

RULES FOR THE OPERATION AND PLAY OF GAMING MACHINES

AINSLIE FOOTBALL AND SOCIAL CLUB

GUNGAHLIN LAKES GOLF AND COMMUNITY CLUB

CANBERRA CITY BOWLING CLUB

INTRODUCTION

1. These are By-Laws of the Club approved by the Board of Directors under Section 24.1 of the Constitution, and must be complied with by all members and visitors to the Club.
2. The Club is required under Section 11(2) of the *Gaming Machine Act 2004* to enforce these Rules.
3. Complaints or submissions on any matter relating to the operation of gaming machines in the Club may be made verbally or in writing to the General Manager of the Club or the Club's Board of Directors. Legitimate complaints will be investigated and the results reported to the complainant. In addition, a formal complaint concerning compliance with a gaming law (such as the *Gaming Machine Act 2004*) may be forwarded to the ACT Gambling & Racing Commission.
4. A list of Club staff authorised as "Approved Attendants" under the *Gaming Machine Act 2004* to open gaming machines is available at reception.

GAMING MACHINE RULES

5. All members of the Ainslie Football and Social Club Ltd, and authorised visitors may play gaming machines in the Club. Persons under the age of eighteen (18) years are prohibited from playing gaming machines and are not permitted to enter the gaming machine area of the Club. Identification sufficient to verify a person's age must be provided by a patron on request.
6. The Board of Directors, the General Manager or his/her authorised representative, may refuse to allow any member or visitor to play gaming machines at any time.
7. Machines may be played during trading hours (but must not be operated between 4am and 9am) as displayed, and at such times as amended by the General Manager or his Representative.
8. The gaming area is a designated area specifically designed for the purpose of segregating gambling activities from other club facilities and services. It is requested that members/guests that are not interested in playing gaming machines refrain from congregating in a gaming area, members or guests may be asked to move to a bar or food service area.

This will ensure that patrons playing gaming machines can do so in comfort and can move freely within the area without being subjected to unnecessary congestion.

9. Only one (1) machine may be played by a person at any one time, unless prior approval of the Board of Directors, or an authorised representative has first been obtained.
10. Gaming machines may be reserved out of play for a maximum period of up to five (5) minutes.
11. Only coins of Australian legal tender in denominations of 5c, 10c, 20c 50c \$1 or \$2 maybe be used to play gaming machines where a particular machine has been designed to accept the relevant denomination. Only notes to a value determined by the Gambling and Racing Commission may be used in gaming machines with the appropriate bill acceptor. Other approved mechanisms for receiving legal tender are permitted if approved by the Gambling and Racing Commission.
12. It is the responsibility of players to immediately report to the Duty Manager or Gaming Machine Supervisor any malfunction of a machine, including any occasion when a machine may be playable without inserting a coin or note or where the credit meter is not being appropriately reduced.
13. If the payout or credit increment on a gaming machine is not in accordance with the approved payout schedule, the player must immediately report this to the Duty Manager or Gaming Machine Supervisor. A player knowingly or not knowingly is not permitted to collect credits increments on machines that have not been accumulated by the said player. Failure to report an overpay or the collection of credit increments that have not been accumulated by the said player may result in the patron obtaining money to which they are not entitled. In this case, the patron may be subject to the disciplinary provisions of the Club Constitution and may be suspended or expelled from membership of the Club. Other action may be instigated by the Club to recover any monies obtained by unauthorised means.
14. If a machine underpays, this should be reported to the Duty Manager or Gaming Machine Supervisor for investigation and the shortfall will be paid if verified.
15. Legal action may be taken by the Club against any person found obtaining any benefit from the operation of gaming machines which is not in keeping with the Poker Machine By Laws, using any unauthorised scheme, method or foreign apparatus to manipulate or in any way interfere with the correct operation of any gaming machine in the Club or receiving a payment which has not been accumulated by the said person.

16. Tilting, rocking or damaging a gaming machine is prohibited.
17. No player is permitted to operate or touch any part of a gaming machine whilst it is open.
18. A payout or credit increment will be made available to a player who, by legitimate means, operated the machine which resulted in the machine displaying a winning combination of symbols in accordance with its approved payout schedule. Such credit win or payout might not be made available if the Board of Directors or an authorised representative believes on reasonable grounds that:
- (a) these rules have been contravened;
 - (b) the player does not provide their name and membership number or if a visitor their name and some reasonable form of identification;
 - (b) the machine malfunctioned or operated in a manner that it was not programmed or designed to do;
 - (c) the machine was operated outside authorised playing times; or
 - (d) an authorised person operated the gaming machine for technical reasons including maintenance, testing or “playing off” a previous winning combination.

A machine malfunction voids all pays and plays occurring during the period of malfunction.

19. If a Director of the Club, or an authorised representative believes on reasonable grounds that a person claiming payment of a credit win or pay should not be paid in accordance with clause 18, he/she may withhold payment and submit a report to the General Manager of the Club. A copy of the report may be forwarded to the ACT Gambling and Racing Commission.

20. In relation to the payout of machine credits,

- (a) the Club reserves the right to pay any jackpot or credit pay by cheque posted to the player’s address; and
- (b) the Club shall not provide cash winnings to a player that exceed \$1,200 for any one event such as a single credit pay collection or major prize payout on which the gambling patron has staked money. The balance, if any, may be paid by cheque or other acceptable non-cash means. Cheques issued to members and authorised visitors will not be cashed by the club.
- (c) Verification on some payouts may take up to 3 days to process and the club reserves the right to withhold payment until this time.

21. All monies in gaming machines remains the property of the Club until won by a player playing a machine in the correct manner.

22. Before a player ceases to play a particular machine he/she is required to play off any paying combination in the window of the machine.
23. Short pays will not be adjusted for payment if verified by the verification meter.
24. Credit in any form will not be extended to members or visitors for the purpose of playing gaming machines.
25. The club will not cash any patron's cheques unless the person drawing the cheque has received the prior approval of the Board of Directors. Cheques will not be cashed in the Club's gaming area. A person will not be allowed to buy back or redeem a previously cashed personal cheque. The Club will not cash a patron's personal cheque for more than \$250 on any day unless the person has made arrangements with the club on a previous day.
26. Staff members involved with the provision of gambling services at a gambling facility cannot gamble at the facility at any time. Staff member includes full-time persons, part-time persons, casuals, persons employed under contract (such as Housie contractors) and persons who may have been employed in the last week (such as occasional help or one-off staff).

INTERPRETATION AND IMPLEMENTATION OF BY-LAWS

- (1) The General Manager or his/her representative is responsible for the day to day interpretation and implementation of the By-Laws. A person must accept the decision of the Board of Directors, General Manager or his/her representative on the interpretation of the By Laws and must comply with his/her request without debate or disagreement provided, always, that the member has redress through a subsequent approach to the Board of Directors.
- (2) A member is directly responsible for the actions and behaviour of any guest whom he/she has signed into the Club on a particular day and must account to the Board of Directors for any contravention of the Club's General Rules and Gaming Machine By-Laws by his or her guest.
- (3) Failure to comply with these requirements or any other Club By-Laws within the Club boundaries, will be regarded as a misdemeanour under the Club Constitution and may result in the suspension or termination of membership.
- (4) A copy of the Club's Privacy Policy as it relates to the collection of personal information is available from the Duty Manager or the Club's web site <http://www.ainsliefc.com>