



Queensland

*Charitable and Non-Profit Gaming Act 1999*

# Charitable and Non-Profit Gaming Regulation 1999

Reprinted as in force on 1 July 2008

Reprint No. 4A

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

This regulation is reprinted as at 1 July 2008. The reprint shows the law as amended by all amendments that commenced on or before that day (Reprints Act 1992 s 5(c)).

The reprint includes a reference to the law by which each amendment was made—see list of legislation and list of annotations in endnotes. Also see list of legislation for any uncommenced amendments.

This page is specific to this reprint. See previous reprints for information about earlier changes made under the Reprints Act 1992. A table of reprints is included in the endnotes.

**Also see endnotes for information about—**

- **when provisions commenced**
- **editorial changes made in earlier reprints.**

## Spelling

The spelling of certain words or phrases may be inconsistent in this reprint due to changes made in various editions of the Macquarie Dictionary. Variations of spelling will be updated in the next authorised reprint.

## Dates shown on reprints

**Reprints dated at last amendment** All reprints produced on or after 1 July 2002, authorised (that is, hard copy) and unauthorised (that is, electronic), are dated as at the last date of amendment. Previously reprints were dated as at the date of publication. If an authorised reprint is dated earlier than an unauthorised version published before 1 July 2002, it means the legislation was not further amended and the reprint date is the commencement of the last amendment.

If the date of an authorised reprint is the same as the date shown for an unauthorised version previously published, it merely means that the unauthorised version was published before the authorised version. Also, any revised edition of the previously published unauthorised version will have the same date as that version.

**Replacement reprint date** If the date of an authorised reprint is the same as the date shown on another authorised reprint it means that one is the replacement of the other.



Queensland

# Charitable and Non-Profit Gaming Regulation 1999

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# Charitable and Non-Profit Gaming Regulation 1999

[as amended by all amendments that commenced on or before 1 July 2008]

## 1 Short title

This regulation may be cited as the *Charitable and Non-Profit Gaming Regulation 1999*.

## 2 Commencement

This regulation commences on 1 December 1999.

## 3 Installation and operation of lucky envelope vending machines—Act, s 25

- (1) This section applies if a person who conducts lucky envelopes (*person A*) arranges with the occupier of premises for the installation of a lucky envelope vending machine at the premises, for the sale of person A's lucky envelopes.
- (2) Person A must not allow the occupier, or an employee or agent of the occupier (the *occupier*), to help or become involved with person A in the operation of the machine or the sale of lucky envelopes from the machine.
- (3) However, subsection (2) does not prevent the occupier from—
  - (a) paying to a winner, on behalf of person A, a prize won in a lucky envelope from the machine if person A has authorised the occupier in writing to pay prizes; or
  - (b) telling person A about difficulties and faults in the operation of the machine or that the machine has been tampered with in any way; or
  - (c) if the machine is electrically operated—ensuring that the supply of electricity to the machine is connected and turned on.

- (4) Person A must not give the occupier any money or other consideration for the installation or operation of the machine, other than—
  - (a) an amount of not more than 5% of the gross proceeds of each game of lucky envelopes sold from the machine; or
  - (b) an amount to reimburse the occupier for a prize paid by the occupier under subsection (3)(a).

#### **4 Requirements for printing lucky envelopes—Act, s 26**

- (1) Each lucky envelope for a game of lucky envelopes must have printed or displayed on it—
  - (a) the serial number of the game; and
  - (b) the price of the lucky envelope.
- (2) The serial number must be from the sequence of serial numbers that is allocated by the chief executive to the person who holds the lucky envelope printer licence.
- (3) A serial number must not be used more than once.
- (4) Lucky envelopes must be—
  - (a) securely sealed on all sides; and
  - (b) made of a material that does not allow the contents of the playing panel to be seen without opening or scratching the playing panel.
- (5) At least 6% of the lucky envelopes in a game must be prize-winning envelopes.
- (6) The prize-winning envelopes must be randomly distributed among the lucky envelopes.
- (7) The total value of the prizes available in a game of lucky envelopes must be at least 40% of the amount that would be received if all the envelopes in the game were sold at the price on the envelopes.
- (8) A cash prize in a game of lucky envelopes, in which a ticket is scratched to reveal numbers, letters or symbols that may entitle the player to a prize, must not be more than \$250.

- (9) A cash prize in any other game of lucky envelopes must not be more than \$500.

## **5 Application for issue or renewal of general licence—Act, s 43**

- (1) For section 43(2) of the Act, the time prescribed for making application for issue of a general licence is—
- (a) if, for a particular application, the chief executive decides a period of time that is shorter than the period of time prescribed in paragraph (b)—the period of time decided by the chief executive; or
  - (b) if the chief executive does not decide a period of time—
    - (i) for a bingo centre licence—at least 28 days before the applicant intends to allow bingo to be conducted under the licence; and
    - (ii) for a category 3 gaming licence—at least 28 days before the applicant intends to conduct a game under the licence; and
    - (iii) for a lucky envelope printer licence—at least 28 days before the applicant intends to print lucky envelopes under the licence; and
    - (iv) for a special category 3 gaming licence—at least 21 days before the applicant intends to conduct a game under the licence.
- (2) For section 43(2) of the Act, the time prescribed for making application for renewal of 1 of the following types of licences is at least 28 days before the licence is due to expire—
- (a) a bingo centre licence;
  - (b) a category 3 gaming licence;
  - (c) a lucky envelope printer licence.

## **6 Audit for category 2 or 3 gaming operations—Act, s 87**

For section 87(1)(a) of the Act, the amount prescribed is \$10000.

## **7 Requests to review decisions about claims for prizes—Act, s 96**

- (1) This section prescribes, for section 96(6) of the Act, the way in which the chief executive must deal with a request, made by a claimant under section 96(4)(a) of the Act, to review a decision of a person who conducted a game (the *person's decision*).
- (2) The chief executive must either review, or refuse to review, the person's decision.
- (3) The chief executive may refuse to review the person's decision only if the chief executive considers the request was not made in good faith or is frivolous.
- (4) If the chief executive decides to refuse to review the person's decision, the chief executive must—
  - (a) give written notice of the chief executive's decision to the person and claimant; and
  - (b) give the claimant a written notice stating the reasons for the chief executive's decision.
- (5) If the chief executive decides to review the person's decision, the chief executive must—
  - (a) give the person a copy of the claimant's request; and
  - (b) by written notice given to the person invite the person, and by written notice given to the claimant invite the claimant, to make a written submission to the chief executive about the person's decision within 1 month after receiving the notice (the *submission period*).
- (6) The chief executive may—
  - (a) cause an investigation to be made about any matter the chief executive considers relevant to the review; and
  - (b) request a report of the investigation be given to the chief executive.
- (7) As soon as practicable after the end of the submission period, the chief executive must—
  - (a) consider all written submissions made in the submission period by the person and claimant; and



- (b) consider any report given to the chief executive under subsection (6); and
- (c) make a decision about the review; and
- (d) give the person and claimant a written notice stating the decision and the reasons for the decision.

## **8 Requests to resolve claims for prizes—Act, s 96**

- (1) This section prescribes, for section 96(6) of the Act, the way in which the chief executive must deal with a request, made by a claimant under section 96(4)(b) of the Act, to resolve a claim for payment of a prize.
- (2) The chief executive must ask the person who conducted the game to immediately try to resolve the claim.
- (3) If, within 14 days of making the request under subsection (2), the chief executive is not advised of the resolution of the claim by the person or claimant, the chief executive must by written notice given to the person invite the person, and by written notice given to the claimant invite the claimant, to make a written submission to the chief executive about the claim within 1 month after receiving the notice (the *submission period*).
- (4) The chief executive may—
  - (a) cause an investigation to be made about a matter the chief executive considers relevant to the claim; and
  - (b) request a report of the investigation be given to the chief executive.
- (5) As soon as practicable after the end of the submission period, the chief executive must—
  - (a) consider all written submissions made in the submission period by the person and claimant; and
  - (b) consider any report given to the chief executive under subsection (4); and
  - (c) make a decision about the claim; and
  - (d) give the person and claimant a written notice stating the decision and the reasons for the decision.

- (6) However, the chief executive is not required to take or complete action under subsection (5) if the chief executive is advised by the person or the claimant, and is satisfied, that the claim has been resolved.

## **9 Requirements for approval of lucky envelope vending machine**

For section 100(2)(b)(i) of the Act, the features prescribed are—

- (a) a coin rejection and return facility if the machine fails to operate; and
- (b) a lockable money box accessible only to the person conducting the game; and
- (c) an adequate system of accounting and audit controls to enable all sales of lucky envelopes through the machine to be reconciled and accounted for; and
- (d) adequate locking devices to prevent vandalism, and the theft of lucky envelopes and money in the machine.

## **10 Entities to whom information may be disclosed—Act, s 183**

The entities prescribed for section 183(3)(a) of the Act are stated in schedule 1.

## **11 Fees**

The fees payable under the Act are in schedule 2.

## **12 Evaluation of regulated general gaming equipment—Act, s 99**

- (1) For section 99(1)(a) of the Act, an evaluation carried out by the chief executive may include 1 or more of the following types of evaluation—
- (a) basic evaluation;
  - (b) intermediate evaluation;
  - (c) advanced evaluation.

(2) In this section and in schedule 2—

***advanced evaluation*** means an evaluation of any of the following things relating to regulated general gaming equipment—

- (a) communications protocols;
- (b) monitoring systems;
- (c) random number generators.

***basic evaluation*** means an evaluation of any of the following things relating to regulated general gaming equipment—

- (a) artwork;
- (b) cabinet design;
- (c) documentation, including for example, operational manuals.

***intermediate evaluation*** means an evaluation of any of the following things relating to regulated general gaming equipment—

- (a) hardware, other than hardware subject to basic evaluation;
- (b) software, other than software subject to advanced evaluation;
- (c) the mathematical treatise of the derivation of the theoretical return to a player.

## **Schedule 1      Entities**

section 10

Alberta Gaming and Liquor Commission, Canada  
Alcohol and Gaming Commission of Ontario, Canada  
Alcohol and Gaming Division Nova Scotia, Canada  
Australian Bureau of Criminal Intelligence  
Australian Capital Territory Gambling and Racing  
Commission  
Australian Competition and Consumer Commission  
Australian Crime Commission  
Australian Customs Service  
Australian Federal Police  
Australian Securities and Investments Commission  
Australian Security Intelligence Organisation  
Australian Taxation Office  
Australian Transaction Reports and Analysis Centre  
(AUSTRAC)  
British Columbia Gaming Policy and Enforcement Branch,  
Canada  
Casino Regulation Division, Ministry of Home Affairs,  
Singapore  
Centrelink  
Colorado Division of Gaming, USA  
Colorado State Patrol, USA  
Crime and Misconduct Commission, Queensland  
Department of Immigration and Citizenship  
Department of Internal Affairs, New Zealand  
Department of Racing, Gaming and Liquor, Western Australia

## Schedule 1 (continued)

Department of Treasury and Finance, Revenue, Gaming and Licensing Division, Tasmania

Department of Treasury and Finance, South Australia

Gambling Commission, Great Britain

Gambling Commission, New Zealand

Gaming and Wagering Commission of Western Australia

Gaming Board of the Commonwealth of the Bahamas

Independent Gambling Authority, South Australia

Independent Gambling Authority, South Australia

Interpol

Liquor Licensing Division, Queensland

Lotteries Commission of South Australia

Lotterywest, Western Australia

Louisiana State Police, USA

Missouri State Highway Patrol, USA

Mpumalanga Gaming Board, South Africa

National Indian Gaming Commission, USA

Nevada Gaming Commission, USA

Nevada Gaming Control Board, USA

New Jersey Casino Control Commission, USA

New Jersey Division of Gaming Enforcement, USA

New South Wales Casino Control Authority

New South Wales Crime Commission

New South Wales Liquor Administration Board

New South Wales Office of Liquor, Gaming and Racing

New South Wales Police Service

New Zealand Police

Northern Territory Licensing Commission

## Schedule 1 (continued)

Northern Territory Police  
Office of Fair Trading, Queensland  
Office of State Revenue, Queensland  
Office of the Liquor and Gambling Commissioner, South  
Australia  
Pueblo of Isleta Gaming Regulatory Agency, USA  
Queensland Police Service  
Racing, Gaming and Licensing Division, Northern Territory  
Racing Services Tasmania  
South Australia Police  
South Dakota Commission on Gaming, USA  
Tasmanian Gaming Commission  
Tasmania Police  
The Mississippi Gaming Commission, USA  
Victorian Commission for Gambling Regulation  
Victoria Police  
Western Australia Police Service  
Western Cape Gambling and Racing Board, South Africa  
WorkCover Queensland

## Schedule 2      Fees

section 11

		\$
1	Application for bingo centre licence (Act, s 43) . . . . .	228.00
2	Application for renewal of bingo centre licence (Act, s 43)	228.00
3	Application for lucky envelope printer licence (Act, s 43)	3 183.00
4	Application for renewal of lucky envelope printer licence (Act, s 43) . . . . .	3 183.00
5	Application for category 3 gaming licence (Act, s 43) under which the applicant intends to conduct only 1 game if the highest estimated gross proceeds for the game are—	
	• more than \$20000 but not more than \$100000 . . . . .	319.00
	• more than \$100000 but not more than \$500000 . . . . .	637.00
	• more than \$500000 . . . . .	1 272.00
6	Application for category 3 gaming licence (Act, s 43) under which the applicant intends to conduct more than 1 game if the highest estimated gross proceeds for 1 game are—	
	• more than \$20000 but not more than \$100000 . . . . .	637.00
	• more than \$100000 but not more than \$500000 . . . . .	1 272.00
	• more than \$500000 . . . . .	2 546.00
7	Application for renewal of category 3 gaming licence (Act, s 43) under which the applicant intends to conduct only 1 game if the highest estimated gross proceeds for the game are—	
	• more than \$20000 but not more than \$100000 . . . . .	319.00
	• more than \$100000 but not more than \$500000 . . . . .	637.00
	• more than \$500000 . . . . .	1 272.00
8	Application for renewal of category 3 gaming licence (Act, s 43) under which the applicant intends to conduct more than 1 game if the highest estimated gross proceeds for 1 game are—	
	• more than \$20000 but not more than \$100000 . . . . .	637.00
	• more than \$100000 but not more than \$500000 . . . . .	1 272.00
	• more than \$500000 . . . . .	2 546.00

## Schedule 2 (continued)

	\$
9 Evaluation of regulated general gaming equipment (Act, s 99), for each hour, or part of an hour, involved in the following—	
(a) carrying out—	
(i) basic evaluation . . . . .	158.00
(ii) intermediate evaluation . . . . .	197.00
(iii) advanced evaluation . . . . .	236.00
(iv) administration for an evaluation . . . . .	119.00
(b) giving advice for an evaluation . . . . .	119.00
(c) holding meetings for an evaluation . . . . .	119.00
10 Filing a notice of appeal with the registrar of the Gaming Commission (Act, s 176(2)(a)) . . . . .	319.00



## 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 1 July 2008. Future amendments of the Charitable and Non-Profit Gaming Regulation 1999 may be made in accordance with this reprint under the Reprints Act 1992, section 49.

### 3 Key

#### Key to abbreviations in list of legislation and annotations

Key	Explanation	Key	Explanation
AIA	= Acts Interpretation Act 1954	(prev)	= previously
amd	= amended	proc	= proclamation
amdt	= amendment	prov	= provision
ch	= chapter	pt	= part
def	= definition	pubd	= published
div	= division	R[X]	= Reprint No. [X]
exp	= expires/expired	RA	= Reprints Act 1992
gaz	= gazette	reloc	= relocated
hdg	= heading	renum	= renumbered
ins	= inserted	rep	= repealed
lap	= lapsed	(retro)	= retrospectively
notfd	= notified	rv	= revised edition
num	= numbered	s	= section
o in c	= order in council	sch	= schedule
om	= omitted	sdiv	= subdivision
orig	= original	SIA	= Statutory Instruments Act 1992
p	= page	SIR	= Statutory Instruments Regulation 2002
para	= paragraph	SL	= subordinate legislation
prec	= preceding	sub	= substituted
pres	= present	unnum	= unnumbered
prev	= previous		

## 4 Table of reprints

Reprints are issued for both future and past effective dates. For the most up-to-date table of reprints, see the reprint with the latest effective date.

If a reprint number includes a letter of the alphabet, the reprint was released in unauthorised, electronic form only.

Reprint No.	Amendments to	Effective	Reprint date
1	none	1 December 1999	1 December 1999
1A	2000 SL No. 137	1 July 2000	14 July 2000
1B	2001 SL No. 270	21 December 2001	4 January 2002
2	2001 SL No. 270	21 December 2001	1 February 2002
2A	2002 SL No. 128	7 June 2002	14 June 2002
2B	2002 SL No. 138	14 June 2002	21 June 2002

  

Reprint No.	Amendments included	Effective	Notes
2C	2002 SL No. 244	1 October 2002	
2D	2003 SL No. 219	1 October 2003	
2E	2004 SL No. 194	1 October 2004	
2F	2004 SL No. 253	1 December 2004	
2G	2005 SL No. 1	4 February 2005	R2G withdrawn, see R3
3	—	4 February 2005	
3A	2005 SL No. 115	1 July 2005	
3B	2006 SL No. 139	1 July 2006	
3C	2007 SL No. 137	1 July 2007	
3D	2007 SL No. 210	1 September 2007	R3D withdrawn, see R4
4	—	1 September 2007	
4A	2008 SL No. 177	1 July 2008	

## 5 List of legislation

### **Charitable and Non-Profit Gaming Regulation 1999 SL No. 283**

made by the Governor in Council on 18 November 1999

notfd gaz 19 November 1999 pp 1149–52

ss 1–2 commenced on date of notification

remaining provisions commenced 1 December 1999 (see s 2)

exp 1 September 2010 (see SIA s 54)

Note—The expiry date may have changed since this reprint was published. See the latest reprint of the SIR for any change.

amending legislation—

### **Gaming Legislation Amendment Regulation (No. 2) 2000 SL No. 136 pts 1, 3**

notfd gaz 30 June 2000 pp 736–48

ss 1–2 commenced on date of notification

remaining provisions commenced 1 July 2000 (see s 2)

**Treasury Legislation Amendment Regulation (No. 1) 2000 SL No. 137 pts 1, 3**

notfd gaz 30 June 2000 pp 736–48  
ss 1–2 commenced on date of notification  
remaining provisions commenced 1 July 2000 (see s 2)

**Gambling Legislation Amendment Regulation (No. 1) 2001 SL No. 270 s 1, pt 3**

notfd gaz 21 December 2001 pp 1482–8  
commenced on date of notification

**Gambling Legislation Amendment Regulation (No. 1) 2002 SL No. 128 pts 1, 3**

notfd gaz 7 June 2002 pp 575–8  
commenced on date of notification

**Gambling Legislation Amendment Regulation (No. 2) 2002 SL No. 138 pts 1, 3**

notfd gaz 14 June 2002 pp 697–700  
commenced on date of notification

**Gambling Legislation Amendment Regulation (No. 3) 2002 SL No. 244 ss 1, 2(2), pt 3**

notfd gaz 27 September 2002 pp 340–4  
ss 1–2 commenced on date of notification  
remaining provisions commenced 1 October 2002 (see s 2(2))

**Gambling Legislation Amendment Regulation (No. 1) 2003 SL No. 219 ss 1, 2(2), pt 3**

notfd gaz 19 September 2003 pp 219–21  
ss 1–2 commenced on date of notification  
remaining provisions commenced 1 October 2003 (see s 2(2))

**Gambling Legislation Amendment Regulation (No. 1) 2004 SL No. 194 ss 1, 2(2), pt 3**

notfd gaz 24 September 2004 pp 322–4  
ss 1–2 commenced on date of notification  
remaining provisions commenced 1 October 2004 (see s 2(2))

**Gambling Legislation Amendment Regulation (No. 2) 2004 SL No. 253 pts 1, 3**

notfd gaz 26 November 2004 pp 1040–2  
ss 1–2 commenced on date of notification  
remaining provisions commenced 1 December 2004 (see s 2)

**Gambling Legislation Amendment Regulation (No. 1) 2005 SL No. 1 s 1, pt 3**

notfd gaz 4 February 2005 pp 358–9  
commenced on date of notification

**Gambling Legislation Amendment Regulation (No. 3) 2005 SL No. 115 pts 1, 3**

notfd gaz 17 June 2005 pp 569–71  
ss 1–2 commenced on date of notification  
remaining provisions commenced 1 July 2005 (see s 2)

**Gambling Legislation Amendment Regulation (No. 1) 2006 SL No. 139 pts 1, 3**

notfd gaz 23 June 2006 pp 898–902  
ss 1–2 commenced on date of notification  
remaining provisions commenced 1 July 2006 (see s 2)

**Gambling Legislation Amendment Regulation (No. 1) 2007 SL No. 137 pts 1, 3**

notfd gaz 29 June 2007 pp 1157–65  
ss 1–2 commenced on date of notification  
remaining provisions commenced 1 July 2007 (see s 2)

**Gambling Legislation Amendment Regulation (No. 2) 2007 SL No. 210 pts 1, 3**

notfd gaz 24 August 2007 pp 2151–3

ss 1–2 commenced on date of notification

remaining provisions commenced 1 September 2007 (see s 2)

**Gambling Legislation Amendment Regulation (No. 1) 2008 SL No. 177 pts 1, 3**

notfd gaz 27 June 2008 pp 1268–78

ss 1–2 commenced on date of notification

remaining provisions commenced 1 July 2008 (see s 2)

## **6 List of annotations**

**Entities to whom information may be disclosed—Act, s 183****s 10** sub 2007 SL No. 210 s 6**Evaluation of regulated general gaming equipment—Act, s 99****s 12** ins 2002 SL No. 128 s 7**SCHEDULE 1—ENTITIES**

sub 2000 SL No. 136 s 7

amd 2002 SL No. 138 s 14; 2003 SL No. 219 s 8; 2004 SL No. 253 s 7; 2005  
SL No. 1 s 7; 2006 SL No. 139 s 7; 2007 SL No. 210 s 7**SCHEDULE 2—FEES**

amd 2000 SL No. 137 s 6

sub 2001 SL No. 270 s 6

amd 2002 SL No. 128 s 8; 2002 SL No. 138 s 15

sub 2002 SL No. 244 s 7; 2003 SL No. 219 s 9; 2004 SL No. 194 s 6; 2005 SL  
No. 115 s 7; 2006 SL No. 139 s 8; 2007 SL No. 137 s 6; 2008 SL No. 177 s  
6