

South Australia

Gaming Machines Variation Regulations 2013

under the *Gaming Machines Act 1992*

Contents

Part 1—Preliminary

- 1 Short title
- 2 Commencement
- 3 Variation provisions

Part 2—Variation of *Gaming Machines Regulations 2005*

- 4 Variation of Schedule 4—Voluntary Pre-commitment Code
-

Part 1—Preliminary

1—Short title

These regulations may be cited as the *Gaming Machines Variation Regulations 2013*.

2—Commencement

These regulations will come into operation on 1 July 2015.

3—Variation provisions

In these regulations, a provision under a heading referring to the variation of specified regulations varies the regulations so specified.

Part 2—Variation of *Gaming Machines Regulations 2005*

4—Variation of Schedule 4—Voluntary Pre-commitment Code

- (1) Schedule 4, item 1—after item 1.2 insert:

or

1.3 completing a form on a website available generally on the Internet.

- (2) Schedule 4, item 3.4—after "limit" first occurring insert:

or fails to comply with a break in play period or no play period

- (3) Schedule 4, item 3.4.2—after "expenditure limit" insert:

or fails to comply with a break in play period or no play period

- (4) Schedule 4, item 5.2—after "post" insert:

, email, SMS

- (5) Schedule 4, item 6.1—delete the item and substitute:
- 6.1 set the following:
 - 6.1.1 a daily or weekly expenditure limit (eg \$50 per day);
 - 6.1.2 break in play periods (eg a 5 minute break every hour);
 - 6.1.3 no play periods (eg pay or pension day, the hours when children are picked up from school);
 - 6.1.4 a personal reminder message to be displayed at the gaming machine when the customer exceeds his or her expenditure limit or fails to comply with a break in play period or no play period; and
- (6) Schedule 4, item 6.2—after "a venue" insert:
- , online, at an automated kiosk
- (7) Schedule 4, item 8—delete items 8.1 and 8.2 and substitute:
- 8.1 a variation must be applied as soon as practicable if the customer has not played a gaming machine since registering;
 - 8.2 a variation (other than a variation to increase an expenditure limit) must be applied as soon as practicable if the customer has played a gaming machine since registering;
 - 8.3 if the customer has played a gaming machine since registering and the requested variation is to increase an expenditure limit, the variation must only be applied if—
 - 8.3.1 a period of 24 hours has passed since the making of the request; and
 - 8.3.2 the customer has confirmed to the licensee (in person or by any other means) that he or she still requires the making of the variation.
- (8) Schedule 4, item 10.3—after "reaches" insert:
- 50%, 75% and
- (9) Schedule 4, item 10.4—delete "a message set by the licensee" and substitute:
- the customer's personal reminder message (or, if the customer has not set a reminder message, a default message set by the licensee)
- (10) Schedule 4, item 10.5—after "10%" insert:
- , 20% and 50%
- (11) Schedule 4, item 10.6—after "limit" insert:
- or fails to comply with a break in play period or no play period

(12) Schedule 4, item 10—after item 10.6 insert:

- 10.7 if a registered customer fails to comply with a break in play period or a no play period, the system must enable the display of the customer's personal reminder message (or, if the customer has not set a reminder message, a default message set by the licensee) on the primary screen or the ancillary screen;
- 10.8 if a reminder message is displayed on a primary screen, the system must not allow the message to be removed from the display until the registered customer acknowledges the message;
- 10.9 if a reminder message is displayed on an ancillary screen, the system must not allow a registered customer to continue play until the customer acknowledges the message.

(13) Schedule 4, item 16—after "staff" insert:

, online or at an automated kiosk

(14) Schedule 4, item 17.3—delete the item and substitute:

- 17.3 each amount won and lost during that period;
- 17.4 the net amount won or lost during that period;
- 17.5 the current expenditure limit;
- 17.6 the number of times the registered customer exceeded his or her expenditure limit during that period.

Made by the Governor

with the advice and consent of the Executive Council
on 5 December 2013

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