

SOUTH AUSTRALIA

INSTRUMENTS OF UNLAWFUL GAMING REGULATIONS, 1981

REGULATIONS UNDER THE LOTTERY AND GAMING ACT, 1936

Instruments of Unlawful Gaming Regulations, 1981

being

No. 109 of 1981: *Gaz.* 2 July 1981, p. 20¹

as varied by

No. 110 of 1983: *Gaz.* 11 August 1983, p. 365

No. 207 of 1984: *Gaz.* 25 October 1984, p. 1352

¹ Came into operation 2 July 1981: reg. 2.

2.

1. These regulations may be cited as the *Instruments of Unlawful Gaming Regulations, 1981*.

2. These regulations shall take effect from 2 July 1981.

3. (1) In these regulations unless the context otherwise requires: "Act" means the *Lottery and Gaming Act, 1936-1980*.

(2) In the Schedule to these regulations unless the context otherwise requires:

"credit" means an entitlement to play a game or games on or with a machine which accrues to a person who plays or intends to play a game or games on or with a machine whether such entitlement accrues before or as a result of activation of the machine or as a result of a game or games having been played on or with the machine, or otherwise and which is utilized when a game or games is or are played on or with the machine;

"machine" includes article or thing.

4. Pursuant to section 59a of the Act each of the machines, articles or things set out in the schedule is declared to be an instrument of unlawful gaming.

3.

THE SCHEDULE

1. The machines commonly known as "Poker Machine", "One Armed Bandit" or "Fruit Machine" or any other machines substantially similar to those machines by whatever name they are known.

2. The machines commonly known as "In Line Bingo Machine", "Bingo Machine", "In Line Machine" or "Galaxy" or any other machines substantially similar to those machines by whatever name they are known.

3. A machine designed and constructed so as to enable:

- (a) a game or games to be played on or with the machine when it is activated;
- (b) activation of the machine to occur as a result of a game or games having been played on or with the machine, or otherwise;
- (c) more than one credit to accrue to a person playing or intending to play a game or games on or with the machine;
- (d) a person when playing such a game or games to utilize more than one credit; and
- (e) a person who, when playing such a game or games, for which more than one credit has been utilized, to accrue, depending upon the result of the game or games, a number of credits greater than he could have accrued had he utilized one credit only.

4.

APPENDIX

LEGISLATIVE HISTORY

Regulation 3:	redesignated as reg. 3(1) by 207, 1984, reg. 2
Regulation 3(2):	inserted by 207, 1984, reg. 2
Schedule	
Paragraph 3:	inserted by 110, 1983, reg. 2; substituted by 207, 1984, reg. 3