause 117* makes a number of minor technical amendments to section 212(f).

*Clause 118* replaces section 215(2)(a) to provide a regulation making power in relation to the taking of fingerprints of applicants for gaming machine, repairer's, gaming nominee's, gaming employee's or key monitoring employee's licences.

*Clause 119* omits the existing section 217.

*Clause 120* inserts a new section 217 which provides for definitions applicable to Part 11 of the Act.

*Clause 121* makes a minor technical amendment to section 218(2).

*Clause 122* inserts sections 223 to 231 to provide for transitional arrangements. These arrangements relate to definitions, terms of gaming machine licences, approved control systems for existing operators, nominees of licensees, application for gaming nominees' licences, applications for machine managers' licences, licensed machine managers and term of part 4 licences.

*Clause 123* provides that Part 3 of this Act amends the *Casino Control Act 1982*.

*Clause 124* inserts section 71A into the *Casino Control Act 1982* to provide for the handling of unclaimed monetary and non-monetary prizes.

*Clause 125* provides that Part 4 of this Act amends the *Interactive Gambling (Player Protection) Act 1998*.

*Clause 126* amends section 135 of the *Interactive Gambling (Player Protection) Act 1998* to clarify that it applies only to players accounts held with a licensed provider.

*Clause 127* provides for a minor technical amendment to section 137 of the *Interactive Gambling (Player Protection) Act 1998*.

*Clause 128* amends section 162 of the *Interactive Gambling (Player Protection) Act 1998* to clarify that any person may submit an application for approval of regulated interactive gambling equipment, subject to the chief executive imposing conditions on an approval.

*Clause 129* provides that Part 5 of this Act amends the *Keno Act 1996*.

*Clause 130* amends section 148 of the *Keno Act 1996* to provide that any person, including the authorised keno operator, or an employee of an authorised keno operator, must not extend credit or make a loan to a person, including themselves, to enable the person to take part in keno. This amendment also provides that, if a keno operator reasonably believes that a prize was obtained because of a contravention of this section, the authorised keno operator must refuse to pay the prize.

*Clause 131* amends section 152 of the *Keno Act 1996* to provide, in addition to the existing provisions, a claim for payment of a prize which has been refused by an authorised keno operator in accordance with section 148.

*Clause 132* inserts section 159A of the *Keno Act 1996* which prohibits a keno agent or an employee of a keno agent from taking part in keno gaming at the place where the agent conducts keno gaming. A person is not eligible to win a prize for a keno game if the person has acted in contravention of this provision.

*Clause 133* provides that Part 6 of this Act amends the *Lotteries Act 1997*.



*Clause 134* inserts section 132A which provides that sections 131 and 132 of the Lotteries Act have effect despite Part 8 of the *Public Trustee Act 1978*.

*Clause 135* provides that Part 7 of this Act amends the *Wagering Act 1998*.

*Clause 136* amends section 213 to provide that the section has effect despite Part 8 of the *Public Trustee Act 1978*.