

Gaming Machines Amendment (Gambling-related Notices and Player Information) Regulation 2009

under the

Gaming Machines Act 2001

Her Excellency the Governor, with the advice of the Executive Council, has made the following Regulation under the *Gaming Machines Act 2001*.

KEVIN GREENE, MP Minister for Gaming and Racing

Explanatory note

The object of this Regulation is to amend the Gaming Machines Regulation 2002 so as:

- (a) to require gambling contact cards (that contain information about problem gambling, help options and self-exclusion from any area of a hotel or premises of a registered club) be made available to patrons in clear containers attached to banks of gaming machines, and
- (b) to amend the wording of various gambling notices.

This Regulation is made under the *Gaming Machines Act 2001*, including section 210 (the general regulation-making provision).

2009 No 182 Gaming Machines Amendment (Gambling-related Notices and Player Information) Regulation 2009

Gaming Machines Amendment (Gambling-related Notices and Player Information) Regulation 2009

under the

Gaming Machines Act 2001

1 Name of Regulation

Regulation is the Gambling Machines Amendment (Gaming-related Notices and Player Information) Regulation 2009.

Commencement

This Regulation commences on 1 June 2009 and is required to be published on the NSW legislation website.

Amendment of Gaming Machines Regulation 2002

Schedule 1

Schedule 1 Amendment of Gaming Machines Regulation 2002

[1] Clause 21 Display of information concerning chances of winning prizes on gaming machines

Omit clause 21 (2). Insert instead:

- (2) The notices must contain the following:
 - (a) in respect of a notice displayed in accordance with subclause (3) (a):

Think! What are the odds of hitting the jackpot? Your chance of hitting the jackpot on a gaming machine is no better than a million to one.

(b) in respect of a notice displayed in accordance with subclause (3) (b):

What are the odds of hitting the jackpot? No better than a million to one.

[2] Clause 21 (4) and (5)

Omit clause 21 (4). Insert instead:

- (4) The notices must be in a form approved by the Authority and be obtained from the NSW Office of Liquor, Gaming and Racing.
- (5) Despite subclause (1), a notice that complied with this clause, as in force immediately before 1 June 2009, may continue to be used until the end of the period of 12 months from that date or until the date the notice is replaced, whichever happens first.

[3] Clause 22 Approval of English and other community language player information brochures

Omit "G-line (NSW) help" from paragraph (c) of the definition of *player information* in clause 22 (1).

Insert instead "Gambling Help".

[4] Clause 22 (2), (3), (5) and (6)

Omit "Minister" wherever occurring. Insert instead "Authority".

[5] Clause 22 (3) and (5)

Omit "Arabic, Croatian, Chinese, Greek, Italian, Korean, Macedonian, Maltese, Serbian, Spanish, Turkish and Vietnamese" wherever occurring.

Insert instead "Arabic, Chinese, Korean, Turkish and Vietnamese".

2009 No 182 Gaming Machines Amendment (Gambling-related Notices and Player Information) Regulation 2009

Schedule 1 Amendment of Gaming Machines Regulation 2002

Clause 23 Provision of player information brochures [6]

Omit "Minister" from clause 23 (1). Insert instead "Authority".

Clause 23 (4) and (5) [7]

Insert after clause 23 (3):

- The brochures must be in a form approved by the Authority and be obtained from the NSW Office of Liquor, Gaming and Racing.
- Despite subclause (1), a brochure that complied with clause 22, (5) as in force immediately before 1 June 2009, may continue to be used until the end of the period of 12 months from that date or until the date the brochure is replaced, whichever happens first.

[8] Clause 24 Provision of player information brochures in community languages

Insert after clause 24 (2):

- The brochures must be in a form approved by the Authority and be obtained from the NSW Office of Liquor, Gaming and Racing.
- Despite subclause (1), a brochure that complied with clause 22, (4) as in force immediately before 1 June 2009, may continue to be used until the end of the period of 12 months from that date or until the date the notice is replaced, whichever happens first.

Clause 25 Dangers of gambling—notice to be displayed on gaming [9] machines

Omit clause 25 (5). Insert instead:

The statements referred to in the definition of *gambling warning* **notice** in subclause (1) are as follows:

Think! About tomorrow

Think! About your choices

Think! About getting help

Think! About your family

Think! About your limits

Amendment of Gaming Machines Regulation 2002

Schedule 1

[10] Clause 25 (6)

Omit the subclause. Insert instead:

The notice referred to in the definition of *problem gambling notice* in subclause (1) must contain the following:

Think! About your choices Call Gambling Help 1800 858 858

www.gamblinghelp.nsw.gov.au

[11] Clause 25 (7)–(9)

Omit the subclauses.

[12] Clause 25 (11) and (12)

Insert after clause 25 (10):

- (11) The notices must be in a form approved by the Authority and be obtained from the NSW Office of Liquor, Gaming and Racing.
- (12) Despite subclause (2), a gambling warning notice or problem gambling notice that complied with this clause, as in force immediately before 1 June 2009, may continue to be used until the end of the period of 12 months from that date or until the date the notice is replaced, whichever happens first.

[13] Clause 26 Counselling signage—notice to be displayed

Omit clause 26 (2). Insert instead:

(2) The notice must contain the following:

Think! About your choices

Gambling More, enjoying it less?

For free and confidential information and advice about problem gambling, please contact Gambling Help

1800 858 858

www.gamblinghelp.nsw.gov.au

[14] Clause 26 (3) and (4)

Omit the subclauses. Insert instead:

- (3) The notice must be in a form approved by the Authority and be obtained from the NSW Office of Liquor, Gaming and Racing.
- (4) Despite subclause (1), a notice that complied with this clause, as in force immediately before 1 June 2009, may continue to be used

2009 No 182 Gaming Machines Amendment (Gambling-related Notices and Player Information) Regulation 2009

Schedule 1 Amendment of Gaming Machines Regulation 2002

> until the end of the period of 12 months from that date or until the date the notice is replaced, whichever happens first.

[15] Clause 27 Signage to be displayed on ATMs and cash-back terminals

Omit clause 27 (2). Insert instead:

The notice must contain the following: Think! About your choices Call Gambling Help 1800 858 858 www.gamblinghelp.nsw.gov.au

[16] Clause 27 (6)

Insert after clause 27 (5):

Despite subclause (1), a notice that complied with this clause, as in force immediately before 1 June 2009, may continue to be used until the end of the period of 12 months from that date or until the date the notice is replaced, whichever happens first.

[17] Clause 41 Gaming machine advertising and signs—exclusions

Insert after clause 41 (1C) (b):

the promotional material contains a problem gambling (b1) notice as referred to in clause 25, and

Clause 42 Provision of player activity statements under player reward [18] schemes

Omit clause 42 (7). Insert instead:

A player activity statement must include a problem gambling notice as referred to in clause 25.

Clause 47A [19]

Insert after clause 47:

47A Provision of gambling contact cards

- A hotelier or registered club must display gambling contact cards in a card holder that is securely attached to each bank of approved gaming machines and that is positioned so as to enable a person to clearly see the gambling contact cards:
 - while playing a gaming machine that is part of the bank of gaming machines, or

Amendment of Gaming Machines Regulation 2002

Schedule 1

- (b) when approaching the bank of gaming machines. Maximum penalty: 50 penalty units.
- (2) In this clause:

card holder means a clear, plastic, see-through container. *gambling contact card* means a card displaying information in relation to:

- (a) self-exclusion from any area of a hotel or the premises of a registered club, and
- (b) contact details for problem gambling help options, and that is in a form approved by the Authority and obtained from the NSW Office of Liquor, Gaming and Racing.
- (3) This clause commences on 1 December 2009.

[20] Clause 49

Omit the clause. Insert instead:

49 Notices relating to gaming machine areas in clubs

- (1) A notice that complies with clause 33 of the *Liquor Regulation* 2008 must be conspicuously displayed in each gaming machine area of a registered club.
- (2) If subclause (1) is not complied with in relation to a registered club, the club and the secretary of the club are each guilty of an offence.

Maximum penalty: 50 penalty units.

(3) Despite subclause (1), a sign that complied with this clause, as in force immediately before 1 June 2009, may continue to be used until the end of the period of 12 months from that date or until the date the sign is replaced, whichever happens first.

[21] Schedule 3 Penalty notice offences

Insert in appropriate order under the heading "Offences under this Regulation" in Columns 1 and 2, respectively:

Clause 47A (1)

\$550

[22] Schedule 3

Omit the matter relating to clause 49 (3) under the heading "Offences under this Regulation".

Insert instead in Columns 1 and 2, respectively:

20	N9	Nο	18	22

Gaming Machines Amendment (Gambling-related Notices and Player Information) Regulation 2009

Schedule 1 Amendment of Gaming Machines Regulation 2002

Clause 49 (2) \$550