

NORTHERN TERRITORY OF AUSTRALIA

GAMING MACHINE BILL 1995

TABLE OF PROVISIONS

Clause

PART 1 - PRELIMINARY

1. Short title
2. Commencement
3. Definitions
4. Meaning of "conduct of gaming"
5. Meaning of "associate"
6. Meaning of "play a gaming machine"
7. Act not to apply to casinos
8. Act binds Crown

PART 2 - ADMINISTRATION

9. Establishment of Commission
10. Appointment of Chairperson and Deputy
Chairperson
11. Tenure of office
12. Resignation and dismissal of Chairperson and
Deputy Chairperson
13. Leave of absence
14. Meetings
15. Protection of Chairperson and commissioners
16. Disclosure of interests
17. Powers and functions of Commission
18. Annual report
19. Decisions or determinations of Commission are
final
20. Inspectors
21. Delegations
22. Secrecy

PART 3 - GAMING MACHINE LICENCES

23. Gaming lawful and does not constitute
nuisance
24. Application for gaming machine licence
25. Consideration of applications
26. Clubs may be restricted to only one gaming
machine licence
27. Changes in circumstances of applicants and
licensees
28. Issue of gaming machine licences
29. Schedule of gaming machines
30. Gaming machine licences and schedules to be
displayed
31. Issue of copy of gaming machine licence
32. Term of gaming machine licences

33. Conditions of gaming machine licences
34. Imposition or variation of conditions
35. Payment and recovery of amounts
36. Renewal and continuance of gaming machine licences
37. Gaming machine licences cannot be transferred
38. Certain applications under *Liquor Act* subject to Director's certificate
39. Director to provide gaming machines, &c.
40. Director may alter or remove gaming machines, &c.
41. Increase in gaming machines
42. Decrease in gaming machines
43. Modification or relocation of gaming machine areas
44. Disclosure of influential or benefiting parties
45. Investigation of licensees and associates
46. Cessation or commencement of executive officer or secretary
47. Surrender of gaming machine licences
48. Cancellation or suspension of gaming machine licences in certain circumstances
49. Cancellation, suspension, &c., of gaming machine licences
50. Suspension of gaming machine licence pending decision
51. Effect of suspension of licence
52. Gaming machines not to be played
53. Recovery of gaming machines, &c.
54. Appointment of administrator instead of suspension
55. Expenses of administration
56. Liability for losses incurred during administration
57. Continuance of licences in certain circumstances

PART 4 - LICENSING OF REPAIRERS,
SERVICE CONTRACTORS AND MACHINE MANAGERS

58. Unlicensed persons not to install, &c., gaming equipment
59. Unlicensed persons not to be service contractors
60. Unlicensed persons not be machine managers
61. Certain persons to apply for machine manager's licence
62. Applications for licence under this Part
63. Changes in circumstances of applicants for and holders of licences
64. Consideration of application
65. Grant or refusal to grant licence
66. Form of licence
67. Issue of copy of licence
68. Term of licences
69. Conditions of licences
70. Variation of condition of licence

71. Renewal of licences
72. Licences not to be transferred
73. Display of repairer's licence
74. Disclosure of influential or benefiting parties
75. Investigation of holder of licence and associates
76. Cessation or commencement of executive officer or secretary
77. Notification of employment and agreements
78. Surrender of licence
79. Cancellation or suspension of licence under this Part
80. Suspension of licences pending decision
81. Effect of suspension of licence
82. Provisional licences

PART 5 - SUPERVISION AND MANAGEMENT OF GAMING

83. Installation and storage of gaming machines
84. Gaming machines not to be played if not installed in gaming machine area
85. Gaming equipment not to be an annoyance, &c.
86. Installation of electronic monitoring systems
87. Maintenance of facilities, &c.
88. Hours of gaming
89. Rules ancillary to gaming
90. Rules ancillary to gaming to be available and enforced
91. Licensees not to extend credit
92. Gaming tokens
93. Gaming tokens that are not Australian currency
94. Payments in connection with gaming
95. Entitlement of players
96. Malfunction of gaming machines
97. Defective gaming machines not allowed
98. Security of keys, &c.
99. Certain persons only to have access, &c., to gaming machines
100. Contracts for certain services to be approved
101. Licensees to keep records of certain employees
102. Notification of employment or cessation of employment of machine manager
103. Persons under 18 not to be employed
104. Persons under 18 not to play gaming machines
105. Persons under 18 not to be allowed to game
106. Misrepresentation of age
107. Wrongful dealing with evidence of age
108. Seizure of form wrongly used as evidence of age
109. Ascertainment of age
110. Seizure of material associated with representation of age
111. Defence to charge if age material

- 112. Licensees to prohibit certain persons from gaming
- 113. Removal of certain persons
- 114. Obstruction to removal from licensed premises
- 115. Obstruction generally

PART 6 - CONTROL OF GAMING MACHINES

- 116. Recognised manufacturers and suppliers of gaming machines
- 117. Recognised suppliers of restricted components
- 118. Investigations of suitability of listed persons
- 119. Removal of names of persons from roll
- 120. Manufacture, sale, supply, obtaining or possession of gaming machines
- 121. Possession, &c., of gaming machines and restricted components by recognised manufacturers or suppliers of gaming machines
- 122. Possession, &c., of restricted components by recognised suppliers of restricted components
- 123. Possession, &c., of gaming machines and restricted components by licensed repairers
- 124. Possession, &c., of restricted components by licensed service contractors
- 125. Possession, &c., of gaming machines and restricted components by licensees
- 126. Possession, &c., of gaming machines, &c., by other persons
- 127. Consignment or movement of gaming machines
- 128. Purchase of gaming machines, &c.
- 129. Submission of tenders for supply of gaming machines
- 130. Procedure for determination of tenders
- 131. Acceptance by Director of gaming machines and games for evaluation
- 132. Withdrawal of approval of gaming machine types and games
- 133. Gaming machines supplied to be in accordance with approval
- 134. Linked jackpots
- 135. Gaming machines to be labelled with identification number
- 136. Gaming prohibited on unprotected devices
- 137. Unlawful interference with gaming equipment
- 138. Protection of sensitive areas of gaming equipment
- 139. Wilful damage of gaming equipment
- 140. Use of gaming machines not provided to licensees

PART 7 - ACCOUNTING PROCEDURES

- 141. Monthly money reconciliations
- 142. Daily money clearances
- 143. Accounts and analyses

- 144. Monthly gaming machine reconciliation reports to be submitted
- 145. Records not to be falsified, &c.
- 146. Audit of accounts
- 147. Books, records, &c., to be kept for 7 years

PART 8 - TAXES, LEVIES AND FEES

- 148. Gross monthly profit
- 149. Gaming machine tax
- 150. Gaming machine community benefit levy
- 151. Gaming machine community benefit committee
- 152. Payment of taxes, levies, &c.
- 153. Penalty for late payment
- 154. Overpaid money
- 155. Statement and report by Director
- 156. Disposition of fees, &c.
- 157. Recovery of taxes and levies
- 158. Offences relating to revenue
- 159. Offences relating to explanations

PART 9 - DIRECTIONS, POWERS, &c.

- 160. Definitions
- 161. Directions to licensees
- 162. Powers of inspectors
- 163. Offences relating to inspectors
- 164. Minister may order inquiry
- 165. Review and termination of agreements
- 166. Financial institution may be required to provide particulars

PART 10 - GENERAL

- 167. Certain persons not to play gaming machines
- 168. Inspectors may be prohibited from playing gaming machines
- 169. Prohibition on control of applications by clubs
- 170. Restriction on certain agreements
- 171. Exemption of devices, &c.
- 172. Approvals and authorities
- 173. Bribery
- 174. Financial connections and interests of inspectors
- 175. Reporting of accounting discrepancies and criminal activity
- 176. Cheating
- 177. Forgery and similar offences
- 178. Detention, arrest, &c., of persons by police in relation to certain offences
- 179. Liability for offences by servants, agents or employees
- 180. Liability for offence by body corporate
- 181. Power to request name and address by police officers
- 182. Fingerprints and the like
- 183. Claims of privilege in proceedings for offences
- 184. Protection of inspectors, &c.

- 185. Prosecution of offenders
- 186. Institution of proceedings
- 187. Forfeiture
- 188. Service of documents
- 189. Evidence in proceedings
- 190. Disclosure of criminal history
- 191. Approval of terminating date for financial
year
- 192. Refund of amounts in certain circumstances
- 193. Review of decision of Director
- 194. Regulations



NORTHERN TERRITORY OF AUSTRALIA

A BILL for AN ACT

to provide for the regulation and control of gaming
machines and for related purposes

BE it enacted by the Legislative Assembly of the Northern Territory of Australia, with the assent as provided by the *Northern Territory (Self-Government) Act 1978* of the Commonwealth, as follows:

PART 1 - PRELIMINARY

1. SHORT TITLE

This Act may be cited as the *Gaming Machine Act 1995*.

2. COMMENCEMENT

This Act shall come into operation on a date to be fixed by the Administrator by notice in the *Gazette*.

3. DEFINITIONS

In this Act, unless the contrary intention appears -

"arrangement" includes a scheme, understanding, promise or undertaking, whether express or implied;

"associate" has the meaning given by section 5;

"betting unit" means the least valuable bet a player may make on a gaming machine;

Gaming Machine

"centralised credit system" means an electronic or computer system or device that is so designed that it may be used for, or adapted to enable, the transfer of credits of gaming tokens to or from a gaming machine;

"Chairperson" means the Chairperson of the Commission appointed under section 10 and includes the Deputy Chairperson, and a person acting as Deputy Chairperson, when performing the duties of the Chairperson;

"club" means a body corporate that holds a club liquor licence;

"club liquor licence" means a licence of the type referred to in section 35(1)(c) of the *Liquor Act*;

"Commission" means the Northern Territory Gaming Machine Commission established by section 9;

"commissioner" means a commissioner of the Commission;

"computer cabinet" means the sealable metal cabinet in a gaming machine which contains the game program storage medium and the random access memory;

"conduct of gaming" has the meaning given by section 4;

"conviction" includes a finding of guilt, or the acceptance of a plea of guilty, by a court;

"Deputy Chairperson" means the Deputy Chairperson of the Commission appointed under section 10;

"Director" means the person who is the Director of Gaming under the *Gaming Control Act*;

"electronic monitoring system" means an electronic or computer system or device that is designed so that it may be used, or adapted, to receive data from gaming equipment in relation to the security, accounting or operation of gaming equipment;

"employ" means to employ for fee or reward, to engage in an honorary capacity or to engage without fee or reward;

Gaming Machine

"executive officer", in relation to a body corporate, means the chairperson, managing director or other principal executive officer of the body corporate and every member of any executive, governing or management body of the body corporate (by whatever name called) and, in relation to an incorporated association, includes the public officer;

"financial institution" means -

- (a) the Reserve Bank of Australia; or
- (b) a bank within the meaning of the *Banking Act 1959* of the Commonwealth;
- (c) a building society or credit union within the meaning of the Financial Institutions (NT) Code;
- (d) a registered foreign building society or a registered foreign credit union within the meaning of the Financial Institutions (NT) Code;
- (e) a person who carries on State banking within the meaning of section 51(xiii) of the Commonwealth Constitution;
- (f) a body corporate that is, or that, if it had been incorporated in Australia, would be, a financial corporation within the meaning of section 51(xx) of the Commonwealth Constitution; or
- (g) any other person or body that permits persons to deposit amounts of money with that other person or body for use by, or at the direction of, those persons for gaming or betting;

"game" means a game designed to be played on a gaming machine and identifiable from all other games by differences in rules or programming;

"gaming" means the playing of a gaming machine;

"gaming equipment" means a gaming machine, linked jackpot equipment, electronic monitoring system, centralised credit system or any part of or replacement part for such a machine, equipment or system;

Gaming Machine

"gaming machine" means a device that is designed so that -

- (a) it may be used for the purpose of playing a game of chance or a game of mixed chance and skill; and
- (b) it may be operated, wholly or in part -
 - (i) by the insertion of a token into the device;
 - (ii) by the use of gaming machine credits;
 - (iii) by the electronic transfer of credits of gaming tokens to the device; or
 - (iv) by the use of gaming tokens held, stored or accredited by the device or elsewhere; and
- (c) because of making a bet on the device, winnings may become payable,

but does not include any device declared under section 171 not to be a gaming machine;

"gaming machine area" means a location on licensed premises where a licensee is permitted to install a gaming machine;

"gaming machine credit" means a credit of a gaming token registered by a gaming machine;

"gaming machine licence" means a gaming machine licence issued under section 28;

"gaming machine type" means a type of gaming machine in which different games may be installed;

"gaming token" means Australian currency or a token, credit or other thing that enables a bet to be made on a gaming machine, but does not include a gaming machine credit;

"gross monthly profit", in respect of licensed premises, means the monetary amount of all bets made on gaming machines by persons who played those machines on the premises during the period covered by an assessment made under section 148 less the monetary amount of all payments made to those persons in respect of their playing of those machines during that period;

Gaming Machine

"hotel licence" means a licence of a type referred to in section 35(1)(b) of the *Liquor Act* which, in addition to authorising the sale of liquor for consumption on or at the licensed premises, authorises the sale of liquor for consumption away from the licensed premises;

"inspector" means an inspector appointed under section 20 and includes a gaming inspector appointed under the *Gaming Control Act*;

"jackpot" means the combination of letters, numbers, symbols or representations required to be displayed on the reels or video screen of a gaming machine so that the maximum winnings in accordance with the prize payout scale displayed on the machine are payable;

"licensed machine manager" means the holder of a machine manager's licence issued under Part 4;

"licensed premises" means premises on which a licensee is licensed to conduct gaming;

"licensed repairer" means the holder of a repairer's licence issued under Part 4;

"licensed service contractor" means the holder of a service contractor's licence issued under Part 4;

"licensee" means the holder of a gaming machine licence;

"linked jackpot arrangement" means an arrangement under which 2 or more gaming machines are linked to a device, being a device -

(a) that records, an amount which, in the event of a jackpot or other result being obtained on one of those machines, may be, or part of the amount may be, payable as winnings;

(b) that, for the purpose of recording the amount referred to in paragraph (a), receives data from each gaming machine to which the device is linked; and

(c) that is not capable of affecting the outcome of a game on a gaming machine to which the device is linked;

"linked jackpot equipment" means a jackpot meter, payout display, linking equipment, computer equipment, programming or other device (other than a gaming machine) forming, or capable of forming, part of a linked jackpot arrangement;

Gaming Machine

"liquor" has the same meaning as in the *Liquor Act*;

"Liquor Commission" means the Liquor Commission established by the *Liquor Act*;

"liquor licence" means -

- (a) a licence granted under the *Liquor Act*; or
- (b) an authority to sell liquor under a Commonwealth Act;

"listed person" means a person listed on -

- (a) the roll of recognised manufacturers and suppliers of gaming machines maintained under section 116; or
- (b) the roll of recognised suppliers of restricted components maintained under section 117;

"machine manager" means -

- (a) a licensed machine manager employed under section 60(3); or
- (b) an applicant for a machine manager's licence employed under section 60(4); or
- (c) a person employed under section 60(6);

"money clearance" means the removal of gaming tokens from the drop box of a gaming machine;

"multiple site linked jackpot arrangement" means a linked jackpot arrangement linking gaming machines with other gaming machines on 2 or more licensed premises;

"non-proprietary club" means a club whose memorandum and articles of association, rules, constitution or other incorporating documents provide that -

- (a) the income, profits and assets of the club are to be applied only in the promotion of its objects; and
- (b) the payment of dividends to, or the distribution of income, profits or assets of the club among, its members is prohibited;

"place" includes a house, wharf and premises;

Gaming Machine

"play a gaming machine" has the meaning given by section 6;

"premises" includes messuages, buildings, lands, easements, tenements of any tenure, vehicles or vessels;

"principal executive officer", in relation to a body corporate, means the chairperson, managing director and/or other principal executive, governing or management officer (by whatever name called) of the body corporate and, in relation to an incorporated association, includes the public officer;

"public interest" means public interest having regard to the creation and maintenance of public confidence and trust in the credibility or integrity of -

(a) gaming;

(b) the conduct of gaming;

(c) the manufacture, assembly, sale, supply, installation, alteration, obtaining, possession, operation, use, adjustment, maintenance or repair of gaming equipment; or

(d) the administration of licensed premises;

"recognised manufacturer or supplier of gaming machines" means a person listed on the roll of recognised manufacturers and suppliers of gaming machines;

"recognised supplier of restricted components" means a person listed on the roll of recognised suppliers of restricted components;

"restricted component" means a component that is prescribed as a restricted component when it does not form part of a gaming machine, linked jackpot equipment, electronic monitoring system or centralised credit system but does not include anything declared under section 171 not to be a restricted component;

"schedule of gaming machines" means the schedule of gaming machines issued under section 29 that, for the time being, is in existence in respect of the licensed premises specified in the schedule;

Gaming Machine

"service contract" means an agreement to install, alter, adjust, maintain or repair gaming equipment provided to a licensee or that is on licensed premises but does not include an agreement to carry out an installation, alteration, adjustment, maintenance or repair prescribed for the purposes of section 58(3);

"single site linked jackpot arrangement" means a linked jackpot arrangement linking gaming machines with gaming machines on the same licensed premises;

"vehicle" means a motor vehicle, omnibus, coach, cart, sulky, bicycle, velocipede, train, railway carriage, aeroplane, airship, balloon, hovercraft or any other means of conveyance or transit;

"vessel" means a ship, boat, punt, ferry, hovercraft or any other kind of vessel used or apparently designed for use in navigation.

4. MEANING OF "CONDUCT OF GAMING"

A reference in this Act to "conduct of gaming" is a reference to -

- (a) the management, use, supervision, operation and conduct of gaming equipment;
- (b) the sale, redemption or use of gaming tokens;
- (c) the carrying out of centralised credit transactions;
- (d) the installation, alteration, adjustment, maintenance or repair of gaming equipment;
- (e) the use or distribution of proceeds from the conduct of gaming; and
- (f) accounting, banking, storage and other acts in connection with or related or incidental to gaming and the conduct of gaming.

5. MEANING OF "ASSOCIATE"

(1) For the purposes of this Act, the following persons are associates of a person:

- (a) the person's spouse;
- (b) a parent or remoter lineal ancestor, son, daughter or remoter issue, brother or sister of the person;
- (c) a partner of the person;

Gaming Machine

- (d) a body corporate of which the person is an executive officer;
- (e) where the person is a body corporate, an executive officer of the body corporate;
- (f) a person who, in the previous year, has provided to the firstmentioned person advice for fee or reward in relation to gaming, the conduct of gaming or the manufacture, assembly, sale, supply, installation, alteration, obtaining, possession, operation, use, adjustment, maintenance or repair of gaming equipment;
- (g) an employee or employer of the person;
- (h) an officer or employee of a body corporate of which the person is an officer or employee;
- (j) an employee of a natural person of whom the person is an employee;
- (k) a body corporate whose executive officers are accustomed or under an obligation, whether formal or informal, to act in accordance with the directions, instructions or wishes of the person, or where the person is a body corporate, of the executive officers of that body corporate;
- (m) a body corporate in accordance with the directions, instructions or wishes of which, or of the executive officers of which, the person is accustomed or under an obligation, whether formal or informal, to act;
- (n) a body corporate in which the person holds a controlling interest;
- (p) where the person is a body corporate, a person who holds a controlling interest in the body corporate;
- (q) a person who is named in an affidavit forwarded or lodged by the person under section 44 or 74;
- (r) a person who is, because of this subsection, an associate of any other person who is an associate of the person (including a person who is an associate of the person by another application or other applications of this subsection).

Gaming Machine

(2) For the purposes of this Act, a person is taken to hold a controlling interest in a body corporate if the person, alone or together with any associate or associates of the person, is in a position to control not less than 15% of the voting power in the body corporate or holds interests in not less than 15% of the issued shares in the body corporate.

6. MEANING OF "PLAY A GAMING MACHINE"

For the purposes of this Act, a person is taken to play a gaming machine if the person, directly or indirectly -

- (a) inserts a gaming token into;
- (b) causes gaming machine credits to be registered by;
- (c) makes a bet on;
- (d) causes the activation of any process relating to the game of; or
- (e) makes or participates in the making of the decisions involved in playing,

the gaming machine.

7. ACT NOT TO APPLY TO CASINOS

This Act does not apply to or in relation to the obtaining, possession or use of a gaming machine in a casino, within the meaning of the *Gaming Control Act*.

8. ACT BINDS CROWN

This Act binds the Crown not only in right of the Territory but, so far as the legislative power of the Legislative Assembly permits, in all its other capacities.

PART 2 - ADMINISTRATION

9. ESTABLISHMENT OF COMMISSION

(1) There is established by this Act a commission to be known as the Northern Territory Gaming Machine Commission.

(2) Subject to this Act, the Commission shall consist of -

- (a) the Chairperson;
- (b) the Chairman, within the meaning of the *Liquor Act*, of the Liquor Commission; and

Gaming Machine

(c) the Director.

(3) The exercise of the powers or the performance of the functions of the Commission is not affected, or shall not be brought into question, by reason only of there being a vacancy in the office of the Chairperson or a commissioner.

10. APPOINTMENT OF CHAIRPERSON AND DEPUTY CHAIRPERSON

(1) The Minister shall appoint a person to be the Chairperson of the Commission and a person to be the Deputy Chairperson of the Commission.

(2) The Deputy Chairperson shall act as Chairperson when the Chairperson is unable, for any reason, to perform his or her duties under this Act or there is a vacancy in the office of Chairperson.

(3) The Minister may appoint a person to act as Deputy Chairperson of the Commission when the Deputy Chairperson is required to perform the duties of the Chairperson and is unable, for any reason, to perform those duties.

11. TENURE OF OFFICE

The Chairperson and Deputy Chairperson hold office, subject to this Act, for such period, not longer than 3 years, as is determined by the Minister and are eligible for reappointment.

12. RESIGNATION AND DISMISSAL OF CHAIRPERSON AND DEPUTY CHAIRPERSON

(1) The Chairperson or Deputy Chairperson may resign from office by written notice delivered to the Minister.

(2) The Minister may remove the Chairperson or Deputy Chairperson from office for inability, inefficiency, misbehaviour or physical or mental incapacity

(3) Where-

(a) the Chairperson is absent, except on leave granted by the Minister, from 3 consecutive meetings of the Commission; or

(b) the Chairperson or Deputy Chairperson -

(i) becomes bankrupt or compounds with his or her creditors or otherwise takes advantage of the laws about bankruptcy;

(ii) is convicted of a crime; or

Gaming Machine

- (iii) is convicted of an offence against this Act,

the Minister shall remove the Chairperson or Deputy Chairperson from office.

13. LEAVE OF ABSENCE

The Minister may grant leave of absence to the Chairperson or Deputy Chairperson.

14. MEETINGS

(1) The Chairperson shall convene such meetings as are necessary for the exercise of its powers and the performance of its functions.

(2) At a meeting of the Commission -

(a) the Chairperson shall preside;

(b) the Chairperson and one other commissioner constitute a quorum;

(c) questions arising shall be determined by a majority of the votes of the Chairperson and the commissioners present and voting and, in the event of an equality of votes, the Chairperson shall have a casting vote; and

(d) subject to this Act, the Commission shall determine its own procedures.

(3) The Commission shall keep records of its proceedings.

15. PROTECTION OF CHAIRPERSON AND COMMISSIONERS

No action or proceeding, civil or criminal, shall be commenced or lie against the Chairperson or a commissioner for or in respect of an act or thing done or omitted to be done under this Act in good faith by the Chairperson or commissioner.

16. DISCLOSURE OF INTERESTS

(1) Where the Chairperson or a commissioner has a direct or indirect pecuniary interest in a matter being considered or about to be considered by the Commission, otherwise than as a member of, and in common with the other members of, an incorporated company consisting of not less than 25 persons and of which he or she is not a director, the Chairperson or commissioner shall as soon as practicable after the relevant facts come to his or her attention, disclose the nature of the interest at a meeting of the Commission.

Gaming Machine

(2) A disclosure under subsection (1) shall be recorded in the records of the Commission and the Chairperson or commissioner making the disclosure shall -

(a) not, while the Chairperson or commissioner has the interest, take part after the disclosure in any deliberation or decision; and

(b) be disregarded for the purpose of constituting a quorum,

of the Commission in relation to the matter.

17. POWERS AND FUNCTIONS OF COMMISSION

(1) In addition to the functions conferred on it by or under this Act, the Commission has those functions conferred on it by the Minister.

(2) The Commission has power to do all things necessary or convenient to be done for or in connection with or incidental to the performance of its functions.

18. ANNUAL REPORT

(1) The Commission shall, as soon as practicable after 30 June in each year, submit to the Minister a report on the Commission and its operations under this Act during the previous 12 months to and including 30 June of that year.

(2) The Minister shall lay a copy of the report before the Legislative Assembly not later than 6 sitting days after the Minister receives it.

19. DECISIONS OR DETERMINATIONS OF COMMISSION ARE FINAL

A decision or determination of the Commission under this Act is final and has effect from the making of the decision or determination or from such other time as is specified by the Commission.

20. INSPECTORS

(1) The Director may appoint a person who, in the opinion of the Director, is of good repute, having regard to character, honesty and integrity, to be an inspector for the purposes of this Act.

(2) An inspector may exercise such powers and perform such functions as are given by or under this Act.

(3) The Director shall issue to an inspector appointed under this section an identity card containing a photograph and the signature of the inspector verified by the signature of the Director.

Gaming Machine

(4) An inspector appointed under this section whose appointment is terminated shall surrender to the Director the identity card issued to the person under subsection (3).

Penalty: \$5000.

(5) An inspector appointed under this section shall, when exercising or performing any of his or her powers or functions, produce the identity card issued to the inspector under subsection (3) to a person who questions the right of the inspector to exercise the power or perform the function.

(6) The production by an inspector of an identity card issued under subsection (3) shall, until the contrary is proved, be sufficient authority for the inspector to do any thing which the inspector is authorised to do by or under this Act.

(7) An inspector may, while lawfully exercising a power or performing a function, be accompanied by a person (including a member of a professional body, a person authorised by the Director, a tradesman or a person expert or experienced in a particular field of endeavour) and may, if the gaming inspector reasonably believes it is necessary in the circumstances, request a person to assist the inspector.

(8) A person assisting an inspector under subsection (7) has and may exercise all the powers of an inspector as are reasonably necessary for the purpose.

21. DELEGATIONS

(1) The Commission or the Director may, in writing, delegate to a person, including the person from time to time holding, acting in or performing the duties of an office, designation or position, any of its or his or her powers and functions under this Act, other than this power of delegation.

(2) A power or function delegated under this section, when exercised or performed by the delegate shall, for the purpose of this Act, be deemed to have been exercised or performed by the Commission or Director, as the case may be.

(3) A delegation under this section does not prevent the exercise of a power or the performance of a function by the Commission or the Director, as the case may be.

22. SECRECY

(1) Subject to this section, a person who is employed by the Territory shall not, either directly or indirectly, except for the purposes of this Act -

Gaming Machine

- (a) make a record of, or communicate to a person, information concerning the affairs of another person acquired by the person under this Act by reason of that employment; or
- (b) produce to a person or permit a person to have access to a document furnished to the person for the purposes of this Act.

Penalty: \$10,000 or imprisonment for 2 years.

(2) Nothing in this section prevents a person to whom it applies from disclosing information obtained under this Act, where -

- (a) the person from whom it was obtained consents to the disclosure; or
- (b) the disclosure is to -
 - (i) a member of the Police Force;
 - (ii) a person who is employed by a State or another Territory of the Commonwealth to administer an Act in that State or Territory regulating the operations of casinos or gaming;
 - (iii) the Auditor-General for the purposes of performing functions or exercising powers imposed or conferred on the Auditor-General by or under the Audit Act or any other Act, or prevents the Auditor-General from disclosing that information or publishing that document if the disclosure or publication does not directly or indirectly divulge information identifying the affairs of a particular person; or
 - (iv) the Commissioner, within the meaning of the Taxation (Administration) Act, for the purposes of performing functions or exercising powers imposed or conferred on the Commissioner by or under the Taxation (Administration) Act or any other Act, or prevents the Commissioner from disclosing that information or publishing that document if the disclosure or publication does not directly or indirectly divulge information identifying the affairs of a particular person.

(3) A person to whom this section applies shall not be required to produce in court any document connected with the administration or execution of this Act in the person's custody in the course of his or her employment or to

Gaming Machine

divulge or communicate to a court any matter or thing coming under the person's notice in the course of employment, unless the production, divulgence, communication or publication is made -

- (a) with the consent of the person from whom the information or documentation was obtained;
- (b) in connection with the administration or execution of this Act; or
- (c) for the purposes of legal proceedings arising out of this Act or of a report of such proceedings.

PART 3 - GAMING MACHINE LICENCES

23. GAMING LAWFUL AND DOES NOT CONSTITUTE NUISANCE

(1) Notwithstanding any other Act or law, gaming and the conduct of gaming on licensed premises under this Act is lawful.

(2) Gaming and the conduct of gaming on licensed premises under this Act or any other Act does not in itself constitute a public or private nuisance.

24. APPLICATION FOR GAMING MACHINE LICENCE

(1) An application for a gaming machine licence may be made by -

- (a) a body corporate that holds a club liquor licence;
- (b) the holder of a hotel liquor licence;
- (c) the holder of a prescribed liquor licence; or
- (d) a body corporate that has applied to become the holder of -
 - (i) a hotel liquor licence;
 - (ii) a club liquor licence; or
 - (iii) a prescribed liquor licence; or
- (e) a natural person who has applied to become the holder of -
 - (i) a hotel liquor licence; or
 - (ii) a prescribed liquor licence.

Gaming Machine

(2) An application under this section may be made only in relation to, if the application is made by an applicant referred to in subsection (1)(a), (b) or (c), the premises specified in the applicant's liquor licence, or referred to in subsection (1)(d) or (e), the premises specified in the applicant's application for a liquor licence.

(3) An application under this section -

- (a) shall be made in the form determined by the Director;
- (b) shall be signed by the applicant or, in the case of an application by a body corporate, shall be executed under the common seal of the body corporate and signed by 2 executive officers of the body corporate authorised in that behalf by the body corporate or in such other way as the Director allows;
- (c) shall state the full name, address and date of birth of the applicant or, in the case of an application by a body corporate, the full name, address and date of birth of the secretary and each executive officer of the body corporate;
- (d) in the case of an application by a body corporate, shall be accompanied by -
 - (i) a copy of the certificate of incorporation of the body corporate;
 - (ii) a copy of the memorandum and articles of association, rules, constitution or other incorporating documents of the body corporate in force at the time of making the application certified as a true copy by the secretary of the body corporate or other person properly authorised in that behalf by the body corporate and, in the case of the rules of a club, certified as a true copy by the Registrar, within the meaning of the *Associations Incorporation Act*;
 - (iii) a copy of the resolution or minute of the proceedings of the governing body of the body corporate by which approval was given for the application to be made, certified as a true copy by the person certifying the copy of the matters referred to in subparagraph (ii); and
 - (iv) a copy of the last audited balance sheet or statement of the financial affairs of the body corporate;

Gaming Machine

- (e) shall be accompanied by, in the case of an application by a club -
 - (i) a statement detailing the number of members in each class of membership of the club;
 - (ii) a statement detailing the hours and days when the club's premises are open for the sale of liquor; and
 - (iii) a statutory declaration by the principal executive officer that the applicable rules or by-laws of the club -
 - (A) have been complied with in making the application; and
 - (B) do not prohibit the playing of gaming machines on the premises to which the application relates;
- (f) shall be accompanied by -
 - (i) if the application is made by an applicant referred to in subsection (1)(a), (b) or (c), evidence, satisfactory to the Director, of the liquor licence held for the premises to which the application relates; or
 - (ii) if the application is made by an applicant referred to in subsection (1)(d) or (e), a copy of the application for a liquor licence made in relation to the premises to which the first application relates;
- (g) shall be accompanied by a plan of the premises to which the application relates indicating the proposed locations on the premises where it is intended to install gaming machines;
- (h) shall be accompanied by a statutory declaration declaring -
 - (i) that the proposed locations referred to in paragraph (g) are within -
 - (A) if the application is made by an applicant referred to in subsection (1)(a), (b) or (c), the premises to which the liquor licence referred to in subsection (1)(a), (b) or (c) relates; and

Gaming Machine

- (B) if the application is made by an applicant referred to in subsection (1)(d) or (e), the premises to which the proposed liquor licence referred to in subsection (1)(d) or (e) relates; and
- (ii) that gaming machines installed in the locations will allow -
 - (A) proper cleaning and maintenance of the gaming machines;
 - (B) unrestricted access to fire exits in a way that complies with the *Fire Service Act*, the *Building Act* and the Regulations made under those Acts; and
 - (C) the proper use of things provided on the premises for safety and security;
- (j) shall specify full particulars of the ownership and any intended ownership of the premises;
- (k) shall specify the number of gaming machines in respect of which the licence is sought;
- (m) shall be accompanied by an affidavit under section 44;
- (n) shall contain or be accompanied by such other information, records, reports, documents and writings relating to the application and the applicant as are determined by the Director;
- (p) shall be forwarded to or lodged with the Director; and
- (q) shall be accompanied by the prescribed fee.

25. CONSIDERATION OF APPLICATIONS

(1) On receiving an application for a gaming machine licence, and compliance by the applicant with this Part, the Director shall initiate and have followed through such investigations as the Director considers are necessary in relation to the application or as required by the Commission.

(2) The Director shall, not later than 10 days after receiving an application, forward a copy to the Commission and, not later than 28 days after receiving the application, forward the result of the investigations initiated under subsection (1) to the Commission.

Gaming Machine

(3) The Commission shall consider the application and anything accompanying it together with the results of investigations made under subsection (1) and make an assessment of -

- (a) the suitability of the premises to which the application relates having regard to the size, layout and facilities of the premises;
- (b) if the applicant is a natural person, the financial stability, general reputation and character of the applicant;
- (c) if the applicant is a body corporate, the business reputation and financial stability of the body corporate and the general reputation and character of the secretary and executive officers of the body corporate;
- (d) if any person is referred to in an affidavit under section 44, the suitability of that person to be an associate of the applicant;
- (e) if the Commission considers it appropriate, the suitability of any other associate of the applicant to be an associate of the applicant; and
- (f) the suitability of the applicant to be a licensee.

(4) Where the Commission considers that a proposed location indicated in the plan referred to in section 24(3)(g) is unsuitable for the installation of gaming machines, the Director shall -

- (a) advise the applicant, in writing, accordingly;
- (b) return the plan of the premises to the applicant; and
- (c) request the applicant to amend and resubmit the plan,

as often as is necessary to satisfy the Commission's requirements.

(5) If an applicant, within the time specified in the last request made under subsection (4), fails to amend and resubmit the plan, the Commission shall not take any further action in respect to the application.

(6) The Commission or Director may require an applicant, or an associate of an applicant, to submit such additional information or material as the Commission or Director considers is necessary in order to make a decision or determination under this section.

Gaming Machine

(7) Where the Commission, on consideration of an application under this section, considers that it should not be granted or proposes to determine the number of gaming machines to be provided under the licence be less than the number requested in the application -

(a) the Commission shall defer making a decision in respect of the application or a determination in respect of the number of gaming machines to be provided; and

(b) the Director shall give written notice to the applicant and invite the applicant to submit, within such time as is specified in the notice, such additional information or material in support of the application or for the number of gaming machines requested in the application as the applicant thinks fit.

(8) Any additional information or material submitted under subsection (6) or (7) shall be considered in making the decision or determination.

(9) The Commission shall not grant a gaming machine licence if -

(a) in the case of an application by a natural person, the applicant has not attained the age of 18 years;

(b) in the case of an application by a body corporate, the secretary or any executive officer of the body corporate has not attained the age of 18 years; or

(c) the Commission considers that the installation and use of gaming machines on the premises to which the application relates is likely to affect adversely -

(i) the nature or character of the premises;
or

(ii) the general use of the premises or the enjoyment of persons using the premises.

(10) The Commission shall not grant a gaming machine licence to a club if the Commission considers -

(a) that the club, including a voluntary association of persons from which it was formed -

(i) has not been operating for at least 2 years before the application was made; or

Gaming Machine

- (ii) has not, during the whole of that period, been pursuing its objects or purposes in good faith;
 - (b) that payments for the rental or lease of the club's licensed premises are unreasonable;
 - (c) if a lease, agreement or arrangement made by the club provides that a person or voluntary association of persons is entitled to receive, or may receive, a payment, benefit or advantage during, or at the end of, the lease, agreement or arrangement, that the provision is unreasonable;
 - (d) if members of the executive, governing or management body (however described) of the club are required to be nominated, or may be nominated, by a person who is not a member of the club, or by a voluntary association of persons, that this is not in the best interests of the club's members;
 - (e) if the club does not own the club's licensed premises and an executive officer or employee of the club is also the lessor, or an associate of the lessor, of the club, that this is not in the best interests of the club's members; or
 - (f) if an executive officer or employee of the club is a creditor, or an associate of a creditor, of the club, that this is not in the best interests of the club's members.
- (11) Subsection (10)(a) does not apply if the Commission considers that granting the application -
- (a) is reasonable because of the club's contractual commitments made in pursuing its objects or purposes;
 - (b) is necessary to meet the reasonable gaming requirements of the club's members; and/or
 - (c) is in the public interest.
- (12) Subject to this section, the Commission shall determine the number of gaming machines to be provided by the Director to the applicant.
- (13) In determining the number of gaming machines to be provided under subsection (12), the Commission shall have regard to -
- (a) the number of gaming machines requested in the application made under section 24;
 - (b) the liquor consumption on the premises;

Gaming Machine

- (c) the hours and days when the premises are open for the sale of liquor;
- (d) in the case of a club, the number of members of the club;
- (e) the size, layout and facilities of the premises to which the application relates;
- (f) the size and layout of the proposed gaming machine areas;
- (g) the anticipated level of gaming on the premises; and
- (h) such other matters as the Commission considers are relevant.

(14) The number of gaming machines to be provided shall not be greater than the number applied for or the maximum number prescribed for the category of licensed premises to which the licensed premises the subject of the application belongs.

(15) The Director shall, as soon as practicable after a decision is made by the Commission, give the applicant written notice of -

- (a) the decision; and
- (b) if the application is refused, the reasons for the refusal.

(16) On the grant of a gaming machine licence, the gaming machine areas are those locations on licensed premises indicated in the plan referred to in section 24(3)(g) or that plan as last amended and resubmitted under subsection (4).

26. CLUBS MAY BE RESTRICTED TO ONLY ONE GAMING MACHINE LICENCE

If a club is a licensee, the Commission shall not grant an application by the club for another gaming machine licence ("new licence") unless -

- (a) the Commission considers that the benefits to be offered to members of the club at the premises for which the new licence is sought ("new premises") are distinct in nature to the benefits offered to the members at the existing licensed premises of the club ("existing premises");
- (b) the new premises are located in close proximity to the existing premises; and

Gaming Machine

(c) the Commission is satisfied that -

- (i) it is in the best interests of the club's members that the new licence be granted; and
- (ii) the granting of the new licence is not contrary to the public interest.

27. CHANGES IN CIRCUMSTANCES OF APPLICANTS AND LICENSEES

(1) If a person applies for a licence under this Part and, before the application is granted or refused, a change happens in any information contained in, or accompanying, the application or in a notice given under this subsection, the applicant shall, not later than 7 days after the change, give the Director written notice of the change.

Penalty: \$10,000 or imprisonment for 2 years.

(2) If, after the grant of a gaming machine licence, an event referred to in subsection (3) happens, the licensee shall, not later than 7 days after the event happening, give the Director written notice of the event.

Penalty: \$10,000 or imprisonment for 2 years.

(3) Events required to be notified under this section are -

- (a) the licensee changes name or address;
- (b) the licensee is convicted of -
 - (i) a crime; or
 - (ii) an offence against this Act;
- (c) if the licensee is a natural person, the licensee fails to discharge his or her financial commitments, becomes bankrupt or compounds with creditors or otherwise takes advantage of the laws about bankruptcy; or
- (d) if the holder is a body corporate, the licensee is the subject of a winding-up (whether voluntarily or under a court order), appointment of a liquidator, appointment of a receiver or receiver and manager or is placed under judicial management or administration.

28. ISSUE OF GAMING MACHINE LICENCES

(1) Where the Commission grants a gaming machine licence the Director shall issue the licence.

Gaming Machine

(2) The gaming machine licence shall be in the form determined by the Director and shall specify -

- (a) the name of the licensee;
- (b) the expiry date of the licence;
- (c) the conditions imposed under section 33(1)(b); and
- (d) such other particulars as determined by the Commission or Director.

29. SCHEDULE OF GAMING MACHINES

(1) The Director shall, in respect of licensed premises, issue to the licensee a schedule of gaming machines.

(2) A schedule of gaming machines shall -

- (a) identify the gaming machine licence and the licensed premises to which it applies;
- (b) specify the number of gaming machines and the number of gaming machines of each betting unit provided to the licensee in respect of the licensed premises; and
- (c) specify the date from which the schedule is to apply.

(3) Where -

- (a) the accuracy of a schedule of gaming machines is affected by anything done by the Director under section 39 or 40; or
- (b) the Director is satisfied that a schedule of gaming machines has been damaged, lost or destroyed,

the Director shall issue another schedule of gaming machines to the licensee.

(4) The issue of a schedule of gaming machines under subsection (3) cancels the previous schedule of gaming machines on and from the date specified in the schedule and is taken for all purposes to be the schedule of gaming machines for the licensed premises.

(5) A licensee shall, not later than 14 days after receiving a schedule of gaming machines issued under subsection (3), deliver the cancelled schedule of gaming machines to the Director.

Penalty: \$5,000.

Gaming Machine

30. GAMING MACHINE LICENCES AND SCHEDULES TO BE DISPLAYED

A licensee shall display the licensee's gaming machine licence and the schedule of gaming machines in a conspicuous position on the licensed premises to which the licence and schedule relate.

Penalty: \$5,000.

31. ISSUE OF COPY OF GAMING MACHINE LICENCE

(1) Where the Director is satisfied that a gaming machine licence has been damaged, lost or destroyed, the Director may, on payment of the prescribed fee, issue to the licensee a copy of the licence.

(2) A copy of a gaming machine licence issued under subsection (1) has, for all purposes, the same effect as the original licence of which it is a copy.

32. TERM OF GAMING MACHINE LICENCES

(1) Subject to this Act, a gaming machine licence remains in force for 2 years from the date of issue of the licence.

(2) A gaming machine licence may be renewed.

33. CONDITIONS OF GAMING MACHINE LICENCES

(1) A gaming machine licence is subject to -

- (a) such conditions as may be prescribed; and
- (b) such other conditions (including any variation of the conditions made under section 34) as the Commission may impose in the public interest or for the proper conduct of gaming at the time of granting the licence or under section 34.

(2) A licensee shall not contravene or fail to comply with a condition to which the licensee's licence is subject.

Penalty: \$10,000 or imprisonment for 2 years.

34. IMPOSITION OR VARIATION OF CONDITIONS

(1) The Commission may, after granting a gaming machine licence, in the public interest or for the proper conduct of gaming -

- (a) impose conditions or further conditions on the licence; or
- (b) vary the conditions on the licence.

Gaming Machine

(2) Where the Commission imposes or varies conditions under subsection (1), the Director shall give the licensee written notice of the conditions or varied conditions.

(3) A condition imposed or varied under this section has effect from the date specified in the notice given under subsection (2).

(4) A licensee shall, not later than 14 days after being given a notice under subsection (2), deliver the licence to the Director.

Penalty: \$5,000.

(5) The Director shall, on receiving a gaming machine licence under subsection (4), endorse the licence with the condition imposed or varied and return the licence to the licensee.

35. PAYMENT AND RECOVERY OF AMOUNTS

(1) All amounts received by the Director under conditions referred to in section 33 shall be paid into the Consolidated Revenue Account.

(2) All amounts payable by a licensee under conditions of the gaming machine licence that remain unpaid may be recovered as a debt due and payable by the licensee to the Territory.

36. RENEWAL AND CONTINUANCE OF GAMING MACHINE LICENCES

(1) A licensee may apply to the Director for renewal of the gaming machine licence.

(2) An application under subsection (1) -

(a) shall be in the form determined by the Director;

(b) shall be accompanied by the prescribed fee;

(c) shall be made, unless the Director otherwise allows, at least one month before the expiration of the licence; and

(d) in the case of an application by a body corporate, shall be accompanied by a list of the names, addresses and dates of birth of -

(i) the secretary of the body corporate;

(ii) the executive officers of the body corporate; and

Gaming Machine

(iii) all other persons who have been the secretary or an executive officer of the body corporate since the licence was granted or last renewed; and

(e) shall be accompanied by an affidavit under section 44.

(3) If the Director considers that special circumstances exist, the Director may extend the term of a gaming machine licence, or renewal of the licence, for one month from the date of its expiration to allow the licensee to comply with this section.

(4) During the period of an extension under subsection (3), the gaming machine licence has the same effect as if it had been renewed.

(5) If an application under subsection (1) is refused, the Director shall as soon as practicable give the applicant written notice of, and the reasons for, the decision.

(6) If a licensee complies with this section, the Director shall renew the licence for 2 years commencing on -

(a) the day after its last expiry; or

(b) the day it would have last expired apart from its extension under subsection (3).

37. GAMING MACHINE LICENCES CANNOT BE TRANSFERRED

A gaming machine licence cannot be transferred to another person or to other premises.

38. CERTAIN APPLICATIONS UNDER LIQUOR ACT SUBJECT TO DIRECTOR'S CERTIFICATE

(1) Notwithstanding anything in the *Liquor Act*, if a person applies under that Act to transfer a licence granted under that Act, the licence may only be transferred if the Director issues a certificate under subsection (2).

(2) The Director may issue a certificate under this section only if -

(a) the premises for which the application under the *Liquor Act* is made are not licensed premises under this Act; or

Gaming Machine

(b) the premises for which the application is made are licensed premises under this Act -

(i) the Commission is prepared to grant a gaming machine licence to the applicant; and

(ii) satisfactory arrangements have been made for payment of any amounts payable by the current licensee under conditions referred to in section 33 or under Part 8.

(3) If -

(a) a person applies under the *Liquor Act* for the transfer of a licence granted under that Act and applies, at the same time, for a gaming machine licence for the premises to which the application under the *Liquor Act* relates;

(b) the Liquor Commission is prepared to transfer the licence; and

(c) the Commission is prepared to grant the gaming machine licence,

the Director and the Liquor Commission shall make arrangements so that the transfer of the liquor licence and the issue of the gaming machine licence happen at the same time.

39. DIRECTOR TO PROVIDE GAMING MACHINES, &c.

(1) Subject to subsections (3) and (4) and section 42, the Director shall provide to a licensee the number or increased number of gaming machines determined under section 25(13) or 41(5).

(2) The gaming machine type, game, gaming token denomination and betting unit of a gaming machine provided under subsection (1) are to be as the Commission determines.

(3) If at any time a sufficient number of gaming machines is not available to enable the Director to comply with subsection (1), the Director may provide to a licensee a lesser number than that determined.

(4) Where the Director has provided a lesser number of gaming machines under subsection (3), the Director shall provide the balance of the gaming machines as soon as possible after a sufficient number of gaming machines becomes available.

Gaming Machine

40. DIRECTOR MAY ALTER OR REMOVE GAMING MACHINES, &c.

(1) The Director may, at any time, remove from licensed premises any or all of the gaming machines provided to a licensee and provide the licensee with another gaming machine or other gaming machines.

(2) The Director -

(a) on application made by a licensee in the form determined by the Director and on payment of the prescribed fee may approve that a gaming machine; or

(b) if the Director thinks fit to do so, may cause a gaming machine to,

be altered to effect a change in the game, gaming token denomination or betting unit of the gaming machine.

(3) Where -

(a) the Commission determines under section 42(1) that the number of gaming machines provided to a licensee be decreased; or

(b) a gaming machine licence is cancelled,

the Director shall remove from the licensed premises the number of gaming machines so determined or, as the case may be, all gaming machines on the former licensed premises.

(4) Gaming machines provided under subsection (1) or removed under that subsection or subsection (3) are to be in accordance with such gaming machine type, game, gaming token denomination and betting unit as the Commission determines.

41. INCREASE IN GAMING MACHINES

(1) A licensee may apply to have increased the number of gaming machines provided to the licensee.

(2) An application under subsection (1) -

(a) shall be made in the form determined by the Director and signed or executed in the same way as is specified in section 24(3)(b);

(b) shall specify the increased number of gaming machines sought and the total number of gaming machines that would then be on the licensee's licensed premises should the application be granted;

(c) where appropriate, shall be accompanied by an application under section 43;

Gaming Machine

- (d) shall contain or be accompanied by such other information, records, reports, documents and writings relating to the application or the licensee as are determined by the Director;
- (e) shall be forwarded to or lodged with the Director; and
- (f) shall be accompanied by the prescribed fee.

(3) The Commission shall determine whether to grant or refuse to grant the application and, if granted, the increased number of gaming machines that may be provided to the licensee.

(4) In determining an application under section (1) the Commission shall have regard to -

- (a) the increased number of gaming machines applied for in the application;
- (b) the liquor consumption on the premises;
- (c) the gross monthly profit of existing gaming machines operated on the premises;
- (d) the hours and days when the premises are open for the sale of liquor;
- (e) the size, layout and facilities of the premises together with any proposed modification or relocation of the gaming machine areas of the premises; and
- (f) such other matters as the Commission considers are relevant.

(5) Where the Commission increases the number of gaming machines provided to a licensee, the increase shall not be greater than the number applied for and the total number of gaming machines that would then be on the licensed premises shall not be greater than the maximum number prescribed for the category of licensed premises to which the licensed premises the subject of the application belongs.

(6) The Commission or Director may require the licensee to submit such additional information or material as the Commission or Director considers is necessary in order to make a determination under this section.

Gaming Machine

(7) Where the Commission, on consideration of an application under this section, considers that it should not be granted or proposes to increase the number of gaming machines that may be provided to the licensee under the licence by a number that is less than that requested in the application -

- (a) the Commission shall defer making a decision in respect of the application or determining the increase in the number of gaming machines provided under the licence; and
- (b) the Director shall give written notice to the applicant and invite the applicant to submit, within such time as is specified in the notice, such additional information or material in support of the application as the applicant thinks fit.

(8) Any additional information or material submitted under subsection (6) or (7) shall be considered in making the determination.

(9) If an application under subsection (1) is refused, the Director shall as soon as practicable give the applicant written notice of, and the reasons for, the decision.

42. DECREASE IN GAMING MACHINES

(1) The Commission may determine that the number of gaming machines provided to a licensee be decreased by such number as the Commission thinks fit.

(2) If the Commission makes a determination under subsection (1), the Director shall, as soon as practicable after the determination is made, give the licensee written notice of, and the reasons for, the determination.

(3) An application to the Commission under this section may be in the form of -

- (a) an application made to the Director by a licensee that the number of gaming machines provided to the licensee be decreased, accompanied, where appropriate by an application under section 43;
- (b) a written request made to the Director from the Chairman of the Liquor Commission, the Director of the Northern Territory Fire Service or the relevant local government or community government council that the number of gaming machines provided to a licensee be decreased; or

Gaming Machine

(c) a written report of an inspector with respect to -

- (i) any general change in conditions that have happened in the neighbourhood in which a licensee's licensed premises are located;
- (ii) any change in a licensee's circumstances; or
- (iii) any change in any of the matters referred to in section 25(9),

since the licensee was granted a gaming machine licence and recommending that the number of gaming machines provided to the licensee be decreased.

(4) Except where a licensee makes an application under subsection (3), the Director shall -

- (a) advise the licensee by written notice of the relevant details of a request or report made under subsection (3); and
- (b) give the licensee the opportunity of making a submission with respect to the request or report within such time as is specified in the notice.

(5) A licensee shall surrender to the Director or a person authorised in that behalf by the Director the number of gaming machines specified in a determination made under subsection (1).

Penalty: \$50,000 or imprisonment for 5 years.

43. MODIFICATION OR RELOCATION OF GAMING MACHINE AREAS

(1) A licensee shall not, without the approval of the Commission, modify or relocate the gaming machine areas of the licensee's licensed premises.

Penalty: \$10,000.

(2) An application for an approval under subsection (1) shall be accompanied by -

- (a) a plan of the premises indicating the proposed locations on the premises where it is intended to install the gaming machines; and
- (b) a statutory declaration declaring the matters referred to in subsection (3).

Gaming Machine

(3) A statutory declaration under subsection (2)(b) shall declare that -

- (a) the proposed locations referred to in subsection (2)(a) are within the premises to which the licensee's liquor licence relates; and
- (b) the gaming machines installed in the locations will allow -
 - (i) proper cleaning and maintenance of the gaming machines;
 - (ii) unrestricted access to fire exits in a way that complies with the *Fire Service Act*, the *Building Act* and the Regulations made under those Acts; and
 - (iii) the proper use of things provided on the premises for safety and security.

(4) Where the Commission, on consideration of an application under this section, considers that it should not be granted -

- (a) the Commission shall defer making a decision in respect of the application; and
- (b) the Director shall give written notice to the applicant and invite the applicant to submit, within such time as is specified in the notice, such additional information or material in support of the application as the applicant thinks fit.

(5) Any additional information or material submitted under subsection (4) shall be considered in making the decision.

(6) Where the Commission -

- (a) determines that the number of gaming machines provided to a licensee be decreased; or
- (b) considers that it is necessary for the proper conduct of gaming that the gaming machine areas of licensed premises be modified or relocated,

~~the Director shall, by written notice, direct the licensee to modify or relocate the gaming machine areas of the licensee's licensed premises in accordance with the direction.~~

Gaming Machine

(7) A licensee to whom a direction is given under subsection (6) shall not contravene or fail to comply with the direction.

Penalty: \$10,000.

(8) The Commission or Director may require a licensee who has made an application under this section to submit such information as the Commission or Director considers appropriate, and the licensee shall comply with the requirement.

Penalty: \$10,000.

(9) The Commission may, having regard to -

- (a) the size, layout and facilities of the licensee's licensed premises; and
- (b) such other matters as the Commission considers are relevant,

grant or refuse to grant an application under subsection (1).

(10) On and from the date of completion of a modification or relocation approved or directed under this section, the gaming machine areas of the licensed premises are as modified or relocated.

(11) If an application under this section is refused, the Director shall, as soon as practicable after the application is refused, give the applicant written notice of, and the reasons for, the decision.

44. DISCLOSURE OF INFLUENTIAL OR BENEFITING PARTIES

(1) At the time of making an application for -

- (a) a gaming machine licence, the applicant; or
- (b) the renewal of a gaming machine licence, the licensee,

shall forward to or lodge with the Director an affidavit made under this section.

(2) An applicant or licensee who undergoes any change in circumstances in relation to information contained in the last affidavit forwarded or lodged under this section shall, not later than 7 days after the change, forward to or lodge with the Director another affidavit under this section.

Penalty: \$10,000 or imprisonment for 2 years.

Gaming Machine

(3) An affidavit under this section shall be made by the applicant or licensee or, where the applicant or licensee is a body corporate, by -

- (a) the principal executive officer of the body corporate; or
- (b) if that officer does not have knowledge of the facts, by some other person who has knowledge of the facts and who is authorised by the body corporate to make the affidavit.

(4) Subject to subsection (5), an affidavit under this section shall be in the form determined by the Director and shall disclose -

- (a) whether or not there is any person (other than, where the applicant or licensee is a body corporate, the secretary, an executive officer, a member or shareholder of the body corporate carrying out the duties or exercising the normal rights the person has as such secretary, executive officer, member or shareholder) who will by any lease, agreement or arrangement be able to influence any decision made -

- (i) in the case of the applicant or licensee being a natural person, by that person; or
 - (ii) in the case of the applicant or licensee being a body corporate, by the body corporate or the secretary or an executive officer of the body corporate,

in relation to the conduct of gaming by the applicant or licensee;

- (b) whether or not there is any person other than the applicant or licensee who by any lease, agreement or arrangement may expect any benefit from the applicant or licensee in relation to the conduct of gaming by the applicant or licensee;
- (c) if there are any persons able to influence as referred to in paragraph (a) or expect benefit as referred to in paragraph (b) -
 - (i) where any such person is a natural person, the person's full name, address and date of birth;
 - (ii) where any such person is a body corporate other than a club, the name of the body corporate and the full name, address and date of birth of the secretary and each executive officer of the body corporate;

Gaming Machine

(iii) where any such person is a club or other voluntary association of persons -

(A) the name of the club or voluntary association of persons;

(B) the full name, address and date of birth of the secretary and each executive officer of the club or voluntary association of persons;

(C) particulars of any liquor licence held by the club or voluntary association of persons; and

(D) details of the objectives (if any) of the club or voluntary association of persons and whether or not the club is a non-proprietary club or the voluntary association of persons conducts its business in the same way as a non-proprietary club; and

(iv) full and correct particulars of the lease, agreement or arrangement; and

(d) in the case of the applicant or licensee being a body corporate other than a club, the names of all persons who are substantial shareholders of the body corporate under section 708 of the Corporations Law.

(5) An affidavit under this section need not disclose anything that is prescribed for the purposes of this subsection.

45. INVESTIGATION OF LICENSEES AND ASSOCIATES

(1) At any time while a gaming machine licence is in force the Director may cause to be undertaken such investigations as the Director considers are necessary in order to be satisfied that the licensee or any associate of the licensee is a suitable person to be a licensee or an associate of the licensee.

(2) The Director may require a person to whom investigations under subsection (1) relate to submit such information or material as the Director considers necessary.

(3) A person shall not contravene or fail to comply with a requirement of the Director given under subsection (2).

Penalty: \$10,000 or imprisonment for 2 years.

Gaming Machine

46. CESSATION OR COMMENCEMENT OF EXECUTIVE OFFICER OR SECRETARY

If an applicant under section 24 or a licensee is a body corporate, the body corporate shall notify the Director, in the form determined by the Director -

- (a) that a person has ceased to be the secretary or an executive officer of the body corporate;
- (b) that a person has commenced as the secretary or an executive officer of the body corporate; and
- (c) the full name, address and date of birth of any person referred to in paragraph (b),

not later than 7 days after the cessation or commencement.

Penalty: \$10,000 or imprisonment for 2 years.

47. SURRENDER OF GAMING MACHINE LICENCES

(1) A licensee may surrender the licensee's gaming machine licence by forwarding to or lodging with the Director the licence and a notification in the form determined by the Director.

(2) A notification under subsection (1) shall be signed or executed in the same way as that specified for an application made under section 24(3)(b).

(3) The Director may require a licensee surrendering a gaming machine licence under this subsection to submit such information or material in relation to the licence as the Director thinks fit.

(4) The licensee shall not contravene or fail to comply with a requirement of the Director given under subsection (3).

Penalty: \$10,000.

(5) The Director shall, as soon as practicable after receiving a gaming machine licence and notification under subsection (1), remove all gaming machines from the licensee's licensed premises.

(6) A surrender of a gaming machine licence takes effect from the time all gaming machines are removed from the licensee's licensed premises or another time decided by the Director.

Gaming Machine

48. CANCELLATION OR SUSPENSION OF GAMING MACHINE LICENCES IN CERTAIN CIRCUMSTANCES

If the liquor licence for premises licensed under this Act is -

- (a) cancelled, transferred or surrendered, the gaming machine licence for the premises is cancelled; or
- (b) suspended, the gaming machine licence for the premises is suspended for the same period as the liquor licence is suspended.

49. CANCELLATION, SUSPENSION, &c., OF GAMING MACHINE LICENCES

(1) A ground for cancellation or suspension of a gaming machine licence arises if -

- (a) the licensee -
 - (i) ceases to use the licensed premises for the conduct of gaming;
 - (ii) obtained the licence on false, erroneous or misleading information;
 - (iii) acquires, installs, uses or otherwise deals with a gaming machine in contravention of this Act;
 - (iv) fails to comply with a provision of Part 8;
 - (v) fails to comply with a condition to which the licence is subject; or
 - (vi) fails to forward or lodge an affidavit in accordance with section 44(2);
- (b) the licensee or an associate of the licensee -
 - (i) is convicted of a crime;
 - (ii) is convicted of an offence against this Act;
 - (iii) fails to discharge the licensee's or associate's financial commitments, becomes bankrupt or compounds with creditors or otherwise takes advantage of the laws in force for the time being relating to bankruptcy;

Gaming Machine

- (iv) is the subject of a winding-up, either voluntarily or under a court order, appointment of a liquidator, appointment of a receiver or receiver and manager or is placed under judicial management or administration;
 - (v) fails to comply with a written direction given to the licensee or associate by the Commission or Director; or
 - (vi) fails, when required, to supply information or material to the Commission, the Director or an inspector, or supplies information or material that to the knowledge of the licensee or associate is false, erroneous or misleading in a material particular; or
- (c) the Commission -
- (i) considers that the licensee has not made all reasonable efforts to comply with section 112;
 - (ii) considers that the licensee has not made all reasonable efforts to enforce rules required to be enforced under section 90;
 - (iii) considers that the licensee or an associate of the licensee is not a fit and proper person in respect of financial stability, general reputation, character or business reputation to be a licensee or to be an associate of the licensee;
 - (iv) becomes aware of any information or matter that, had it been known when the application for the licence was being considered, the decision under section 25 may have been that the licence be refused; or
 - (v) considers, if the licensee is a club -
 - (A) that the club has ceased to be a non-proprietary club;
 - (B) that the proceeds from the conduct of gaming are being applied in a way that does not promote the objectives of the club;
 - (C) that payments for the rental or lease of the club's licensed premises are unreasonable;

Gaming Machine

- (D) if a lease, agreement or arrangement made by the club provides that a person or voluntary association of persons is entitled to receive, or may receive, a payment, benefit or advantage during, or at the end of, the lease, agreement or arrangement, that the provision is unreasonable;
- (E) if members of the executive, governing or management body (however described) of the club are required to be nominated, or may be nominated, by a person who is not a member of the club or by a voluntary association of persons, that this is not in the best interests of the club's members;
- (F) if the club does not own the club's licensed premises and an executive officer or employee of the club is also the lessor, or an associate of the lessor, of the club, that this is not in the best interests of the club's members;
- (G) if an executive officer or employee of the club is a creditor, or an associate of a creditor, of the club, that this is not in the best interests of the club's members;
- (H) that payments made under the club's objects are not in the best interests of the club's members;
- (J) that payments made for things purchased by the club are unreasonable;
- (K) that salaries, wages, allowances or benefits paid or payable by the club to the club's executive officers or employees are unreasonable; or
- (M) that payments for services provided to the club are unreasonable or are on the basis of a percentage of the club's income, profits or earnings from the conduct of gaming or spending related to the conduct of gaming.

(2) Where the Commission is of the opinion that any act, omission or other thing that constitutes a ground under subsection (1) is of such a serious nature that the integrity of gaming or the conduct of gaming may be

Gaming Machine

jeopardised or the public interest may be adversely affected, the Director shall issue to the licensee a written notice to show cause why action should not be taken with respect to the gaming machine licence under this section.

(3) Where the Director is of the opinion that any act, omission or other thing constitutes a ground under subsection (1), whether or not it is of such a serious nature that the integrity of gaming or the conduct of gaming may be jeopardised or the public interest may be adversely affected, the Director -

(a) shall notify the Commission; and

(b) shall, when directed by the Commission, issue to the licensee a written notice to show cause why action should not be taken with respect to the gaming machine licence under this section.

(4) The Director shall issue a copy of a notice issued under this section to any other person whom the Director considers has an interest in the gaming machine licence.

(5) A notice issued under this section shall set out the grounds giving rise to its issue and shall specify a date, being not earlier than 7 days after its issue, on or before which cause is required to be shown.

(6) Subject to this section, a notice under this section shall be in such form and contain such matters as the Director thinks fit.

(7) A person to whom a notice under this section is issued may give a written answer to the Director at any time not later than the date specified in the notice.

(8) A person to whom a copy of a notice is issued under subsection (4) may make such submissions to the Director as the person thinks fit at any time not later than the date specified in the notice.

(9) The Commission shall consider answers given in reply to the notice to show cause under subsection (7) and submissions made under subsection (8) and, if the Commission considers that -

(a) answers given or submissions made in reply to or in respect of the notice are satisfactory, the Commission shall not take any action or any further action in relation to the notice;

(b) answers given or submissions made in reply to or in respect of the notice are not satisfactory but action to cancel or suspend the gaming machine licence is not warranted,

Gaming Machine

the Commission may issue a letter of censure to the licensee, censuring the licensee in respect of any matter connected with or giving rise to the notice to show cause;

(c) answers given or submissions made in reply to or in respect of the notice are not satisfactory or if no answers are given and no submissions are made, the Commission may by written notice give such directions to the licensee as the Commission considers appropriate to ensure that any matter connected with or giving rise to the issue of the notice is rectified within the time specified in the notice; or

(d) answers given or submissions made in reply to or in respect of the notice are not satisfactory or if no answers are given and no submissions are made, the Commission may cancel, or suspend for such period as the Commission determines, the gaming machine licence.

(10) If a direction given by the Commission under subsection (9)(c) is not complied with within the time specified in the notice, the Commission may cancel or suspend the gaming machine licence.

(11) Where the Commission is of the opinion that any act, omission or other thing that constitutes a ground under subsection (1) is not of such a serious nature that the integrity of gaming or the conduct of gaming may be jeopardised or the public interest may be adversely affected, the Commission may by letter censure the licensee in respect of any matter connected with or giving rise to the ground.

(12) Where the Director issues a written notice to a licensee under this section, the Director shall submit to the Commission the notice and answers, any submissions made and such other information or material in the Director's possession as the Director considers is relevant.

(13) If the Commission cancels or suspends a gaming machine licence, the Director shall, as soon as practicable after the licence is cancelled or suspended, give the licensee written notice of, and the reasons for, the cancellation or suspension.

(14) The cancellation or suspension of a licence under this section takes effect from the date of the issue of the notice under subsection (13) or from another date specified in the notice.

Gaming Machine

(15) On receipt of a notice of cancellation under subsection (13), the person to whom the notice is addressed shall deliver the licence to the Director not later than 14 days after receiving the notice.

Penalty: \$5,000.

(16) The Commission may -

(a) revoke the suspension in respect of the unexpired period of suspension; or

(b) reduce the period of suspension,

imposed under this section.

50. SUSPENSION OF GAMING MACHINE LICENCE PENDING DECISION

(1) Where the Commission is of the opinion that an act, omission or other thing that constitutes a ground under section 49(1) is of such a serious nature that the integrity of gaming or the conduct of gaming is jeopardised or the public interest is adversely affected, the Commission may suspend the gaming machine licence until any action taken, or to be taken, under section 49 is finally determined.

(2) Where the Commission suspends a gaming machine licence under subsection (1), the Director shall, as soon as practicable after the licence is suspended, give the licensee written notice of, and the reasons for, the suspension.

(3) The suspension of a gaming machine licence under this section takes effect from when the notice referred to in subsection (2) is given to the licensee or the suspension of the licence is made known to the licensee (whichever is the first to happen).

51. EFFECT OF SUSPENSION OF LICENCE

The suspension of a gaming machine licence under section 48, 49 or 50 has the same effect as the cancellation of the licence but without prejudice to -

(a) any penalty or other liability incurred by the licensee; or

(b) the exercise of the powers of the Commission or the powers or authorities of the Director or an inspector.

Gaming Machine

52. GAMING MACHINES NOT TO BE PLAYED

Where a gaming machine licence is issued to a person and the licence is not in force, that person shall not play, or knowingly permit any other person to play, gaming machines provided to that person.

Penalty: \$50,000 or imprisonment for 5 years.

53. RECOVERY OF GAMING MACHINES, &c.

(1) The cancellation, surrender or non-renewal of a gaming machine licence does not affect -

(a) the force or effect of the conditions of licence in respect of any amounts that are payable at the time of cancellation, surrender or non-renewal or which become payable; or

(b) the recovery of debts due under this Act to the Territory.

(2) A person who held a gaming machine licence that is cancelled or not renewed shall provide all reasonable assistance to the Director, or any person acting on behalf of the Director, to enable the removal of any gaming equipment or ancillary or related property of the Territory from the premises to which the licence related.

Penalty: \$10,000.

54. APPOINTMENT OF ADMINISTRATOR INSTEAD OF SUSPENSION

(1) Without limiting section 49 or 50, the Commission may, in respect of a club, instead of suspending a gaming machine licence under section 49 or 50, appoint a person to administer the affairs of the club.

(2) A person appointed under subsection (1) has, to the exclusion of any other person or body of persons, the powers of the secretary and executive officers of the club until the Commission orders otherwise.

55. EXPENSES OF ADMINISTRATION

(1) The expenses of and incidental to the administration of the affairs of a club by a person appointed under section 54 are payable by the club.

(2) The remuneration of a person appointed under section 54 is an expense referred to in subsection (1) and shall be fixed by the Commission.

Gaming Machine

56. LIABILITY FOR LOSSES INCURRED DURING ADMINISTRATION

(1) A person appointed by the Commission to administer the affairs of a club is not liable for any loss incurred by the club during the person's term of office unless the loss was attributable to the person's -

- (a) wilful misconduct;
- (b) gross negligence; or
- (c) wilful failure to comply with the provisions of this Act.

(2) Neither the Territory nor the Commission is liable for any loss incurred by a club during the term of office of a person appointed under section 54 to administer the affairs of the club, whether or not the person is liable.

57. CONTINUANCE OF LICENCES IN CERTAIN CIRCUMSTANCES

(1) If, under the *Liquor Act*, a person is authorised to conduct the business of a person who is a licensee under this Act, then, subject to this Act -

- (a) the licensee's gaming machine licence continues in force for the period of the authorisation; and
 - (b) the first person is authorised to conduct gaming on the licensee's licensed premises for the period of the authorisation.
- (2) A person authorised under subsection (1)(b) -
- (a) is subject to the same liabilities under this Act as a licensee; and
 - (b) is taken, for the purposes of Part 8, to be the licensee whose business the person is authorised to conduct.

PART 4 - LICENSING OF REPAIRERS, SERVICE CONTRACTORS AND MACHINE MANAGERS

58. UNLICENSED PERSONS NOT TO INSTALL, &c., GAMING EQUIPMENT

(1) Subject to subsection (3), a person who is not an inspector or a licensed repairer shall not install, alter, adjust, maintain or repair gaming equipment on licensed premises.

Penalty: \$10,000 or imprisonment for 2 years.

Gaming Machine

(2) Subject to subsection (3), a person shall not -

(a) employ or allow; or

(b) cause another person to employ or allow,

a person who is not an inspector or a licensed repairer to install, alter, adjust, maintain or repair gaming equipment on licensed premises.

Penalty: \$10,000 or imprisonment for 2 years.

(3) This section does not apply to an installation, alteration, adjustment, maintenance or repair that is prescribed.

59. UNLICENSED PERSONS NOT TO BE SERVICE CONTRACTORS

(1) A person shall not enter into a service contract with a licensee, a person on behalf of a licensee or the Director unless the person is -

(a) a licensed service contractor; or

(b) a licensed repairer carrying on the business of a licensed repairer in the person's own right and not as a partner in a partnership.

(2) A person shall not enter into an agreement with -

(a) a licensed service contractor; or

(b) a licensed repairer referred to in subsection (1)(b),

to subcontract from the licensed service contractor or licensed repairer a service contract unless the person is a licensed service contractor or a licensed repairer referred to in subsection (1)(b).

(3) A licensed service contractor or a licensed repairer referred to in subsection (1)(b) shall not enter into an agreement with a person to subcontract to that person a service contract, unless the person is -

(a) a licensed service contractor; or

(b) a licensed repairer referred to in subsection (1)(b).

(4) A person who enters into an agreement referred to in subsection (2) or (3) shall not subcontract the service contract the subject of the agreement.

Penalty: \$10,000 or imprisonment for 2 years.

Gaming Machine

60. UNLICENSED PERSONS NOT TO BE MACHINE MANAGERS

(1) Subject to subsections (4) and (6), duties that are prescribed shall be carried out only by a licensed machine manager employed under subsection (3) to carry out the duties in respect of the licensee's licensed premises.

Penalty: \$10,000 or imprisonment for 2 years.

(2) Subject to subsections (4) and (6), a person shall not -

(a) employ or allow; or

(b) cause another person to employ or allow,

a person who is not a licensed machine manager employed under subsection (3) in respect of the particular licensed premises to carry out the duties prescribed for the purposes of subsection (1).

Penalty: \$10,000 or imprisonment for 2 years.

(3) Subject to subsection (4), a licensee shall ensure at all times in respect of each of the licensee's licensed premises that there is at least one licensed machine manager employed by the licensee to carry out the duties prescribed for the purposes of subsection (1).

Penalty: \$10,000 or imprisonment for 2 years.

(4) If a licensee is unable to comply with subsection (3), the licensee, with the approval of the Director, may employ a sufficient number of persons (who are applicants for a machine manager's licence) so that there is at least one person who is a licensed machine manager or an applicant for a machine manager's licence to carry out the duties prescribed for the purposes of subsection (1) in respect of each of the licensee's licensed premises.

(5) Subject to subsection (6), a licensee shall ensure that at all times when gaming is being conducted on the licensee's licensed premises there is in attendance on the premises at least one licensed machine manager employed by the licensee under subsection (3) or an applicant for a machine manager's licence employed by the licensee under subsection (4) in respect of the premises.

Penalty: \$10,000 or imprisonment for 2 years.

(6) If a licensee is unable to comply with subsection (5), the licensee may, with the written approval of the Director, employ a person to carry out the duties prescribed for the purposes of subsection (1) for a period of not more than 7 days.

Gaming Machine

(7) Until a licensee is able to comply with subsection (5) or obtains the Director's approval under subsection (6), the licensee shall cease the conduct of gaming on the licensee's licensed premises.

Penalty: \$10,000 or imprisonment for 2 years.

61. CERTAIN PERSONS TO APPLY FOR MACHINE MANAGER'S LICENCE

(1) Where the Director considers that a person connected with, or who is an employee of, a licensee -

(a) has the power to exercise a significant influence over the conduct of gaming by the licensee; or

(b) because that person's remuneration or policy making position or other reason, exercises or is able to exercise authority of such a nature or to such an extent in respect of the conduct of gaming by the licensee as to make it desirable in the public interest that that person be a licensed machine manager,

the Director shall, by written notice, require that person to apply for a machine manager's licence not later than 7 days after the receipt by that person of the notice.

(2) The Director shall cause a copy of a notice under subsection (1) to be served on the licensee.

(3) A person who fails to comply with a notice under subsection (1) and continues to be connected or employed as referred to in that subsection is guilty of an offence.

Penalty: \$10,000 or imprisonment for 2 years.

(4) Where a person fails to comply with a notice under subsection (1) and continues to be connected or employed as referred to in subsection (1), the Director shall cause a written notice of the failure to be served on the licensee.

(5) The licensee shall, immediately a notice under subsection (4) is served, notwithstanding any other Act or law, terminate the connection with or employment of the person.

Penalty: \$10,000 or imprisonment for 2 years.

Gaming Machine

(6) If the Director refuses to grant an application made by a person referred to in subsection (1) -

- (a) the person shall, on receipt of notification of the refusal, cease to be connected or employed as referred to in subsection (1); and
- (b) the licensee, on receipt of the notification of the refusal, shall terminate the connection or employment.

Penalty: \$10,000 or imprisonment for 2 years.

(7) A licensee does not incur any liability in respect of the termination under this section of any connection or employment referred to in subsection (1).

62. APPLICATIONS FOR LICENCE UNDER THIS PART

(1) An application for the grant of a licence under this Part -

- (a) shall be made in the form determined by the Director;
- (b) shall be signed by the applicant or, in the case of an application by a body corporate, shall be executed under the common seal of the body corporate and signed by 2 executive officers of the body corporate authorised in that behalf by the body corporate or in such other way as the Director allows;
- (c) shall state the full name, address and date of birth of the applicant or, in the case of an application by a body corporate, the full name, address and date of birth of the secretary and each executive officer of the body corporate;
- (d) in the case of an application for a repairer's or machine manager's licence, shall be accompanied by photographs of the applicant, of such type and number, and certified, as determined by the Director;
- (e) in the case of an application by a body corporate, shall be accompanied by -
 - (i) a copy of the certificate of incorporation of the body corporate;
 - (ii) a copy of the memorandum and articles of association, rules, constitution or other incorporating documents in force at the time of making the application certified

Gaming Machine

as a true copy by the secretary of the body corporate or other person properly authorised in that behalf by the body corporate;

- (iii) a copy of the resolution or minute of the proceedings of the governing body of the body corporate by which approval was given to the making of the application, certified as a true copy by the person certifying the copy of the matters referred to in subparagraph (ii); and
- (iv) a copy of the last audited balance sheet or statement of the financial affairs of the body corporate;
- (f) in the case of an application for a repairer's or service contractor's licence, shall be accompanied by an affidavit under section 74;
- (g) shall contain or be accompanied by such other information, records, reports, documents and writings relating to the application and applicant as determined by the Director;
- (h) shall be forwarded to or lodged with the Director; and
- (j) shall be accompanied by the prescribed fee.

(2) It is a condition precedent to consideration of an application for a repairer's or machine manager's licence that the applicant is agreeable to the applicant's fingerprints and palm prints being taken by or on behalf of the Director.

63. CHANGES IN CIRCUMSTANCES OF APPLICANTS FOR AND HOLDERS OF LICENCES

(1) If a person applies for a licence under this Part and, before the application is granted or refused, a change happens in any information contained in, or accompanying, the application or in a notice given under this subsection, the applicant shall, not later than 7 days after the change, give the Director written notice of the change.

Penalty: \$10,000 or imprisonment for 2 years.

(2) If, after the grant of a licence under this Part, an event referred to in subsection (3) happens, the holder of the licence shall, not later than 7 days after the happening of the event, give the Director written notice of the event.

Penalty: \$10,000 or imprisonment for 2 years.

Gaming Machine

(3) The events required to be notified under subsection (3) are -

- (a) the holder of the licence changes name or address; or
- (b) the holder of the licence -
 - (i) is convicted of a crime;
 - (ii) is convicted of an offence against this Act;
 - (iii) if the holder is an individual, fails to discharge his or her financial commitments, becomes bankrupt or compounds with creditors or otherwise takes advantage of the laws about bankruptcy; or
 - (iv) if the holder is a body corporate, is the subject of a winding-up (whether voluntarily or under a court order), appointment of a liquidator, appointment of a receiver or receiver and manager, or is placed under judicial management or administration.

64. CONSIDERATION OF APPLICATION

(1) On receiving an application for a licence under this Part, and compliance by the applicant with this Part in relation to the application, the Director shall -

- (a) if the application is for a repairer's or machine manager's licence, cause the fingerprints and palm prints of the applicant to be taken;
- (b) initiate and have followed through such investigations as the Director considers are necessary in relation to the application; and
- (c) consider the application and anything accompanying it together with the results of investigations made under paragraph (b) and make an assessment of -
 - (i) if the applicant is a natural person, the financial stability, general reputation and character of the applicant;
 - (ii) if the applicant is a body corporate, the business reputation and financial stability of the body corporate and the general reputation, financial stability and character of the secretary and executive officers of the body corporate;

Gaming Machine

- (iii) if any person is referred to in an affidavit under section 74, the suitability of that person to be an associate of the applicant;
- (iv) if the Director considers it appropriate, the suitability of any other associate of the applicant to be an associate of the applicant; and
- (v) the suitability of the applicant to be a holder of the licence for which application is made.

(2) The Director shall not grant a licence if -

- (a) the applicant is an individual, the applicant has not attained the age of 18 years or has failed to have fingerprints and palm prints taken under subsection (1)(a) or section 62(2);
- (b) the applicant is a body corporate, the secretary or any of the executive officers of the body corporate has not attained the age of 18 years; or
- (c) the applicant or an associate of the applicant has failed to submit information or material requested by the Director under subsection (3).

(3) The Director may require an applicant for a licence under this Part, or an associate of the applicant, to submit such additional information or material as the Director considers is necessary in order to make a decision in respect of the application.

(4) Where -

- (a) an application for a repairer's or machine manager's licence is refused; or
- (b) a person ceases to be a licensed repairer or licensed machine manager,

fingerprints and palm prints of the applicant or person taken under subsection (1)(a), in respect of that application or licence, are to be destroyed as soon as practicable.

65. GRANT OR REFUSAL TO GRANT LICENCE

(1) Subject to this Act, the Director may grant or refuse to grant a licence under this Part to an applicant.

Gaming Machine

(2) The Director shall as soon as practicable give an applicant written notice of -

- (a) the Director's decision; and
- (b) if the application is refused, the reasons for the refusal.

(3) Where the Director has given an approval under section 60(4), the Director shall give a copy of a notice under subsection (2) to the licensee to whom the approval was granted.

66. FORM OF LICENCE

A licence under this Part shall be in the form determined by the Director and shall -

- (a) specify the name of the holder of the licence;
- (b) contain, in the case of a repairer's licence or machine manager's licence, a photograph of the holder of the licence;
- (c) specify the expiry date of the licence;
- (d) specify the conditions imposed under section 69; and
- (e) specify such other particulars as determined by the Director.

67. ISSUE OF COPY OF LICENCE

(1) Where the Director is satisfied that a licence under this Part has been damaged, lost or destroyed, the Director may, on payment of the prescribed fee, issue to the holder of the licence a copy of the licence.

(2) A copy of a licence issued under subsection (1) has, for all purposes, the same effect as the original licence of which it is a copy.

68. TERM OF LICENCES

(1) Subject to this Act, a licence or the renewal of a licence under this Part remains in force for 5 years.

(2) A licence under this Part may be renewed.

69. CONDITIONS OF LICENCES

A licence under this Part is subject to such conditions (including any variation of the conditions made under section 70) as the Director may impose in the public interest or for the proper conduct of gaming at the time of granting the licence or under section 70.

Gaming Machine

70. VARIATION OF CONDITION OF LICENCE

(1) The Director, in the public interest or for the proper conduct of gaming, may, after granting a licence under this Part, -

- (a) impose conditions or further conditions on the licence; or
- (b) vary the conditions of the licence.

(2) Where the Director imposes or varies conditions under subsection (1), the Director shall give the holder of the licence written notice of -

- (a) the conditions or varied conditions; and
- (b) reasons for the imposition or variation.

(3) A condition imposed or varied under this section has effect from the date specified in the notice given under subsection (2).

(4) A holder of a licence shall, not later than 14 days after being given a notice under subsection (2), deliver the licence to the Director.

Penalty: \$5,000.

(5) The Director shall, on receiving a licence under subsection (4), endorse the licence with the conditions imposed or varied and return the licence to the holder.

71. RENEWAL OF LICENCES

(1) A holder of a licence under this Part may apply to the Director for renewal of the licence.

(2) An application under subsection (1) shall -

- (a) be in the form determined by the Director;
- (b) in the case of a repairer's or machine manager's licence, be accompanied by photographs of the applicant of such type and number as determined by the Director;
- (c) be accompanied by the prescribed fee;
- (d) be made, unless the Director otherwise allows, not less than one month before the expiration of the licence;

Gaming Machine

(e) in the case of an application by a body corporate, be accompanied by a list of the names, addresses and dates of birth of -

(i) the secretary of the body corporate;

(ii) the executive officers of the body corporate; and

(iii) all other persons who have been the secretary or an executive officer of the body corporate since the licence was granted or last renewed; and

(f) in the case of a repairer's or service contractor's licence, be accompanied by an affidavit under section 74.

(3) If the Director considers that special circumstances exist, the Director may extend the term of a licence under this Part, or renewal of the licence, for not more than one month from the date of its expiration to allow the holder of the licence to comply with this section.

(4) During the period of an extension under subsection (3), the licence has the same effect as if it had been renewed.

(5) If a licensee complies with this section, the Director shall renew the licence commencing on -

(a) the day after its last expiry; or

(b) the day it would have last expired apart from its extension under subsection (3).

(6) If an application under subsection (1) is refused, the Director shall, as soon as practicable after the decision, give the applicant written notice of, and the reasons for, the decision.

72. LICENCES NOT TO BE TRANSFERRED

A licence under this Part cannot to be transferred.

73. DISPLAY OF REPAIRER'S LICENCE

A licensed repairer shall, at all times whilst installing, altering, adjusting, maintaining or repairing gaming equipment on licensed premises, display the licensed repairer's licence on his or her person in such way as to be visible to other persons unless the licence at any material time is in the possession of the Director.

Penalty: \$5,000.

Gaming Machine

74. DISCLOSURE OF INFLUENTIAL OR BENEFITING PARTIES

- (1) At the time of making an application for -
 - (a) a repairer's or service contractor's licence, the applicant; or
 - (b) a renewal of a repairer's or service contractor's licence, the licensed repairer or licensed service contractor,

shall forward to or lodge with the Director an affidavit made under this section.

(2) An applicant or a licensed repairer or licensed service contractor who undergoes any change in circumstances in relation to information contained in the last affidavit forwarded or lodged under this section by the applicant or holder of the licence shall, not later than 7 days after the change, forward to or lodge with the Director another affidavit under this section.

Penalty: \$10,000 or imprisonment for 2 years.

(3) An affidavit under this section shall be made by the applicant or holder of the licence or, where the applicant for or holder of the licence is a body corporate, by the principal executive officer of the body corporate or, if that officer does not have knowledge of the facts, by some other person who has knowledge of the facts and who is authorised by the body corporate to make the affidavit.

(4) Subject to subsection (5), an affidavit under this section is to be in the form determined by the Director and shall disclose -

- (a) whether or not there is any person (other than, where the applicant or holder of the licence is a body corporate, the secretary, an executive officer, a member or shareholder of the body corporate carrying out the duties or exercising the normal rights the person has as such secretary, executive officer, member or shareholder) who will by any lease, agreement or arrangement be able to influence any decision made -
 - (i) in the case of the applicant or holder of the licence being a natural person - by that person; or
 - (ii) in the case of the applicant or holder of the licence being a body corporate - by the body corporate or the secretary or an executive officer of the body corporate,

Gaming Machine

in relation to the performance of the general functions that are, or are to be, permitted by the licence;

- (b) whether or not there is any person other than the applicant or holder of the licence who by any lease, agreement or arrangement may expect any benefit from the applicant or holder in relation to the performance of the general functions that are, or are to be, permitted by the licence;
- (c) if there is any person able to influence as referred to in paragraph (a) or expect a benefit as referred to in paragraph (b) -
 - (i) where any such person is a natural person, the person's full name, address and date of birth;
 - (ii) where any such person is a body corporate, the name of the body corporate and the full name, address and date of birth of the secretary and each executive officer of the body corporate; and
 - (iii) full and correct particulars of the lease, agreement or arrangement; and
- (d) in the case of the applicant or holder of the licence being a body corporate - the names of all persons who are substantial shareholders of the body corporate under section 708 of the Corporations Law.

(5) An affidavit under this section need not disclose anything that is prescribed for the purposes of this subsection.

75. INVESTIGATION OF HOLDER OF LICENCE AND ASSOCIATES

(1) At any time while a licence under this Part is in force, the Director may cause to be undertaken such investigations as the Director considers are necessary in order to be satisfied that the holder of the licence is a suitable person to be a holder of a licence under this Part.

(2) The Director may require a person to whom an investigation under subsection (1) relates to submit such information or material as the Director considers is necessary.

(3) A person shall comply with and not contravene a requirement of the Director given under subsection (2).

Penalty: \$10,000 or imprisonment for 2 years.

Gaming Machine

76. CESSATION OR COMMENCEMENT OF EXECUTIVE OFFICER OR SECRETARY

A licensed service contractor that is a body corporate shall notify the Director in the form determined by the Director -

- (a) that a person has ceased to be the secretary or an executive officer of the body corporate;
- (b) that a person has started as the secretary or an executive officer of the body corporate; and
- (c) the full name, address and date of birth of a person referred to in paragraph (b),

not later than 7 days after ceasing or starting.

Penalty: \$10,000 or imprisonment for 2 years.

77. NOTIFICATIONS OF EMPLOYMENT AND AGREEMENTS

(1) In this section, "employer" means a licensee, licensed repairer or licensed service contractor.

(2) An employer shall -

- (a) not later than 7 days after being granted a licence; and
- (b) each time an application for renewal of a licence is made,

notify the Director in the form determined by the Director of the name, and licence number under this Act, of each person employed by the employer as a licensed repairer at the time of the notification.

Penalty: \$5,000.

(3) An employer shall, not later than 7 days -

- (a) after employing a person as a licensed repairer; or
- (b) after a person ceases to be employed by the employer as a licensed repairer,

notify the Director in the form determined by the Director of the name, and licence number under this Act, of the person together with the name, and licence number under this Act, of each person employed by the employer as a licensed repairer at the time of the notification.

Penalty: \$5,000.

Gaming Machine

(4) An employer shall -

- (a) not later than 7 days after being granted a licence; and
- (b) each time an application for renewal of a licence is made,

notify the Director in the form determined by the Director of the name, and licence number under this Act, of each person with whom the employer has a service contract at the time of the notification.

Penalty: \$5,000.

(5) An employer shall, not later than 7 days after making or terminating a service contract, notify the Director in the form determined by the Director of the name, and licence number under this Act, of the other party to the service contract together with the name and licence number under this Act, of each person with whom the employer has a service contract at the time of the notification.

Penalty: \$5,000.

(6) A licensee shall -

- (a) not later than 7 days after being granted a licence; and
- (b) each time an application for renewal of a licence is made,

notify the Director in the form determined by the Director of -

- (c) the name and licence number under this Act of each licensed machine manager employed under section 60(3) in respect of the licensed premises to which the licence relates at the time of the notification; and
- (d) the name of each person who is an applicant for a machine manager's licence, employed under section 60(4) in respect of the licensed premises to which the licence relates at the time of making the notification.

Penalty: \$5,000.

(7) A licensee shall not later than 7 days after -

- (a) employing a licensed machine manager under section 60(3); or

Gaming Machine

- (b) a person ceasing to be employed by the licensee under section 60(3) or 60(4),

notify the Director in the form determined by the Director of -

- (c) the name of the licensed machine manager or person and the licence number under this Act of the licensed machine manager;
- (d) the name and licence number under this Act, of each licensed machine manager employed under section 59(3) in respect of the licensed premises to which the licence relates at the time of the notification; and
- (e) the name of each person who is an applicant for a machine manager's licence employed under section 60(4) in respect of the licensed premises to which the licence relates at the time of the notification.

Penalty: \$5,000.

(8) If it becomes known to an employer that a person employed by the employer as a licensed repairer is not a licensed repairer, the employer shall immediately terminate the employment of the person as a licensed repairer.

Penalty: \$10,000 or imprisonment for 2 years.

(9) If it becomes known to the Director or a licensee that a person with whom the Director or licensee has made a service contract is not a licensed repairer or licensed service contractor, the Director or licensee shall immediately terminate the service contract.

Penalty: \$10,000 or imprisonment for 2 years.

(10) If it becomes known to a licensed repairer or licensed service contractor that a person (other than the Director or a licensee) with whom the repairer or service contractor has made a service contract is not a licensed repairer or licensed service contractor, the licensed repairer or licensed service contractor shall immediately terminate the service contract.

Penalty: \$10,000 or imprisonment for 2 years.

(11) If it becomes known to a licensee that -

- (a) a person employed by the licensee under section 60(3) is not a licensed machine manager; or

Gaming Machine

(b) the application of a person employed by the licensee under section 60(4) has been refused, the licensee shall immediately terminate the employment of the person under section 59(3) or (4).

Penalty: \$10,000 or imprisonment for 2 years.

(12) Subsection (8), (9), (10) or (11) is sufficient authority to terminate the employment or service contract referred to in the subsection, notwithstanding any other Act or law.

(13) No right of action arises against any person because of the termination.

78. SURRENDER OF LICENCE

(1) The holder of a licence under this Part may, at any time, by forwarding to or lodging with the Director notification in the form determined by the Director, and the licence under this Part, surrender the licence.

(2) Notification under subsection (1) shall be signed or executed in the same way as that specified for an application made under section 62(1)(b).

79. CANCELLATION OR SUSPENSION OF LICENCE UNDER THIS PART

(1) A ground for cancellation or suspension of a licence under this Part arises if -

(a) the holder of the licence -

(i) obtained the licence on false, erroneous or misleading information;

(ii) fails to comply with a condition to which the licence is subject; or

(iii) fails to forward or lodge an affidavit in accordance with section 74(2);

(b) the holder of the licence or an associate of the holder -

(i) is convicted of a crime;

(ii) ~~if convicted of an offence against this Act;~~

(iii) fails to discharge the holder's or associate's financial commitments, becomes bankrupt or compounds with creditors or otherwise takes advantage of the laws in force for the time being relating to bankruptcy;

Gaming Machine

- (iv) is the subject of a winding-up, either voluntarily or under a court order, appointment of a liquidator, appointment of a receiver or receiver and manager or is placed under judicial management or administration;
 - (v) fails to comply with a written direction given to the holder or associate by the Commission or Director; or
 - (vi) fails, when required, to supply information or material to the Commission, the Director or an inspector, or supplies information or material that to the knowledge of the holder or associate is false, erroneous or misleading in a material particular; or
- (c) the Director -
- (i) considers that the holder of the licence or an associate of the holder is not a fit and proper person in respect of financial stability, general reputation, character or business reputation to be a holder of a licence or to be an associate of the holder of a licence; or
 - (ii) becomes aware of any information or matter that, had it been known when the application for the licence was being considered, the decision under section 65 may have been that the licence be refused.

(2) Where the Director is of the opinion that any act, omission or other thing that constitutes a ground under subsection (1) is of such a serious nature that the integrity of gaming or the conduct of gaming may be jeopardised or the public interest may be adversely affected, the Director shall issue to the holder of the licence a written notice to show cause why action should not be taken with respect to the licence under this section.

(3) The Director shall issue a copy of a notice issued under this section to any other person whom the Director considers has an interest in the licence.

(4) A notice issued under this section shall set out the grounds giving rise to its issue and shall specify a date, being not earlier than 7 days after its issue, on or before which cause is required to be shown.

(5) Subject to this section, a notice under this section shall be in such form and contain such matters as the Director thinks fit.

Gaming Machine

(6) A person to whom a notice under this section is issued may give a written answer to the Director at any time not later than the date specified in the notice in that respect.

(7) A person to whom a copy of a notice is issued under subsection (3) may make such submissions to the Director as the person thinks fit at any time not later than the date specified under subsection (4).

(8) The Director shall consider answers given in reply to a notice to show cause and any submissions made under subsection (7) and, if the Director considers that -

- (a) satisfactory answers are given or submissions made in reply to or in respect of the notice, the Director shall not take any action or any further action in relation to the notice;
- (b) answers given or submissions made in reply to or in respect of the notice are not satisfactory but action to cancel or suspend the licence is not warranted, the Director may issue a letter of censure to the holder of the licence, censuring the holder of the licence in respect of any matter connected with or giving rise to the notice to show cause;
- (c) answers given or submissions made in reply to or in respect of the notice are not satisfactory and further action is warranted or if no answers are given and no submissions are made, the Director may -
 - (i) by written notice give such directions to the holder of the licence as the Director considers appropriate to ensure that any matter connected with or giving rise to the issue of the notice is rectified within the time specified in the notice; or
 - (ii) cancel, or suspend for such period as the Director determines, the licence.

(9) If a direction given by the Director under subsection (8)(c)(i) is not complied with within the time specified in the notice, the Director may cancel or suspend the licence.

Gaming Machine

(10) Where the Director is of the opinion that any act, omission or other thing that constitutes a ground under subsection (1) is not of such a serious nature that the integrity of gaming or the conduct of gaming may be jeopardised or the public interest may be adversely affected, the Director may by letter censure the holder of the licence in respect of any matter connected with or giving rise to the ground.

(11) If the Director cancels or suspends a licence, the Director shall as soon as practicable give the applicant written notice of, and the reasons for, the cancellation or suspension.

(12) The cancellation or suspension of a licence under this section takes effect from the date of the issue of the notice under subsection (11) or from the date specified in the notice.

(13) On receipt of a notice of cancellation under subsection (12), the person to whom the notice is addressed shall deliver the licence to the Director not later than 14 days after receiving the notice.

Penalty: \$10,000.

80. SUSPENSION OF LICENCES PENDING DECISION

(1) Where the Director is of the opinion that any act, omission or other thing that constitutes a ground under section 79(1) is of such a serious nature that the integrity of gaming or the conduct of gaming is jeopardised or the public interest is adversely affected, the Director may suspend a licence under this Part until any action taken, or to be taken, under section 79 is finally determined.

(2) Where the Director suspends a licence under subsection (1), the Director shall as soon as practicable give the holder of the licence written notice of, and the reasons for, the suspension.

(3) The suspension of a licence under this section takes effect from when the notice referred to in subsection (2) is given to the holder of the licence or the suspension of the licence is made known to the holder of the licence (whichever is the first to happen).

81. EFFECT OF SUSPENSION OF LICENCE

The suspension under section 79(8) or 80(1) of a licence under this Part has the same effect as the cancellation of the licence but without prejudice to -

- (a) any penalty or other liability incurred by the holder of the licence; or

Gaming Machine

- (b) the exercise of the powers of the Commission or the powers or authorities of the Director or an inspector.

82. PROVISIONAL LICENCES

(1) The Director may grant to an applicant for a licence under this Part a provisional licence if the Director considers that -

- (a) a decision in respect of the application may not be made for some time;
- (b) the conduct of gaming may be prejudiced or disadvantaged if the applicant is not granted a provisional licence; and
- (c) the issue of the provisional licence will not prejudice or disadvantage gaming or the conduct of gaming.

(2) The Director may impose on a provisional licence such conditions as the Director considers are necessary in the public interest.

(3) Where the Director grants a provisional licence, the Director shall issue the licence in the form determined by the Director and endorse on the licence the conditions imposed under subsection (2).

(4) A provisional licence remains in force until -

- (a) the application for the licence under this Part referred to in subsection (1) is granted or refused;
- (b) it is surrendered; or
- (c) it is cancelled.

(5) The Director, at any time, may cancel a provisional licence granted under subsection (1).

(6) No right of action arises against the Director or any other person because of a decision under subsection (5) in respect of the termination of employment or otherwise.

(7) A provisional licence has the same effect as if it were a repairer's licence, service contractor's licence or machine manager's licence, as the case may be.

Gaming Machine

PART 5 - SUPERVISION AND MANAGEMENT OF GAMING

83. INSTALLATION AND STORAGE OF GAMING MACHINES

(1) Subject to subsection (2), a licensee shall install a gaming machine provided to the licensee under section 39 or 49 in a gaming machine area on the licensee's licensed premises.

(2) A gaming machine that is not installed in a gaming machine area shall be stored in a room, and secured in such way as is, approved by the Director.

Penalty: \$10,000 or imprisonment for 2 years.

84. GAMING MACHINES NOT TO BE PLAYED IF NOT INSTALLED IN GAMING MACHINE AREA

(1) Subject to subsection (2), a person shall not play or allow another person to play a gaming machine provided by the Director to a licensee that is not installed in a gaming machine area.

Penalty: \$50,000 or imprisonment for 5 years.

(2) Subsection (1) does not apply to a licensed repairer who plays a gaming machine in the course of altering, adjusting, maintaining, repairing or testing the gaming machine.

(3) Winnings that become payable because of playing a gaming machine under subsection (2) remain the property of the licensee and are not payable to any person.

85. GAMING EQUIPMENT NOT TO BE AN ANNOYANCE, &c.

(1) A licensee shall not locate, or allow to be located, gaming equipment on the licensee's licensed premises in such a way as to be an annoyance due to the location of the gaming equipment, the noise generated by the operation of the equipment or for any other reason.

Penalty: \$5,000.

(2) A listed person or licensee shall not allow gaming equipment to convey or exhibit -

(a) a false, misleading, rude or offensive message;
or

(b) excessive or unnecessary advertising.

Penalty: \$5,000.

Gaming Machine

(3) Except as may be provided by the game of a gaming machine or an arrangement or system approved under section 134, a person shall not -

- (a) do or omit to do anything on licensed premises that unfairly or unreasonably entices a person to play a particular gaming machine in preference to others; or
- (b) conduct or allow to be conducted any promotional activity that entices a person to play or rewards a person for playing gaming machines unless the rewards or prizes provided by the activity are not related to a particular gaming machine a person must play in order to be entitled to the rewards or prizes.

Penalty: \$10,000 or imprisonment for 2 years.

(4) Where, in the opinion of an inspector, a contravention of this section is being or has been committed, the Director may, by written notice, direct a listed person, licensee or person -

- (a) to do or cease doing anything that constitutes the contravention; or
- (b) not to again do or omit to do anything that constituted the contravention.

(5) A listed person, licensee or person shall not contravene or fail to comply with a direction given under subsection (4).

Penalty: \$10,000 or imprisonment for 2 years.

86. INSTALLATION OF ELECTRONIC MONITORING SYSTEMS

(1) Subject to subsection (2), a licensee shall not on the licensee's licensed premises, without the approval of the Director, install or operate or cause or allow to be installed or operated, an electronic monitoring system or centralised credit system.

Penalty: \$10,000 or imprisonment for 2 years.

(2) The Director may -

- (a) install on licensed premises an electronic monitoring system; and
- (b) modify or cause the modification of the system.

(3) A licensee shall permit such works and actions, by the Director or any person acting on behalf of the Director, on any place under the control of the licensee as are necessary to facilitate the installation,

Gaming Machine

alteration, adjustment, maintenance, repair or continued effective operation of an electronic monitoring system installed on the licensee's licensed premises under subsection (2).

Penalty: \$10,000 or imprisonment for 2 years.

(4) A licensee shall, at the licensee's expense, provide -

(a) locations, to the satisfaction of the Director, for the installation of equipment connected with; and

(b) electricity or other operating requirements of, an electronic monitoring system installed on the licensee's licensed premises under subsection (2).

Penalty: \$10,000.

(5) A licensee shall, at the licensee's expense, provide the Director, continuous, free and unfettered access to -

(a) data held in or available from; and

(b) the operation of,

an electronic monitoring system approved under subsection (1) or installed under subsection (2).

Penalty: \$10,000 or imprisonment for 2 years.

87. MAINTENANCE OF FACILITIES, &c.

(1) A licensee shall ensure that -

(a) the operation of gaming machines on the licensee's licensed premises is conducted in such way as, in the opinion of the Director, is proper and competent;

(b) anything forming part of a gaming machine that is visible without opening the machine is maintained in good order and is not defaced or altered in any way;

(c) all facilities and amenities on the licensee's licensed premises that are related to gaming are maintained in such condition as will provide maximum safety and comfort for persons on the premises; and

Gaming Machine

- (d) all installations, equipment and procedures for security and safety purposes are used, operated and applied for the preservation and maintenance of those purposes.

Penalty: \$10,000 or imprisonment for 2 years.

- (2) A licensee shall not -

- (a) employ or allow; or

- (b) cause or allow another person to employ or allow,

a barker or shill to entice a person to play gaming machines on the licensee's licensed premises.

Penalty: \$5,000.

88. HOURS OF GAMING

A licensee shall not conduct gaming, or allow gaming to be conducted, in a part of the licensee's licensed premises -

- (a) when, under the liquor licence relating to the premises, liquor is not permitted to be sold in that part of the premises;
- (b) when the licensee or an employee of the licensee is not in that part of the premises to supervise gaming; or
- (c) during a period prescribed for the purposes of this section.

Penalty: \$10,000 or imprisonment for 2 years.

89. RULES ANCILLARY TO GAMING

(1) The Director may, in writing, make rules relating to matters that are ancillary to gaming conducted on licensed premises.

(2) A licensee, with the approval in writing of the Director, may, in respect of the licensee's licensed premises -

- (a) amend, add to or repeal; or

- (b) substitute a rule or other rules for,

the rules made under subsection (1).

Gaming Machine

90. RULES ANCILLARY TO GAMING TO BE AVAILABLE AND ENFORCED

A licensee shall ensure, when gaming is being conducted on the licensee's licensed premises, that -

- (a) the rules ancillary to gaming that are, at that time, the rules for the licensed premises, are available for inspection at the licensed premises;
- (b) where required by the rules, notices relating to the rules are prominently displayed; and
- (c) the rules are enforced.

Penalty: \$5,000.

91. LICENSEES NOT TO EXTEND CREDIT

A licensee shall not make a loan or extend credit in any form to a person on the licensee's licensed premises.

Penalty: \$10,000 or imprisonment for 2 years.

92. GAMING TOKENS

(1) A licensee, in conducting gaming on the licensee's licensed premises, shall only use gaming tokens.

(2) A licensee shall cause all transactions, in respect of the sale or redemption of gaming tokens on the licensee's licensed premises, to be carried out in such way as ensures the integrity of the transactions.

Penalty: \$10,000 or imprisonment for 2 years.

93. GAMING TOKENS THAT ARE NOT AUSTRALIAN CURRENCY

(1) This section does not apply to a gaming token that -

- (a) has no value marked on it; and
- (b) forms part of a centralised credit system approved under section 86(1).

(2) A licensee who conducts gaming by the use of gaming tokens that are not Australian currency shall, at all reasonable times -

- (a) while a licensee; and
- (b) for one year after ceasing to be a licensee,

redeem the gaming token for the value that is marked on the gaming token.

Gaming Machine

(3) A licensee shall not sell, for the purpose of gaming, a gaming token that is not Australian currency unless -

- (a) it is approved by the Director for use on the licensee's licensed premises;
- (b) the value (in Australian currency) that it represents for the purpose of gaming on the licensee's licensed premises is approved by the Director;
- (c) it is of the physical characteristics approved by the Director; and
- (d) there is marked on it, in such a way as is approved by the Director -
 - (i) the value approved under paragraph (b);
 - (ii) the name of the licensee or a symbol, approved by the Director, that clearly identifies the licensee from all other licensees; and
 - (iii) the name of the licensed premises or a symbol, approved by the Director, that clearly identifies the licensed premises from all other licensed premises; and
- (e) it is in good condition.

(4) Before placing an order to purchase gaming tokens that are not Australian currency with a manufacturer of gaming tokens, a licensee shall obtain the approval of the Director for the purchase.

(5) A manufacturer of gaming tokens shall not accept an order to manufacture, or manufacture, gaming tokens that are not Australian currency unless there is produced to the manufacturer an approval given under subsection (4) in respect of the gaming tokens.

(6) A licensee, except in the genuine redemption of gaming tokens, shall not purchase gaming tokens that are not Australian currency from a person who is not a manufacturer of gaming tokens approved by the Director.

~~(7) A licensee shall keep, and at all times accurately maintain, a written inventory of gaming tokens that are not Australian currency purchased from a manufacturer of gaming tokens.~~

Penalty: \$10,000 or imprisonment for 2 years.

Gaming Machine

94. PAYMENTS IN CONNECTION WITH GAMING

(1) A licensee shall make a payment in connection with -

(a) the payment of winnings or gaming machine credits (other than payments made by a gaming machine); or

(b) the redemption of gaming tokens,

with Australian currency unless the payment -

(c) is required to be made in another way -

(i) that is prescribed; or

(ii) in accordance with the rules ancillary to gaming for the licensed premises; or

(d) is to be made under subsection (2).

Penalty: \$10,000 or imprisonment for 2 years.

(2) A licensee may, if requested by a person entitled to a payment referred to in subsection (1) (other than a payment to which subsection (1)(c) applies) and if the licensee thinks fit to do so, make the payment by -

(a) gaming tokens (other than Australian currency);

(b) a cheque;

(c) a combination of Australian currency, gaming tokens (other than Australian currency) and a cheque, or

(d) electronic transfer.

95. ENTITLEMENT OF PLAYERS

A licensee shall ensure that a person who plays a gaming machine on the licensee's licensed premises is paid the amount to which the person is entitled.

Penalty: \$10,000 or imprisonment for 2 years.

96. MALFUNCTION OF GAMING MACHINES

(1) A machine manager shall refuse -

(a) to make payment; or

(b) to allow payment to be made,

to a person in respect of a bet made, or gaming machine credits accumulated, on a gaming machine installed on licensed premises in respect of which he or she is

Gaming Machine

machine manager, where the machine manager is satisfied that the gaming machine failed to function in the way in which it was designed and programmed to function.

(2) Subsection (1) applies irrespective of the reason for the failure of the gaming machine to function in the way in which it was designed and programmed to function.

(3) A machine manager who refuses to make or allow payment under subsection (1) shall -

- (a) not allow, other than for testing purposes, the gaming machine to be played until it is functioning in the way in which it was designed and programmed to function;
- (b) not later than the close of business on the following working day, forward to the Director a report in the form determined by the Director in respect of the refusal; and
- (c) give the licensee a copy of the report referred to in paragraph (b).

Penalty: \$10,000 or imprisonment for 2 years.

(4) A licensee -

- (a) may, on review of the copy of the report referred to in subsection (3); or
- (b) shall, if so directed by the Director,

overrule a refusal referred to in subsection (1) and make the payment that has been refused.

Penalty: \$10,000 or imprisonment for 2 years.

(5) Nothing in this section operates so as to prejudice or affect any other right or remedy of any person.

97. DEFECTIVE GAMING MACHINES NOT ALLOWED

(1) In this section, "licensee", in respect of licensed premises, includes -

- (a) a machine manager of the licensed premises;
- (b) if the licensee is a body corporate, the secretary or an executive officer of the body corporate; and
- (c) a person employed by the licensee who may be required by the licensee to -
 - (i) supervise gaming;

Gaming Machine

- (ii) attend to gaming machines;
- (iii) sell or redeem gaming tokens; or
- (iv) carry out centralised credit transactions,
on the licensed premises.

(2) A licensee shall not allow, other than for testing purposes, a gaming machine -

- (a) that is installed on the licensed premises; and
- (b) that does not function in the way in which it was designed and programmed to function,

to be played until it is functioning in the way in which it was designed and programmed to function.

Penalty: \$10,000 or imprisonment for 2 years.

(3) It is a defence to a prosecution for an offence against subsection (2) for the defendant to prove that the defendant -

- (a) had taken all reasonable precautions to ensure that the gaming machine was functioning in the way in which it was designed and programmed to function; and
- (b) at the time of the alleged offence, did not know, and ought not to have known, that the gaming machine was not functioning in the way in which it was designed and programmed to function.

98. SECURITY OF KEYS, &c.

(1) A licensee shall ensure that all keys and other devices related to the security of gaming equipment on the licensee's licensed premises are kept, stored, secured, possessed and used in accordance with the written directions of the Director.

(2) A person shall not possess or use a key or other device referred to in subsection (1) unless the possession or use is permitted by, and is in accordance with, the written directions of the Director.

Penalty: \$10,000 or imprisonment for 2 years.

Gaming Machine

99. CERTAIN PERSONS ONLY TO HAVE ACCESS, &c., TO GAMING MACHINES

A person shall not, in relation to a gaming machine on licensed premises -

- (a) open the gaming machine;
- (b) check gaming tokens contained inside the gaming machine;
- (c) remove gaming tokens from the cabinet or drop box of the gaming machine; or
- (d) place gaming tokens into the gaming machine (other than for the purpose of playing a game on the gaming machine),

unless the person is -

- (e) the licensee of the licensed premises;
- (f) where the licensee is a body corporate, the secretary or an executive officer of the body corporate in the genuine execution of his or her duties as secretary or executive officer;
- (g) a machine manager in respect of the licensed premises;
- (h) an employee of the licensee who is assisting a machine manager in carrying out money clearances while the employee is in the presence of the machine manager;
- (j) a licensed repairer in the performance of duties as a licensed repairer;
- (k) performing duties under a contract approved under section 100(1); or
- (m) an inspector in the exercise or performance of the inspector's powers and functions under this Act.

Penalty: \$10,000 or imprisonment for 2 years.

100. CONTRACTS FOR CERTAIN SERVICES TO BE APPROVED

(1) Subject to subsection (2), a person shall not, without the approval of the Director, enter into an agreement for the provision of a service relating to -

- (a) the sale and redemption of gaming tokens on the licensee's licensed premises;
- (b) the supervision of gaming on licensed premises;

Gaming Machine

- (c) attending to gaming machines or carrying out centralised credit transactions on licensed premises;
- (d) carrying out on licensed premises -
 - (i) money clearances;
 - (ii) any function resulting from money clearances; or
 - (iii) any function required to be carried out under section 141(2) or 142(2);
- (e) keeping and maintaining accounts under section 143;
- (f) making monthly gaming machine reconciliation reports under section 144; or
- (g) any other function prescribed for the purposes of this section.

Penalty: \$10,000 or imprisonment for 2 years.

(2) Subsection (1) does not apply to the employment of a natural person by a licensee to carry out on the licensee's licensed premises an act referred to in that subsection.

101. LICENSEES TO KEEP RECORDS OF CERTAIN EMPLOYEES

(1) A licensee shall, in respect of each of the licensee's licensed premises, keep and, at all times, accurately maintain a record of the full name, address and date of birth of all persons employed by the licensee to carry out on the licensed premises an act referred to in section 100(1).

(2) A licensee shall, in respect of each of the licensee's licensed premises, lodge with the Director, on or before the day prescribed of each month, a report in the form determined by the Director, containing details of the full name, address and date of birth of all persons who performed an act referred to in section 100 at any time during the preceding month on the licensed premises.

Penalty: \$10,000 or imprisonment for 2 years.

Gaming Machine

102. NOTIFICATION OF EMPLOYMENT OR CESSATION OF EMPLOYMENT OF MACHINE MANAGER

A licensee shall, not later than one working day after a person commences employment, or ceased to be employed, as a machine manager, notify the Director of that fact in the form determined by the Director.

Penalty: \$10,000 or imprisonment for 2 years.

103. PERSONS UNDER 18 NOT TO BE EMPLOYED

A licensee shall not employ a person who has not attained the age of 18 years in any capacity in relation to the operation of gaming machines.

Penalty: \$15,000.

104. PERSONS UNDER 18 NOT TO PLAY GAMING MACHINES

A person who has not attained the age of 18 years shall not play a gaming machine on licensed premises.

Penalty: \$5,000.

105. PERSONS UNDER 18 NOT TO BE ALLOWED TO GAME

A person shall not allow person who has not attained the age of 18 years to play a gaming machine on licensed premises.

Penalty: \$15,000.

106. MISREPRESENTATION OF AGE

A person who has not attained the age of 18 years and who, for the purpose of playing a gaming machine, misrepresents the age of the person -

- (a) by spoken statements made by the person or another person;
- (b) by presenting a form of written identification which purports to relate to the person presenting it but which in fact is fictitious or relates to some other person; or
- (c) by presenting a form of written identification which is false in a material particular,

is guilty of an offence.

Penalty: \$5,000.

Gaming Machine

107. WRONGFUL DEALING WITH EVIDENCE OF AGE

(1) A person shall not knowingly give a document that is evidence of age of the person specified in the document to another person, with intent that the document be used as evidence of age for the purposes of this Act of a person not specified in the document.

Penalty: \$5,000.

(2) A person shall not wilfully or negligently deface or interfere with a document that is evidence of age of the person or another person.

Penalty: \$5,000.

108. SEIZURE OF FORM WRONGLY USED AS EVIDENCE OF AGE

(1) Where a contravention of section 106 consists of presenting of a form referred to in that section the person to whom the form is presented shall seize and confiscate the form and give it to an inspector or a member of the Police Force.

Penalty: \$5,000.

(2) A person does not commit an offence against subsection (1) if the person is not aware of the falsity of the representation as to age made by presenting the form.

109. ASCERTAINMENT OF AGE

(1) An authorised person may, on licensed premises, require a person whom the authorised person suspects on reasonable grounds not to have attained the age of 18 years and to be contravening a provision of this Act -

- (a) to state all relevant particulars concerning the person's age; and
- (b) to produce evidence of the person's age.

(2) An authorised person shall prohibit a person who does not comply with a requirement made under subsection (1) from playing gaming machines on the licensed premises.

(3) In this section, "authorised person", in relation to licensed premises, means -

- (a) the licensee of the licensed premises;
- (b) a machine manager of the licensed premises;
- (c) an employee of the licensee of the licensed premises;

Gaming Machine

- (d) an inspector; or
- (e) a member of the Police Force.

110. SEIZURE OF MATERIAL ASSOCIATED WITH REPRESENTATION OF AGE

If an inspector or a member of the Police Force reasonably believes or suspects that a person -

- (a) has presented a form in contravention of section 106;
- (b) is in possession of a document given to the person in contravention of section 107(1); or
- (c) is in possession of a document defaced or interfered with in contravention of section 107(2),

the inspector or member may seize and confiscate the form or document.

111. DEFENCE TO CHARGE IF AGE MATERIAL

(1) If the age of a person is material to a charge of an offence against this Act, it is a defence to prove that, at the time of the offence, the defendant (if the defendant is the actual offender) or an agent or employee (if the defendant is charged merely because of being principal or employer of the actual offender) -

- (a) honestly and reasonably believed that the person whose age is material to the offence had attained the age of 18 years; or
- (b) had sighted acceptable evidence of age of the person whose age is material to the offence that indicated the person had attained the age of 18 years,

and the operation of section 32 of the Criminal Code is excluded.

(2) Evidence that the defendant (if the defendant is the actual offender) or an agent or employee (if the defendant is charged merely because of being principal or employer of the actual offender) did not request the person whose age is material to the offence to produce acceptable evidence of age is evidence that any belief that the person had attained the age of 18 years was not reasonable.

Gaming Machine

112. LICENSEES TO PROHIBIT CERTAIN PERSONS FROM GAMING

Where there are reasonable grounds for a licensee to believe that the peace and happiness of a person's family are endangered due to excessive playing of gaming machines by the person, the licensee shall prohibit the person from playing gaming machines on the licensee's licensed premises for one month from the date of prohibition.

113. REMOVAL OF CERTAIN PERSONS

(1) A licensee may cause a person to be removed from, or refuse to allow a person to enter, the licensee's licensed premises if the person -

- (a) breaches the rules ancillary to gaming for the licensed premises;
- (b) damages or physically abuses a gaming machine;
- (c) behaves in a way likely to cause offence to other persons; or
- (d) is suspected on reasonable grounds of being on the premises for the purpose of committing an offence or aiding another person to commit an offence against this Act.

(2) A licensee shall cause to be removed from the licensee's licensed premises a person who is prohibited under section 109(2) or 112 from playing gaming machines on the premises if the person -

- (a) plays a gaming machine; or,
- (b) induces another person to play a gaming machine on the person's behalf.

Penalty: \$15,000.

(3) For the purposes of subsection (1) or (2), a licensee or a person acting for a licensee may use such force and assistance as is necessary and reasonable in removing a person from, or preventing a person from entering, the licensed premises.

114. OBSTRUCTION TO REMOVAL FROM LICENSED PREMISES

A person whose removal from licensed premises is sought under section 113(1) or (2) shall not -

- (a) refuse to leave the premises; or

Gaming Machine

- (b) resist a person seeking his or her removal from the premises.

Penalty: \$5,000.

115. OBSTRUCTION GENERALLY

A person shall not obstruct or hinder a licensee, machine manager or any other employee of a licensee in the exercise of a power or performance of a function under this Act.

Penalty: \$5,000.

PART 6 - CONTROL OF GAMING MACHINES

116. RECOGNISED MANUFACTURERS AND SUPPLIERS OF GAMING MACHINES

(1) The Director shall maintain a roll of recognised manufacturers and suppliers of gaming machines.

(2) The Director shall list on the roll of recognised manufacturers and suppliers of gaming machines the name of a tenderer under section 129 who the Director considers complies with this Act.

117. RECOGNISED SUPPLIERS OF RESTRICTED COMPONENTS

(1) The Director shall maintain a roll of recognised suppliers of restricted components.

(2) A recognised manufacturer or supplier of gaming machines shall, before purchasing restricted components from a person who is not a listed person, notify the Director in writing of the full and correct name and business address of the person.

Penalty: \$10,000 or imprisonment for 2 years.

(3) A person who intends to operate as a supplier of restricted components shall notify the Director in writing.

Penalty: \$10,000 or imprisonment for 2 years.

(4) Subject to section 119, the Director, on being notified under subsection (2) or (3), shall list the name of a person on the roll of recognised suppliers of restricted components.

Gaming Machine

118. INVESTIGATIONS OF SUITABILITY OF LISTED PERSONS

(1) At any time the Director may cause to be undertaken such investigations as the Director considers are necessary in order to satisfy the Commission that a listed person or any associate of a listed person is a suitable person to be a listed person or an associate of a listed person.

(2) The Director may require a person to whom investigations under subsection (1) relate to submit such information or material as the Director considers is necessary.

(3) The person shall not contravene or fail to comply with a requirement of the Director given under subsection (2).

Penalty: \$10,000 or imprisonment for 2 years.

119. REMOVAL OF NAMES OF PERSONS FROM ROLL

(1) The Director shall remove the name of a listed person from the roll of recognised manufacturers and suppliers of gaming machines or the roll of recognised suppliers of restricted components -

(a) if the listed person or an associate of the listed person -

- (i) is convicted of a crime;
- (ii) is convicted of an offence against this Act;
- (iii) fails to discharge the listed person's or associate's financial commitments, becomes bankrupt or compounds with creditors or otherwise takes advantage of the laws in force for the time being relating to bankruptcy;
- (iv) is the subject of a winding-up, either voluntarily or under a court order, appointment of a liquidator, appointment of a receiver or receiver and manager or is placed under judicial management or administration;
- (v) fails or refuses to comply with a written direction given by the Commission or the Director and the Commission is of the opinion that the failure or refusals jeopardise the integrity of gaming or the conduct of gaming or adversely affects the public interest; or

Gaming Machine

(vi) fails, when required, to supply information or material to the Commission, the Director or an inspector, or supplies information or material that to the knowledge of the listed person or associate is false, erroneous or misleading in a material particular; or

(b) if at any time the Commission or the Director considers that the listed person or an associate of the listed person is not a fit and proper person to continue to be a listed person or an associate of the listed person.

(2) Where the Director removes the name of a person from the roll of recognised manufacturers and suppliers of gaming machines or the roll of recognised suppliers of restricted components, the Director shall as soon as practicable give the person written notice of, and the reasons for, the removal.

120. MANUFACTURE, SALE, SUPPLY, OBTAINING OR POSSESSION OF GAMING MACHINES

(1) A person shall not manufacture, sell, supply, obtain or be in possession of -

(a) a gaming machine;

(b) a linked jackpot arrangement; or

(c) a device capable of being represented as being a gaming machine or linked jackpot arrangement,

except under and in accordance with the authority of a licence or other authorisation under this Act.

Penalty: \$50,000 or imprisonment for 5 years.

(2) A person shall not manufacture, sell, supply, obtain or be in possession of a restricted component except under and in accordance with the authority of a licence or other authorisation under this Act.

Penalty: \$25,000 or imprisonment for 2 years.

(3) It is a defence to a prosecution for an offence against subsection (2) for the defendant to prove that -

(a) ~~the manufacturing, selling, supplying,~~
obtaining or possession of a restricted component was not related to the manufacture, assembly, installation, alteration, operation, use, adjustment, maintenance or repair of gaming equipment; and

Gaming Machine

- (b) the restricted component was not intended to be used to interfere with the normal operation of gaming equipment.

(4) Notwithstanding any other Act or law, the possession of anything referred to in subsection (1) or (2) in accordance with a licence or other authorisation under this Act is lawful.

(5) A licence or other authorisation under this Act is -

- (a) subject to this Act; and
- (b) taken to extend to a person in the genuine employ of the holder of the licence or authorisation to such extent as is necessary for the employee to carry out the duties of the employee on behalf of the holder.

(6) For the purposes of this section and sections 121 to 127, "gaming machine" includes any incomplete device that was a gaming machine or that is, or was, intended to be made into a gaming machine and to which there is affixed an identification plate with the manufacturer's serial number displayed on the plate.

121. POSSESSION, &c., OF GAMING MACHINES AND RESTRICTED COMPONENTS BY RECOGNISED MANUFACTURERS OR SUPPLIERS OF GAMING MACHINES

(1) A recognised manufacturer or supplier of gaming machines is authorised to -

- (a) manufacture, obtain and be in possession of gaming machines, linked jackpot arrangements and restricted components;
- (b) sell or supply, on written order -
 - (i) gaming machines and linked jackpot arrangements to the Director or a recognised manufacturer or supplier of gaming machines; or
 - (ii) restricted components to a person authorised under this Act to obtain and be in possession of the restricted components; or
- (c) sell or supply, on written order, gaming machines, linked jackpot arrangements or restricted components to a person in a State or another Territory of the Commonwealth or a country where possession of such gaming machines, linked jackpot arrangements or restricted components by the person is lawful.

Gaming Machine

(2) A recognised manufacturer or supplier of gaming machines shall not use premises for the manufacture, assembly, storage or handling of gaming machines, linked jackpot arrangements or restricted components unless the premises are approved by the Director.

Penalty: \$10,000 or imprisonment for 2 years.

(3) A recognised manufacturer or supplier of gaming machines shall not manufacture, obtain or be in possession of gaming machines or restricted components unless it is for the purpose of -

- (a) the submission for evaluation by the Director of a particular device;
- (b) an action authorised under subsection (1)(b) or (c);
- (c) conducting genuine testing or development work; or
- (d) conducting, at premises approved by the Director, a genuine training course for licensed repairers or applicants for a repairer's licence on the installation, alteration, adjustment, maintenance or repair of gaming equipment.

Penalty: \$50,000 or imprisonment for 5 years.

(4) A recognised manufacturer or supplier of gaming machines shall, not later than one day after the manufacture, assembly, disassembly or destruction of a gaming machine, advise the Director in the form determined by the Director of the manufacturer's serial number of the gaming machine.

Penalty: \$10,000 or imprisonment for 2 years.

122. POSSESSION, &c., OF RESTRICTED COMPONENTS BY RECOGNISED SUPPLIERS OF RESTRICTED COMPONENTS

(1) A recognised supplier of restricted components is authorised to -

- (a) manufacture, obtain and be in possession of restricted components;
- (b) ~~sell or supply, on written order, restricted components to a person authorised under this Act to obtain and be in possession of the restricted components; or~~

Gaming Machine

- (c) sell or supply, on written order, restricted components to a person in a State or another Territory of the Commonwealth or a country where possession of such restricted components by the person is lawful.

(2) A recognised supplier of restricted components shall not manufacture, obtain or be in possession of a restricted component unless it is for the purpose of -

- (a) the submission for evaluation by the Director of a particular device;
- (b) an action authorised under subsection (1)(b) or (c);
- (c) conducting genuine testing or development work; or
- (d) conducting, at premises approved by the Director, a genuine training course for licensed repairers or applicants for repairer's licences on the use of restricted components.

Penalty: \$25,000 or imprisonment for 2 years.

123. POSSESSION, &c., OF GAMING MACHINES AND RESTRICTED COMPONENTS BY LICENSED REPAIRERS

A licensed repairer is authorised to -

- (a) obtain and be in possession of restricted components to such extent as is necessary to do so as a licensed repairer;
- (b) supply restricted components to a licensed repairer employed by him or her as a licensed repairer;
- (c) sell or supply, on written order, restricted components to another person authorised under this Act to obtain and be in possession of such restricted components; and
- (d) be in possession of a gaming machine or linked jackpot arrangement only to such extent as is necessary -
 - (i) with the approval of the Director, to remove, repair and reinstate a gaming machine or linked jackpot arrangement provided to a licensee, subject to an approval of the Director for such removal, repair and reinstatement; and

Gaming Machine

- (ii) to install, remove and consign the gaming machine or linked jackpot arrangement in order to fulfil a written order of the Director.

124. POSSESSION, &c., OF RESTRICTED COMPONENTS BY LICENSED SERVICE CONTRACTORS

A licensed service contractor is authorised to -

- (a) obtain and be in possession of restricted components to such extent as is necessary to do so as a licensed service contractor;
- (b) supply restricted components to a licensed repairer employed by the licensed service contractor as a licensed repairer; and
- (c) sell or supply, on written order, restricted components to another person authorised under this Act to obtain and be in possession of such restricted components.

125. POSSESSION, &c., OF GAMING MACHINES AND RESTRICTED COMPONENTS BY LICENSEES

(1) A licensee is authorised to -

- (a) be in possession of gaming machines and linked jackpot arrangements, on the licensee's licensed premises, that are provided by the Director to the licensee;
- (b) obtain and be in possession of restricted components, on the licensee's licensed premises, to such extent as is necessary for the efficient conduct of gaming on the licensed premises;
- (c) supply restricted components to -
 - (i) a licensed repairer employed by the licensee as a licensed repairer;
 - (ii) a person authorised under section 126(1) to have the restricted components; or
 - (iii) another licensee.

~~(2) A licensee shall not, on the licensee's licensed premises, be in possession of, or allow a person to play -~~

- (a) a gaming machine that is not provided by the Director to the licensee for gaming on the licensed premises; or

Gaming Machine

- (b) a gaming machine that is not in accordance with the game, gaming token denomination or betting unit of the gaming machine as provided by the Director or, if the gaming machine has been altered under section 40(2), the game, gaming token denomination or betting unit as last altered under that subsection.

Penalty: \$50,000 or imprisonment for 5 years.

(3) A person whose gaming machine licence is suspended under section 48, 49(9) or 50 is authorised to be in possession of gaming machines provided by the Director to the person and restricted components during the period of suspension.

126. POSSESSION, &c., OF GAMING MACHINES, &c., BY OTHER PERSONS

(1) A person who carries out an installation, alteration, adjustment, maintenance or repair that is prescribed for the purposes of section 58(3), is authorised to obtain and be in possession of restricted components to such extent as is necessary to carry out the installation, alteration, adjustment, maintenance or repair.

(2) Where a person is authorised to manufacture, sell, supply, obtain or be in possession of gaming machines, linked jackpot arrangements or restricted components, a carrier hired by that person is authorised to have possession of the gaming machines, linked jackpot arrangements or restricted components to such extent as is necessary for the purpose of transporting it.

(3) A person conducting a genuine training course relating to the conduct of gaming who is not a listed person is authorised to be in possession of gaming machines, linked jackpot arrangements and restricted components subject to -

- (a) the gaming machines, linked jackpot arrangements and restricted components being provided by the Director; and

- (b) compliance with all conditions (including the payment of fees) as may be imposed by the Director.

(4) The Director or a member of the Police Force is authorised to obtain and be in possession of gaming machines, linked jackpot arrangements, restricted components and devices capable of being represented as being gaming machines or linked jackpot arrangements obtained by them in the course of their duties and to do such acts with those things as may be necessary for the exercise or performance of their powers and functions under this Act.

Gaming Machine

(5) A person, authorised by the Director, may manufacture, obtain, be in possession of or use (other than for gaming or the conduct of gaming) a gaming machine, linked jackpot arrangement, restricted component or device capable of being represented as being a gaming machine or linked jackpot arrangement.

127. CONSIGNMENT OR MOVEMENT OF GAMING MACHINES

(1) A recognised manufacturer or supplier of gaming machines shall advise the Director, in the form determined by the Director, before gaming machines are moved by, or on behalf of, the recognised manufacturer or supplier of gaming machines -

(a) to or from premises approved under section 121(2); or

(b) to a place in the Territory from outside the Territory.

(2) An advice under subsection (1) shall include -

(a) the number of gaming machines;

(b) the gaming machine type, game and manufacturer's serial number of each of the gaming machines;

(c) the origin and destination of the gaming machines;

(d) the intended dates of transport;

(e) the way the gaming machines are to be transported;

(f) the name of the carrier; and

(g) such other particulars as are specified in the form.

Penalty: \$10,000 or imprisonment for 2 years.

128. PURCHASE OF GAMING MACHINES, &c.

(1) Subject to this Act and the *Procurement Act*, the Director is authorised to -

(a) ~~call for expressions of interest from persons~~ interested in supplying gaming machines through subsequent invitations of tender;

(b) call tenders for the supply of gaming machines;

(c) purchase gaming machines;

Gaming Machine

- (d) purchase, lease, rent or otherwise obtain -
 - (i) restricted components, gaming equipment (other than gaming machines) and ancillary or related items; and
 - (ii) gaming equipment, restricted components and ancillary or related items for the purpose of providing such equipment, components and items under paragraph (e) (ii);
- (e) provide -
 - (i) gaming machines, linked jackpot arrangements and linked jackpot equipment to a licensee; and
 - (ii) gaming machines, linked jackpot arrangements and restricted components to a person conducting a genuine training course relating to the conduct of gaming;
- (f) sell restricted components to a person authorised under this Act to obtain and be in possession of the restricted components;
- (g) sell gaming equipment (other than gaming machines or linked jackpot arrangements) and ancillary or related items;
- (h) contract for the service and maintenance of gaming equipment and ancillary or related items that are the property of the Territory; and
- (j) for the purpose of disposing of obsolete devices, sell gaming machines and linked jackpot arrangements to a person authorised to obtain and be in possession of gaming machines and linked jackpot arrangements.

(2) An expression of interest submitted under subsection (1)(a) shall, for the purposes of sections 129 and 130, be a tender submitted in response to a call under section 129(1) and those sections apply to the expression of interest accordingly.

129. SUBMISSION OF TENDERS FOR SUPPLY OF GAMING MACHINES

(1) At any time the Director may call tenders for the supply of gaming machines.

(2) A tender in response to a call under subsection (1) shall -

- (a) be in accordance with the specifications and conditions contained in the tender documents as issued by the Director; and

Gaming Machine

- (b) contain or be accompanied by the information, records, reports, documents and writings relating to the tender and tenderer as are specified in the tender documents.

130. PROCEDURE FOR DETERMINATION OF TENDERS

(1) Subject to subsection (2), as soon as practicable after the close of tenders called under section 129(1), the Director shall, in relation to each tender submitted -

- (a) initiate and have followed through such investigations as the Director considers are necessary in relation to the tender;
- (b) evaluate each gaming machine type submitted and either approve the gaming machine type or reject it;
- (c) evaluate each game submitted, in relation to a gaming machine type approved under paragraph (b), and either approve the game or reject it;
- (d) consider the tender and matters accompanying it together with the results of investigations made in relation to the tenders and matters and make an assessment of -
 - (i) if the tenderer is a natural person, the financial stability, general reputation and character of the tenderer;
 - (ii) if the tenderer is a body corporate, the business reputation and financial stability of the body corporate and the general reputation, financial stability and character of the secretary and executive officers of the body corporate;
 - (iii) if the Director considers it appropriate, the suitability of an associate of the tenderer to be an associate of the tenderer;
 - (iv) the ability of the tenderer to fulfil an order that may result from the tender; and
 - (v) the ability of the tenderer to provide ongoing technical support and replacement parts.

(2) Where the Director has previously evaluated a gaming machine type or game and has either approved the gaming machine type or game or rejected it, the Director may determine that a further evaluation of the gaming machine type or game is not required under this section.

Gaming Machine

(3) The Director may by written notice require a tenderer, or an associate of the tenderer, to submit to the Director any additional information or material the Director considers is necessary in order to make an evaluation or assessment under subsection (1).

(4) A person shall not contravene or fail to comply with a requirement of the Director under subsection (3).

Penalty: \$10,000 or imprisonment for 2 years.

(5) Where a tenderer, or an associate of the tenderer, fails to comply to the satisfaction of the Director with section 129(2) or a requirement under subsection (3), the Director may, without limiting subsection (6), reject a gaming machine type or game submitted by the tenderer without causing an evaluation or assessment referred to in subsection (1) to be made.

(6) A person who, in relation to a tender submitted in response to a call under section 129(1) or a requirement under subsection (3), provides or submits information or material knowing it to be false, erroneous or misleading in a material particular is guilty of an offence against this Act.

Penalty: \$25,000 or imprisonment for 2 years.

(7) On completion of the procedure in subsection (1), the Director shall forward to the Commission -

- (a) all relevant tender price information;
- (b) a report on each tender submitted; and
- (c) a report on the number of gaming machines required to be purchased.

(8) The Commission, following consideration of -

- (a) tender price information; and
- (b) the reports of the Director,

referred to in subsection (7) and to such other information or material as the Commission considers relevant may make a determination in regard to gaming machines of each gaming machine type to be purchased and the tenderers with which orders are to be placed.

(9) The Commission is not bound to accept the lowest or any tender submitted in accordance with an invitation to tender under this Act.

(10) The Director shall -

- (a) implement; and

Gaming Machine

- (b) except where the Director is otherwise ordered by the Commission, determine the game, gaming token denomination and betting unit of each gaming machine to be purchased under,

a determination made under subsection (8).

131. ACCEPTANCE BY DIRECTOR OF GAMING MACHINES AND GAMES FOR EVALUATION

(1) Without limiting section 129 or 130, the Director may, on payment of the prescribed fee, accept gaming machine types and games for evaluation.

(2) Where the Director accepts a gaming machine type or game for evaluation under subsection (1), the Director shall, after evaluation of the gaming machine type or game, approve the gaming machine type or game or reject it.

(3) Where, under subsection (1), the Director accepts for evaluation a gaming machine type or game, the Director may require the person who submitted the gaming machine type or game to provide such additional information or material as the Director considers is necessary in order to make the evaluation.

(4) Where a requirement under subsection (3) is not complied with to the satisfaction of the Director, the Director may reject the gaming machine type or game without evaluation.

132. WITHDRAWAL OF APPROVAL OF GAMING MACHINE TYPES AND GAMES

(1) If the Director, under section 172(2), withdraws the approval of an approved gaming machine type or game, the Director shall as soon as practicable give written notice of, and reasons for the withdrawal to -

- (a) the person who submitted the gaming machine type or game under section 129 or 131; and
- (b) licensees provided with a gaming machine of that gaming machine type or game.

(2) A licensee who permits gaming on a gaming machine of a gaming machine type or game specified in a notice given to the licensee under subsection (1) is guilty of an offence against this Act.

Penalty: \$10,000 or imprisonment for 2 years.

Gaming Machine

133. GAMING MACHINES SUPPLIED TO BE IN ACCORDANCE WITH APPROVAL

A recognised manufacturer or supplier of gaming machines shall not, without the approval of the Director, supply a gaming machine which is in any material particular different from -

- (a) the gaming machine type or game approved by the Director; or
- (b) the gaming machine type or game specified in the order placed by the Director.

Penalty: \$10,000 or imprisonment for 2 years.

134. LINKED JACKPOTS

(1) A licensee on the licensee's licensed premises shall not, without the written approval of the Director -

- (a) install or operate or cause or allow to be installed or operated a single site linked jackpot arrangement;
- (b) install or operate or cause or allow to be installed or operated or participate in the operation of, a multiple site linked jackpot arrangement; or
- (c) install or operate or cause or allow to be installed or operated or participate in the operation of any other electronically connected gaming machine system, under which the return to a player for a result obtained on a gaming machine or by electronically connected equipment is different to the return provided for that result by the game as approved by the Director.

Penalty: \$10,000 or imprisonment for 2 years.

(2) An application for an approval under subsection (1) shall -

- (a) be made by a licensee in the form determined by the Director;
- (b) contain or be accompanied by such other matters and particulars as determined by the Director;
- (c) be accompanied by the prescribed fee, if any; and
- (d) be forwarded to or lodged with the Director.

(3) An approval under subsection (1) shall be given an identifying approval number.

Gaming Machine

(4) A licensee shall not cease to operate or participate in the operation of an arrangement or system approved under subsection (1) without the written approval of the Director.

Penalty: \$10,000 or imprisonment for 2 years.

(5) A licensee operating or participating in the operation of an arrangement or system approved under subsection (1) who fails to comply with -

- (a) a condition to which the approval is subject; or
- (b) a requirement prescribed in relation to the conduct or operation of the arrangement or system approved under subsection (1),

is guilty of an offence.

Penalty: \$25,000 or imprisonment for 2 years.

(6) The Director may make such agreements with licensees as the Director considers appropriate in order for the Director to -

- (a) collect moneys from licensees participating in the operation of multisite linked jackpot arrangements; and
- (b) make payments to persons entitled to the amount, or part of the amount, recorded by the linked jackpot arrangement.

(7) A licensee who fails to comply with an agreement made by the licensee under subsection (6) is guilty of an offence.

Penalty: \$25,000 or imprisonment for 2 years.

(8) Where the Director approves the operation of a linked jackpot arrangement, the Director shall provide the linked jackpot equipment.

(9) The Director may, at any time, cause to be removed from licensed premises linked jackpot equipment provided and replace it with other linked jackpot equipment.

~~(10) Linked jackpot equipment shall be in accordance with such type or description as the Director determines.~~

(11) If an application for an approval under subsection (1) is refused, the Director shall as soon as practicable give the applicant written notice of, and the reasons for, the refusal.

Gaming Machine

135. GAMING MACHINES TO BE LABELLED WITH IDENTIFICATION NUMBER

(1) The Director shall issue an identification number for each gaming machine purchased by the Director.

(2) The Director may, at any time after the issue of an identification number for a gaming machine, issue a new identification number for that gaming machine.

(3) The Director shall affix to each gaming machine a label showing -

(a) the identification number issued under subsection (1) or (2); and

(b) such other particulars as the Director considers appropriate,

on one internal and one external surface of the cabinet of the gaming machine.

(4) A label affixed under this section is to be made of such material, and be affixed, as the Director considers appropriate.

136. GAMING PROHIBITED ON UNPROTECTED DEVICES

(1) A licensee shall not, without lawful excuse, be in possession of or permit gaming on a gaming machine unless the computer cabinet of the gaming machine is securely sealed with a seal affixed by -

(a) an inspector;

(b) a licensed repairer acting under this Act; or

(c) a person authorised under section 138(4).

Penalty: \$50,000 or imprisonment for 5 years.

(2) Subject to subsection (3), at any time when a seal on a computer cabinet has been removed, broken or damaged, the licensee shall not permit gaming on the gaming machine until the gaming machine has been examined by an inspector or person authorised by the Director and the computer cabinet has been sealed.

Penalty: \$50,000 or imprisonment for 5 years.

(3) Subsection (2) does not apply to a gaming machine that is not available for gaming due to the gaming machine undergoing -

(a) repairs by a licensed repairer under this Act;
or

Gaming Machine

- (b) an alteration to effect a change of game, gaming token denomination or betting unit approved, or caused, by the Director under section 40(2).

137. UNLAWFUL INTERFERENCE WITH GAMING EQUIPMENT

- (1) Subject to subsection (2), a person shall not -
 - (a) have possession of a device made or adapted, or intended by the person to be used, for interfering with the normal operation of gaming equipment on licensed premises;
 - (b) do any act or thing calculated, or likely, to interfere with the normal operation of gaming equipment on licensed premises;
 - (c) except as provided in section 134, do an act or thing calculated to interfere with gaming equipment under which the return to a player for a result obtained on a gaming machine on licensed premises is different to the return provided for that result by the game as approved by the Director;
 - (d) do an act or thing calculated to render a gaming machine on licensed premises, either temporarily or otherwise, incapable of producing a winning combination; or
 - (e) wilfully insert, or cause to be inserted, in a gaming machine on licensed premises anything other than a gaming token of the denomination or type displayed on the gaming machine as a gaming token to be used in order to operate or gain credit on the gaming machine.

Penalty: \$50,000 or imprisonment for 5 years.

(2) Subsection (1) does not apply to any act or thing done in good faith in connection with -

- (a) the installation, alteration, adjustment, maintenance or repair of gaming equipment by a licensed repairer;
- (b) the carrying out of an installation, alteration, adjustment, maintenance or repair prescribed for the purposes of section 58(3);
- (c) an alteration to a gaming machine to effect a change of game, gaming token denomination or betting unit approved, or caused, by the Director under section 40(2); or
- (d) the exercise or performance of a power or function by an inspector under this Act.

Gaming Machine

(3) A person shall not knowingly, because of fraudulent computer programming, gain for that person or another person an advantage in the operation of gaming equipment.

Penalty: \$50,000 or imprisonment for 5 years.

(4) A person who dishonestly, or because of gross negligence, during the design, manufacture or assembly of gaming equipment, makes provision to subsequently gain for that person or another person an advantage in the operation of the gaming equipment is guilty of an offence.

Penalty: \$50,000 or imprisonment for 5 years.

138. PROTECTION OF SENSITIVE AREAS OF GAMING EQUIPMENT

(1) Subject to subsections (2) and (4), a person, other than an inspector, shall not -

- (a) break a seal securing a computer cabinet or gain access to anything within the computer cabinet;
- (b) affix a seal to a computer cabinet;
- (c) break a seal protecting the integrity of the game program of a gaming machine;
- (d) remove, replace or in any way affect or interfere with the operation of a computer cabinet or anything within the computer cabinet;
- (e) remove or interfere with a security device of a gaming machine;
- (f) interfere with the normal operation of the components of a gaming machine;
- (g) interfere with information stored or transmitted electronically by a gaming machine, linked jackpot arrangement or electronic monitoring system;
- (h) affix a mark or seal to gaming equipment to preserve the integrity of operation of the gaming equipment;
- (j) remove or interfere with a mark or seal affixed to gaming equipment to preserve the integrity of operation of the gaming equipment;
- (k) remove, alter or otherwise interfere with the manufacturer's identification plate or the manufacturer's serial number of a gaming machine;

Gaming Machine

- (m) remove, alter or otherwise interfere with an identification label affixed to a gaming machine under section 135; or
- (n) affix anything capable of being taken as a label referred to in section 135 to a gaming machine or a device capable of being taken as a gaming machine.

Penalty: \$50,000 or imprisonment for 5 years.

(2) A licensed repairer is authorised, to such extent as is necessary, in the performance of his or her duties as a licensed repairer to do a thing referred to in subsection (1)(a) to (f) if -

- (a) a conversion report is submitted under subsection (5) or the licensed repairer immediately submits a repairer's report to the Director in the form determined by the Director; and
- (b) the licensed repairer does not, without the approval of the Director -
 - (i) break a seal securing a computer cabinet;
 - (ii) affix a seal to a computer cabinet;
 - (iii) remove or interfere with a mark or seal affixed to gaming equipment to preserve the integrity of operation of the gaming equipment; or
 - (iv) affix a mark or seal to gaming equipment to preserve the integrity of operation of the gaming equipment.

(3) If a licensed repairer breaks a seal securing a computer cabinet, the licensed repairer shall ensure that the gaming machine is not played (other than for testing purposes) until the computer cabinet is again secured with a seal provided by the Director.

Penalty: \$50,000 or imprisonment for 5 years.

(4) The Director may authorise a person to do anything referred to in subsection (1).

~~(5) A person shall not do anything to a gaming machine that is the property of the Territory to effect a change in the game, gaming token denomination or betting unit of the gaming machine unless -~~

- ~~(a) the alteration is approved, or caused, by the Director under section 40(2); and~~

Gaming Machine

- (b) if the gaming machine is provided to a licensee, the person performing the alteration immediately submits a conversion report to the Director in the form determined by the Director.

Penalty: \$50,000 or imprisonment for 5 years.

139. WILFUL DAMAGE OF GAMING EQUIPMENT

A person shall not wilfully damage or deface gaming equipment on licensed premises.

Penalty: \$10,000.

140. USE OF GAMING MACHINES NOT PROVIDED TO LICENSEES

(1) A person, other than an inspector or a person referred to in subsection (2), shall not play or allow another person to play a gaming machine that is not provided by the Director to a licensee.

Penalty: \$50,000 or imprisonment for 5 years.

(2) A person who has possession of a gaming machine -

(a) for the purpose of conducting -

(i) a training course referred to in section 121(3)(d) or 126(3); or

(ii) genuine testing or development work referred to in section 121(3)(c); or

(b) under an authority under section 126(5) and where the authority permits,

may play or allow another person to play the gaming machine only for the purpose of simulating gaming.

(3) A person shall not -

(a) play, or allow another person to play a gaming machine referred to in subsection (2) by the use of a gaming token which is -

(i) Australian currency;

(ii) approved under section 93(3); or

(iii) in any way negotiable; or

(b) allow any winnings to become payable because of playing a gaming machine referred to in subsection (2).

Penalty: \$50,000 or imprisonment for 5 years.

Gaming Machine

PART 7 - ACCOUNTING PROCEDURES

141. MONTHLY MONEY RECONCILIATIONS

(1) Subject to subsection (2), a licensee shall carry out a money reconciliation of all gaming machines installed on the licensee's licensed premises -

- (a) after the end of the operation of gaming machines that started on the last day of each month; and
- (b) before the start of the operation of gaming machines on the first day of the next month.

(2) The Director may direct a licensee to carry out the money reconciliation referred to in subsection (1) during such period as the Director determines, and the licensee shall comply with the direction.

(3) A licensee shall, in conjunction with a money reconciliation carried out under this section, carry out such functions as the Director determines to be carried out in conjunction with the money reconciliation.

Penalty: \$10,000 or imprisonment for 2 years.

142. DAILY MONEY CLEARANCES

(1) A licensee shall, at least once each day, carry out a money clearance of each gaming machine on the licensee's licensed premises.

(2) A licensee shall, in conjunction with carrying out a money clearance under subsection (1), carry out such functions as the Director determines to be carried out in conjunction with such a money clearance.

Penalty: \$10,000 or imprisonment for 2 years.

143. ACCOUNTS AND ANALYSES

(1) A licensee shall keep and maintain such accounting records, in the way and the form determined by the Director, as correctly record and explain the licensee's financial operations in respect of, or connected with, gaming and the conduct of gaming on the licensee's licensed premises.

~~(2) A licensee shall carry out such accounting analysis as the Director determines.~~

Penalty: \$10,000 or imprisonment for 2 years.

Gaming Machine

144. MONTHLY GAMING MACHINE RECONCILIATION REPORTS TO BE SUBMITTED

(1) A licensee shall lodge with the Director, not later than 14 days after the last day of each month, a gaming machine reconciliation report in respect of each of the licensee's licensed premises for that month.

(2) A gaming machine reconciliation report shall under subsection (1) -

- (a) be made in the way and form determined by the Director; and
- (b) give an accurate account of the matters contained in the report in relation to gaming and the conduct of gaming on the premises to which it relates.

Penalty: \$10,000 or imprisonment for 2 years.

145. RECORDS NOT TO BE FALSIFIED, &c.

A person shall not, with intent to defraud -

- (a) destroy, alter, mutilate or falsify an accounting record or report; or
- (b) make, or cause to be made, a false, erroneous or misleading entry in, or omit or alter, or cause to be omitted or altered, an entry in an accounting record or report,

required to be kept, maintained or lodged under this Part.

Penalty: \$25,000 or imprisonment for 2 years.

146. AUDIT OF ACCOUNTS

(1) In this section, "accountant" means -

- (a) a member of the Institute of Chartered Accountants in Australia who holds a current Certificate of Public Practice issued by the Institute;
- (b) a member of the Australian Society of Certified Practising Accountants who holds a current Public Practice Certificate issued by the Society;
- (c) a person registered as an auditor under the Corporations Law; or

Gaming Machine

- (d) in a particular case, a member of an accounting body referred to in paragraph (a) or (b) who -
 - (i) does not hold the current certificate referred to in the paragraph; and
 - (ii) is approved as an accountant by the Director.
- (2) A licensee shall, in respect of each of the licensee's licensed premises, at the licensee's own expense and not later than 3 months after the expiration of each financial year -
 - (a) prepare, or cause to be prepared, a statement of receipts and payments relating to gaming and the conduct of gaming on each of the licensee's licensed premises during that year; and
 - (b) have the accounts relating to such gaming and conduct of gaming audited by an accountant.
- (3) If a person ceases for any reason to be a licensee, the person shall, at the person's own expense and not later than one month after ceasing to be a licensee (or such further period as the Director may allow) -
 - (a) prepare, or cause to be prepared, a statement of receipts and payments for gaming and the conduct of gaming on the person's licensed premises from the day to which the gaming machine accounts were last audited under subsection (2)(b) to the day the person ceased to be a licensee or, if an audit has not been performed, for the period from the start of gaming to the day the person ceased to be a licensee; and
 - (b) have the accounts relating to such gaming and conduct of gaming audited by an accountant.
- (4) On completion of an audit under subsection (2) or (3), the accountant shall submit a report on the audit to the Director.
- (5) A licensee shall, not later than 28 days after the preparation of a statement of receipts and payments under subsection (2)(a) or (3)(a), lodge with the Director ~~a copy of the statement certified as being correct by the accountant who performed the audit under subsection (2)(b) or (3)(b).~~

Gaming Machine

(6) If the licensee is a club it shall also submit -

- (a) a statement detailing the number of members in each class of membership of the club as at the expiration of the financial year;
- (b) a copy of the annual report of the club including the audited financial statement for the financial year;
- (c) a statutory declaration signed by the principal executive officer of the club declaring that the proceeds from the conduct of gaming were expended promoting the objectives of the club; and
- (d) such other matters as may be prescribed.

Penalty: \$10,000 or imprisonment for 2 years.

147. BOOKS, RECORDS, &c., TO BE KEPT FOR 7 YEARS

Subject to section 162, an accounting record required to be kept and maintained by a licensee under this Part shall be retained by the licensee for not less than 7 years from the date of the latest entry in the accounting record.

Penalty: \$10,000 or imprisonment for 2 years.

PART 8 - TAXES, LEVIES AND FEES

148. GROSS MONTHLY PROFIT

(1) Each month the Director shall make, or cause to be made, in respect of the preceding month, an assessment of the gross monthly profit of each licensed premises and the assessment shall be taken to be, for the preceding month, the gross monthly profit of the licensed premises.

(2) If an assessment is made under subsection (1) by way of an electronic monitoring system installed on the licensee's licensed premises under section 86(2), the period covered by the assessment -

- (a) for the month in which the system is installed, commences when the system first reports data from the premises to the Director and ends when the system first reports data from the premises to the Director in the next month; and

Gaming Machine

- (b) for each month after the month in which the system is installed, commences when the system first reports data from the premises to the Director for the month and ends when the system first reports data from the premises to the Director in the next month.

149. GAMING MACHINE TAX

(1) A licensee shall pay a gaming machine tax to the Director each month in respect of the licensee's licensed premises.

(2) The gaming machine tax shall be paid on or before the day prescribed of the month next following the month in respect of which it is payable.

(3) The amount of gaming machine tax payable in respect of licensed premises is the amount as is represented by the percentage prescribed for the category of licensed premises to which the licensed premises belongs of the gross monthly profit of the licensed premises for the month in respect of which the tax is payable.

150. GAMING MACHINE COMMUNITY BENEFIT LEVY

(1) A licensee shall pay a gaming machine community benefit levy to the Director each month for the licensee's licensed premises.

(2) The gaming machine community benefit levy shall be paid on or before the prescribed day in the month after the month for which it is payable.

(3) The amount of the gaming machine community benefit levy payable for licensed premises for a month is the prescribed percentage of the gross monthly profit of the licensed premises for the month.

(4) The Director shall maintain within his or her Agency Operating Account a fund to be known as the Gaming Machine Community Benefit Fund.

151. GAMING MACHINE COMMUNITY BENEFIT COMMITTEE

The Minister shall establish a committee to be known as the Gaming Machine Community Benefit Committee and shall determine its membership and how it is to operate.

152. PAYMENT OF MONTHLY TAXES, LEVIES, &c.

(1) A licensee shall, in respect of each of the licensee's licensed premises, ensure that the Director receives, on or before the day prescribed of each month, an amount not less than the total amount of -

Gaming Machine

- (a) the gaming machine tax and gaming machine community benefit levy payable under this Part;
- (b) any penalty payable under section 153 on or before that day; and
- (c) any gaming machine tax, gaming machine community benefit levy and any penalty under section 153 payable and remaining unpaid at the end of the day prescribed of the preceding month.

Penalty: \$10,000 or imprisonment for 2 years.

(2) A payment to the Director in respect of gaming machine tax, gaming machine community benefit levy or penalty under section 153 shall be identifiable as being in respect of a single licensed premises and exclusive of payments for any other licensee or purpose.

Penalty: \$10,000 or imprisonment for 2 years.

(3) Where a payment to the Director does not comply with subsection (2), the Director shall determine the licensed premises or purpose for which the payment was made and this Act applies to the payment as if the payment had been made and identified for the licensed premises or purpose so determined.

153. PENALTY FOR LATE PAYMENT

(1) Where, in respect of any licensed premises, by the end of the day prescribed of a month (or at the discretion of the Director by a time not more than 7 days later than the end of the day prescribed) the amount received by the Director under section 152(1) is less than the total amount referred to in that subsection respect of that month -

- (a) the Director shall impose on the licensee a penalty calculated by applying the percentage prescribed on the difference between the 2 amounts; and
- (b) the amount received is to be credited as prescribed.

(2) A penalty imposed under subsection (1)(a) is due and payable by the licensee on or before the day prescribed of the month following the date on which it is imposed.

Gaming Machine

154. OVERPAID MONEY

Where the amount received by the Director in a month under section 152(1) is greater than the total amount referred to in that subsection, the difference shall be -

- (a) taken to be a payment forming part of the payment to be made for the following month under section 152(1) in respect of the licensed premises; or
- (b) at the discretion of the Director, forwarded to the licensee, on written application by the licensee.

155. STATEMENT AND REPORT BY DIRECTOR

(1) The Director shall forward to a licensee as soon as practicable after the receipt of each monthly gaming machine reconciliation report from the licensee under section 144 or, if a complete report is not received by the expiration of 10 days after the date on which the report is due, as soon as practicable after that expiration -

- (a) a financial statement; and
- (b) a gaming machine performance report,

containing such particulars as the Director considers appropriate in respect of each of the licensee's licensed premises.

(2) The Director may, by written notice, require a licensee to provide to the Director an explanation, by a machine manager of the licensed premises, in relation to any matter contained in a statement or report referred to in subsection (1).

(3) A licensee shall, on receiving a statement or report under subsection (1), cause the report to be reviewed and signed by a machine manager of the licensed premises.

Penalty: \$10,000.

156. DISPOSITION OF FEES, &c.

(1) All fees and charges payable under this Act, other than a payment referred to in subsection (2), received by the Director shall be paid into the Consolidated Revenue Account.

Gaming Machine

(2) A payment in respect of a gaming machine tax, gaming machine community benefit levy or penalty under section 153 shall, on its receipt, be paid into the Director's Agency Operating Account for the purpose of holding such payments until an assessment is made on the amounts of such payment under subsection (3).

(3) A payment referred to in subsection (2) shall, as soon as practicable after the production of the relevant statement under section 155(1)(a), be withdrawn from the account referred to in subsection (2) and such part of the payment as is assessed by the Director as being -

(a) gaming machine tax or a penalty under section 153 shall be paid by the Director into the Consolidated Revenue Account; or

(b) gaming machine community benefit levy, shall be paid by the Director into the Gaming Machine Community Benefit Fund.

(4) The Director, with the approval of the Minister, may, having regard to the recommendation of the Gaming Machine Community Benefit Committee, pay amounts out of the Gaming Machine Community Benefit Fund for the benefit of the community.

157. RECOVERY OF TAXES AND LEVIES

(1) A gaming machine tax, gaming machine community benefit levy or penalty payable under section 153 that remains unpaid may be recovered as a debt due and payable by the licensee to the Territory.

(2) The Director may, instead of proceeding with or continuing an action under subsection (1), accept in full payment of a debt payable, an amount that is less than the amount payable or remaining unpaid where -

(a) the gaming machine licence in relation to which the debt is payable has been cancelled or surrendered; and

(b) the person who held the licence is not the holder of any other gaming machine licence.

158. OFFENCES RELATING TO REVENUE

(1) A licensee who -

(a) wilfully evades the payment, in whole or part, of a gaming machine tax or gaming machine community benefit levy payable under this Part or a penalty payable under section 153;

Gaming Machine

- (b) makes or provides, or authorises or permits the making or providing of, a monthly gaming machine reconciliation report to the Director knowing the report to be false, erroneous or misleading in a material particular; or
- (c) knowingly makes or provides, or authorises or permits the making of, a monthly gaming machine reconciliation report to the Director containing errors in calculation that result in a delay or avoidance of the payment, in whole or part, of a gaming machine tax or gaming machine community benefit levy payable under this Part or a penalty payable under section 153,

is guilty of an offence.

Penalty: \$25,000 or imprisonment for 2 years.

- (2) A licensee who -

- (a) makes or provides, or authorises or permits the making or providing of, a monthly gaming machine reconciliation report to the Director that is false, erroneous or misleading in a material particular, without having taken reasonable steps to ensure that the report was not false, erroneous or misleading in a material particular; or
- (b) knowingly lodges or causes to be lodged with the Director a remittance of an amount less than the amount due and payable under section 152(1),

is guilty of an offence.

Penalty: \$10,000 or imprisonment for 2 years.

159. OFFENCES RELATING TO EXPLANATIONS

- (1) A licensee who, when required under section 155(2) to provide a written explanation -

- (a) fails to provide a written explanation; or
- (b) knowingly provides an explanation that is false, erroneous or misleading in a material particular,

is guilty of an offence.

Gaming Machine

(2) A machine manager who knowingly makes a written explanation, for the purposes of a requirement under section 155(2), that is false, erroneous or misleading in a material particular is guilty of an offence.

Penalty: \$25,000 or imprisonment for 2 years.

PART 9 - DIRECTIONS, POWERS, &c.

160. DEFINITIONS

In this Part, unless the contrary intention appears -

"article" means -

- (a) gaming equipment;
- (b) a restricted component;
- (c) a device capable of being represented as being a gaming machine or linked jackpot arrangement;
- (d) anything capable of forming gaming equipment;
- (e) anything inserted, or capable of being inserted, into a gaming machine in order to operate or gain credit on the gaming machine (other than a gaming token of the denomination or type displayed on the gaming machine);
- (f) a device intended for use, or capable of being used, to interfere with the normal operation of gaming equipment;
- (g) anything that permits or facilitates cheating or stealing;
- (h) a gaming token;
- (j) a lock or key;
- (k) a counter of or apparatus for weighing gaming tokens; or
- (m) any other item related to gaming or the conduct of gaming or the manufacture, assembly, sale, supply, installation, alteration, obtaining, possession, operation, use, adjustment, maintenance or repair of gaming equipment;

Gaming Machine

"records" means books, accounts, records or documents, in any form, which are related to -

- (a) the conduct of gaming;
- (b) the manufacture, assembly, sale, supply, installation, alteration, obtaining, possession, operation, use, adjustment, maintenance or repair of gaming equipment; or
- (c) the administration of licensed premises.

161. DIRECTIONS TO LICENSEES

(1) The Commission or Director may, by written notice, give directions to a licensee in relation to the conduct of gaming or the administration of the licensee's licensed premises.

(2) A licensee shall comply with and not contravene a direction given under subsection (1).

Penalty: \$10,000 or imprisonment for 2 years.

(3) If a licensee who has been convicted of an offence against subsection (1) continues to fail to comply or continues to contravene the direction given under the subsection, the licensee is guilty of an offence.

Penalty: \$1,000 for each day during which the offence continues.

162. POWERS OF INSPECTORS

(1) Subject to subsections (2) and (7), an inspector, who believes on reasonable grounds that it is necessary in the exercise or performance of the inspector's powers or functions under this Act, may enter, be and remain on licensed premises or any other place in or at which the inspector believes on reasonable grounds any -

- (a) article is manufactured, assembled, sold, supplied, stored, transported, handled, installed, altered, obtained, possessed, operated, used, adjusted, maintained, repaired or kept; or
- (b) records are made, maintained, prepared, handled, stored or kept;

and may -

- (c) make such investigations and inquiries as are necessary to ascertain whether this Act is being complied with;

Gaming Machine

- (d) make an inspection of the licensed premises or other place and of -
 - (i) any articles, records, fittings and fixtures; and
 - (ii) any other thing of any kind apparently used, or capable of being used, in connection with -
 - (A) gaming or the conduct of gaming; or
 - (B) the manufacture, assembly, sale, supply, installation, alteration, obtaining, possession, operation, use, adjustment, maintenance or repair of gaming equipment;
- (e) open, or order to be opened -
 - (i) any container or other receptacle of any kind; or
 - (ii) a door of any container or other receptacle of any kind,

used for the storage or conveyance of any article or records or that the inspector believes on reasonable grounds contains any article or records;
- (f) search for and seize and retain any article, records or other thing that the inspector considers will afford evidence as to the commission of an offence against this Act or any other Act or law suspected by the inspector on reasonable grounds to have been committed;
- (g) open or order to be opened any gaming equipment;
- (h) inspect and test any gaming equipment or part of the gaming equipment and order the withdrawal from use of any gaming equipment or part considered by the inspector to be unsatisfactory for use;
- (j) take such photographs, or films or audio or visual recordings that he or she considers may afford evidence as to the commission of an offence against this Act or any other Act or law suspected by the inspector on reasonable grounds to have been, or to be likely to be, committed;

Gaming Machine

- (k) require a person to produce to the inspector any licence, registration, permit, approval, certificate or authorisation under this Act granted or issued to that person or alleged by that person to have been granted or issued to that person;
- (m) when so required by the Director -
 - (i) provide gaming machines and linked jackpot equipment to a licensee;
 - (ii) alter a gaming machine to effect a change in the game, gaming token denomination or betting unit; or
 - (iii) take possession of and remove any gaming equipment or ancillary or related property of the Crown and do such works and actions as are required in order to do so; and
- (n) in all other respects, exercise and perform the inspector's powers and functions under this Act.

(2) Where an act referred to in subsection (1) (a) or (b) is carried out during the night time, an entry and inspection under subsection (1) may be made at all reasonable times during the day time or night time but otherwise such entry and inspection shall be made at all reasonable times during the day time.

(3) An inspector, who believes on reasonable grounds that it is necessary in the exercise or performance of the inspector's powers or functions under this Act, may -

- (a) require any person who has in the person's possession or under the person's control any article or records to -
 - (i) produce for the inspector's inspection such article or records; and
 - (ii) attend before the inspector at a time and place named and to answer questions or supply information with respect to any article or records or any entry in any article or records;
- (b) inspect any article or records referred to in paragraph (a) and take such notes or copies of or in relation to such records or take extracts from such records as the inspector considers are necessary;

Gaming Machine

- (c) for the purpose of obtaining evidence for production in proceedings against any person for an offence against this Act or any other Act or law, seize and retain any article or records inspected by the inspector under paragraph (b);
- (d) require any person responsible for or connected with -
 - (i) the conduct of gaming; or
 - (ii) the manufacture, assembly, sale, supply, installation, alteration, obtaining, possession, operation, use, adjustment, maintenance or repair of gaming equipment; or
 - (iii) the administration of licensed premises, to attend before the inspector at a time and place named and to answer any questions or supply any information with respect to the matters referred to in this paragraph;
- (e) require a person to state his or her full name, usual place of residence and date of birth;
- (f) require a person referred to in paragraph (e) to produce evidence of the correctness of any particular stated in answer under that paragraph if the inspector suspects that the particular is false;
- (g) receive and investigate complaints from any person with respect to -
 - (i) gaming;
 - (ii) the conduct of gaming;
 - (iii) the manufacture, assembly, sale, supply, installation, alteration, obtaining, possession, operation, use, adjustment, maintenance or repair of gaming equipment; or
 - (iv) the administration of licensed premises, and advise the person the results of the investigations;

Gaming Machine

- (h) stop and search any vehicle or vessel used or that the inspector believes on reasonable grounds has been, is being, or is likely to be, used for the conveyance of any article, records or other thing that the inspector considers will afford evidence as to the commission of an offence against this Act;
- (j) call to the inspector's aid -
 - (i) another inspector or a member of the Police Force; or
 - (ii) a person whom the inspector thinks is competent to assist the inspector in the exercise or the performance of the inspector's powers or functions under this Act;
- (k) use such force as is reasonably necessary in the circumstances in the exercise or performance of the inspector's powers or functions under this Act;
- (m) in order to identify or protect the integrity of any article, records or other thing, mark, fasten, secure or seal -
 - (i) the article, records or other thing; or
 - (ii) any door, gate or opening that the inspector believes on reasonable grounds affords access to the article, records or other thing; and
- (n) exercise or perform such other powers or functions as may be prescribed.
- (4) Any -
 - (a) article, records or other thing seized and retained under subsection (1)(f); or
 - (b) article or records seized and retained under subsection (3)(c),

may be detained for such period as the inspector, on reasonable grounds, thinks fit and, where any proceedings are started for the purpose of which the article or records or other thing was or were retained, shall be detained until the final determination of those proceedings including any appeal in respect of those proceedings.

Gaming Machine

(5) Where, under subsection (1)(f) or (3)(c), records are seized and retained, the person entitled to possession of the records, on application to the inspector who retained the records and within a reasonable time after the seizure, shall be provided by the inspector with a correct copy of the records.

(6) A copy of records provided under subsection (5) certified by the inspector as being a correct copy is admissible as evidence in any court and has the same effect as if it were the original of the records.

(7) Before an inspector enters any premises that are used or any part of premises that is used exclusively as a private dwelling, the inspector shall, except where the inspector has the permission of the occupier of the premises or part of the premises to the entry, obtain from a Justice a warrant to enter the premises or part.

(8) For the purposes of subsections (6) to (10), premises used as a dwelling house do not include the curtilage of those premises.

(9) A Justice who is satisfied on the information of an inspector that there is reasonable cause to suspect that any article, records or other thing relevant to the administration of this Act is or are on premises or a part of premises used exclusively as a private dwelling and that -

- (a) in respect of the article, records or thing an offence against this Act or any other Act or law has been, is being or is likely to be, committed; or
- (b) it is or they are likely to be or provide evidence for production in possible subsequent proceedings against any person for an offence against this Act or any other Act or law,

may issue a warrant, directed to the inspector, to enter the premises or part of premises specified in the warrant for the purpose of exercising and performing powers and the inspector's functions under this Act.

(10) For one month from the date of its issue, a warrant issued under subsection (9) is authority for the inspector and any person acting in aid of the inspector -

- (a) to enter the premises or part of premises specified in the warrant; and
- (b) exercise and perform the inspector's powers under this Act.

Gaming Machine

(11) For the purpose of gaining entry to any place that the inspector is authorised under this Act to enter, an inspector and all persons acting in aid of the inspector may use such force as is reasonable in the circumstances.

(12) A person who is acting in aid of an inspector has and may exercise and perform the powers and functions of an inspector under this Act.

(13) A requirement by an inspector under this section may be made verbally or in writing directed to the person to or on whom it is made.

(14) A requirement made to a person by an inspector under this section to produce records is, where the records are not written, or are not written in the English language, a requirement to produce (at that person's expense) -

(a) such records; and

(b) a statement, written in the English language, setting forth such information in the records as is not written or is not written in the English language.

(15) A person is not required, in respect of any matter within the application of this Act, to answer any question or give any information tending to incriminate the person.

163. OFFENCES RELATING TO INSPECTORS

A person shall not -

(a) assault, obstruct, hinder, threaten, abuse, insult or intimidate an inspector or person acting in aid of an inspector who is exercising or performing powers or functions under this Act or attempting to do so;

(b) when required under this Act to produce -

(i) for inspection an article or record; or

(ii) a licence, registration, permit, approval, certificate or authorisation under this Act granted or issued to the person,

fail without lawful excuse to produce it in accordance with the requirement;

(c) when required under this Act to attend before an inspector, fail without lawful excuse to so attend in accordance with the requirement;

Gaming Machine

- (d) when required under section 162(3)(a) or (d) to answer a question or supply information with respect to -
 - (i) an article, record or an entry in such record;
 - (ii) the conduct of gaming;
 - (iii) the manufacture, assembly, sale, supply, installation, alteration, obtaining, possession, operation, use, adjustment, maintenance or repair of gaming equipment; or
 - (iv) the administration of licensed premises, or, knowing or being in a position to know the answer or information required, fail to answer that question or supply that information or supply information that is to the person's knowledge false, erroneous or misleading in a material particular;
- (e) when required under section 162(3)(e) to state the person's full name, the address of the person's usual place of residence and the person's date of birth or any of those particulars -
 - (i) fail to immediately state any such particular; or
 - (ii) state any false particular;
- (f) when required under section 162(3)(f) to produce evidence of the correctness of any particular -
 - (i) fail to produce that evidence; or
 - (ii) produce false evidence with respect to that particular;
- (g) retake an article, record or other thing seized and retained under this Act;
- (h) tamper with -
 - (i) an article, record or other thing; or
 - (ii) a door, gate or opening that the inspector believes on reasonable grounds affords access to an article, record or other thing;

marked, fastened, secured or sealed under this Act;

Gaming Machine

- (j) fail to open a container or other receptacle of any kind, a door of a container or other receptacle of any kind or gaming equipment when ordered to do so by an inspector acting under this Act;
- (k) fail to withdraw from use gaming equipment or part of the gaming equipment considered by an inspector to be unsatisfactory for use when ordered to do so by an inspector acting under this Act; or
- (m) prevent, directly or indirectly, a person from attending before an inspector, or producing to an inspector an article or record or answering a question or supplying information to an inspector when that person is required to do so under this Act.

Penalty: \$25,000 or imprisonment for 2 years.

164. MINISTER MAY ORDER INQUIRY

The Minister may appoint the Commission or a person, including a commissioner or the Director, to hold an inquiry into any or all aspects of -

- (a) gaming;
- (b) the conduct of gaming;
- (c) the manufacture, assembly, sale, supply, installation, alteration, obtaining, possession, operation, use, adjustment, maintenance or repair of gaming equipment; or
- (d) the administration of licensed premises.

165. REVIEW AND TERMINATION OF AGREEMENTS

(1) A listed person or the holder of a licence under this Act, if directed by the Director, shall provide to the Director within the time specified in the direction such information or material as the Director thinks fit with respect to a lease, agreement or arrangement ("the agreement") that the listed person or holder has with any other person relating to the conduct of the business of the listed person or holder.

Penalty: \$10,000 or imprisonment for 2 years.

(2) Without limiting the generality of subsection (1), matters in respect of which the Director may direct the provision of information or material include -

- (a) the names of persons entering into the agreement;

Gaming Machine

- (b) a description of property, goods or other things or any services provided or to be provided;
- (c) the value, type or nature of consideration; and
- (d) the period of the agreement.

(3) A listed person or the holder of a licence under this Act, if directed by the Director, shall provide to the Director, within the time specified in the direction, a copy of the agreement (if it is in writing).

Penalty: \$10,000 or imprisonment for 2 years.

(4) If the Director, after reviewing information or material provided under this section, considers (having regard to the terms of the agreement and such other information or material as the Director considers is relevant) that the continuation of the agreement -

(a) is not in the public interest; or

(b) jeopardises the integrity of -

(i) gaming;

(ii) the conduct of gaming; or

(iii) the manufacture, assembly, sale, supply, installation, alteration, obtaining, possession, operation, use, adjustment, maintenance or repair of gaming equipment,

the Director may issue to a listed person or a holder of a licence under this Act who is the party to the agreement a written notice to show cause why the agreement should not be terminated.

(5) Notice under subsection (4) shall set out the grounds for its issue and shall specify a date, not less than 21 days after its issue, on or before which cause is to be shown.

(6) A copy of a notice under subsection (4) shall be given to the other party to the agreement.

(7) A listed person or the holder of a licence under this Act to whom notice under subsection (4) is issued may give a written answer to the Director to show cause at any time not later than the date specified in the notice.

(8) The other party may make such submissions to the Director as the party thinks fit at any time not later than the date specified in the notice.

Gaming Machine

(9) The Director shall consider answers given in reply to a notice to show cause and submissions made under subsection (8) and, if the Director considers that -

- (a) answers given or submissions made in reply to or in respect of the notice are satisfactory, the Director shall not take any action or any further action in relation to the notice; or
- (b) answers given or submissions made in reply to or in respect of the notice are not satisfactory or if no answers are given and no submissions are made, the Director may recommend to the Commission that the agreement be terminated.

(10) Where the Director makes a recommendation to the Commission, the Director shall submit the notice to show cause and answers, all submissions made and such other information or material in the Director's possession as the Director considers is relevant to the recommendation.

(11) The Commission, having regard to the recommendation of the Director, other matters referred to in subsection (10) and to such other information or material as the Commission considers is relevant, may -

- (a) take no action with respect to the agreement if the Commission considers action is not warranted; or
- (b) direct the termination of the agreement.

(12) A direction under subsection (11)(b) shall be in writing and given to the parties to the agreement and shall specify the reasons for the termination and a date on which the agreement is terminated under this Act.

(13) An agreement, if not sooner terminated by the parties to it, is terminated by force of this Act on the date specified in the direction under subsection (11)(b).

(14) The termination of an agreement by force of this Act does not affect the rights and obligations of the parties to the agreement up to the time of its termination.

~~(15) No liability for breach of an agreement~~
attaches to any party to the agreement because of its termination by force of this Act.

Gaming Machine

166. FINANCIAL INSTITUTION MAY BE REQUIRED TO PROVIDE PARTICULARS

(1) The manager or other principal officer of a financial institution in which a licensee keeps and maintains an account in relation to the operation of the licensee's licensed premises shall, when so required in writing by the Director, submit to the Director a statement of account and other particulars required by the Director to be provided, including copies of cheques or records relevant to the account.

Penalty: \$10,000 or imprisonment for 2 years.

(2) No liability is incurred by the financial institution or the manager or other principal officer of the financial institution in respect of any breach of trust or otherwise because of the provision of any statement or particulars or copies under this section.

PART 10 - GENERAL

167. CERTAIN PERSONS NOT TO PLAY GAMING MACHINES

(1) A licensed repairer or service contractor shall not play a gaming machine installed on licensed premises except to such extent as is necessary for the repairer or contractor to alter, adjust, maintain, repair or test the gaming machine.

Penalty: \$10,000 or imprisonment for 2 years.

(2) A person who is a licensee or machine manager shall not play a gaming machine installed on licensed premises of which that person is licensee or machine manager -

(a) during the period that the person is the licensee or machine manager of the licensed premises, except to such extent as is necessary to do so in the course of carrying out duties as the licensee or machine manager; or

(b) for the period of 30 days after ceasing to be such licensee or machine manager.

Penalty: \$5,000.

(3) Where winnings become payable because of playing a gaming machine as authorised by this section, those winnings remain the property of the licensee and are not payable to any person.

Gaming Machine

168. INSPECTORS MAY BE PROHIBITED FROM PLAYING GAMING MACHINES

(1) An inspector, if directed in writing by the Director, shall not play a gaming machine provided to a licensee except to such extent as is necessary for the exercise or performance of the inspector's powers and functions under this Act.

(2) A direction under subsection (1) may be made subject to such conditions as the Director thinks fit.

169. PROHIBITION ON CONTROL OF APPLICATIONS BY CLUBS

A person shall not have or gain -

(a) control over, or the ability to control -

(i) whether or not a club makes an application under Part 3; or

(ii) the content of an application made by a club under Part 3; or

(b) the ability to interpose between a club and the Director in respect to an application made by the club under Part 3,

unless the person is the secretary, an executive officer or a member of the club exercising or performing the powers or functions that the person has as secretary, executive officer or member.

Penalty: \$10,000 or imprisonment for 2 years.

170. RESTRICTION ON CERTAIN AGREEMENTS

(1) A licensee or any other person shall not enter into, or be a party to, a lease, agreement or arrangement for a person to lease, let, lend or otherwise provide any property, thing or service to the licensee in return for any direct or indirect interest in or percentage or share of -

(a) the amount bet for the purpose of gaming; or

(b) moneys, revenues, profits or earnings from the conduct of gaming,

~~on the licensee's licensed premises.~~

Penalty: \$10,000 or imprisonment for 2 years.

(2) If a licensee or any other person, before the issue of the licensee's gaming machine licence, has entered into or has in any way become a party to a lease, agreement or arrangement referred to in subsection (1),

Gaming Machine

the lease, agreement or arrangement on and from the issue of the gaming machine licence, to the extent that it contravenes or is inconsistent with subsection (1), is void.

(3) No right of action arises against any person because of the operation of subsection (2).

(4) The Commission may, where the Commission is of the opinion that it is in the public interest to do so, exempt in writing a lease, agreement or arrangement referred to in subsection (1) and subject such exemption to such conditions as the Commission considers appropriate.

(5) An exemption under subsection (4) may, at any time, be revoked by the Commission.

(6) This section does not apply to an agreement referred to in section 134(6).

171. EXEMPTION OF DEVICES, &c.

(1) The Director may declare that anything is not a gaming machine or a device capable of being represented as being a gaming machine for the purposes of this Act.

(2) The Director may declare that anything is not a restricted component for the purposes of this Act.

172. APPROVALS AND AUTHORITIES

(1) Where this Act provides that an act or thing shall not be done except with, or may be done with, the approval or authorisation of the Commission or Director, the approval or authorisation may be granted by the Commission or Director by instrument in writing.

(2) An approval or authorisation under this Act may -

(a) be subject to such conditions as the Commission or the Director thinks fit; and

(b) the Commission or the Director may at any time -

(i) impose further conditions on the approval or authorisation;

(ii) vary the conditions or further conditions; and

(iii) revoke the approval or authorisation,

if the Commission or Director considers it necessary or appropriate in the public interest or for the proper conduct of gaming.

Gaming Machine

(3) Without limiting section 134(5), a person shall not contravene or fail to comply with a condition to which an approval or authorisation is subject.

Penalty: \$10,000 or imprisonment for 2 years.

(4) A person shall not -

(a) modify anything subject to an approval or authorisation from; or

(b) fail to maintain anything subject to an approval or authorisation in,

the form, state or condition in which it was approved or authorised except in order to comply with the conditions to which the approval or authorisation is subject.

Penalty: \$10,000 or imprisonment for 2 years.

173. BRIBERY

(1) A person who corruptly asks for, receives, or obtains or agrees to receive or obtain any money, property or benefit of any kind for the person or any other person -

(a) so that the person will forego or neglect his or her powers or functions under this Act or in order to influence the person in the exercise or performance of his or her powers or functions under this Act;

(b) because of anything already done or omitted to be done or to be afterwards done or omitted to be done by the person in the exercise or performance of his or her powers or functions under this Act; or

(c) for the person to use or take advantage of the his or her position improperly to gain a benefit or advantage for or facilitate the commission of an offence by another person,

is guilty of an offence.

(2) A person who corruptly gives, confers or procures or promises or offers to give, confer or procure to, ~~on or for any other person~~ money, property or benefit of any kind -

(a) so that the person will forego or neglect his or her powers or functions under this Act or in order to influence that other person in the exercise or performance of his or her powers or functions under this Act;

Gaming Machine

- (b) because of anything already done or omitted to be done or to be afterwards done or omitted to be done by that other person in the exercise or performance of his or her powers or functions under this Act; or
- (c) for that other person to use or take advantage of his or her position improperly to gain any benefit or advantage for or facilitate the commission of an offence,

is guilty of an offence.

Penalty: \$25,000 or imprisonment for 2 years.

174. FINANCIAL CONNECTIONS AND INTERESTS OF INSPECTORS

- (1) An inspector -
 - (a) shall not knowingly have, directly or indirectly -
 - (i) any business or financial connection with;
or
 - (ii) any business or financial interest in any matter in conjunction with,

a listed person or the holder of a licence under this Act; or
 - (b) shall not -
 - (i) be;
 - (ii) be an employee in any capacity of; or
 - (iii) hold the position of executive officer or secretary of a body corporate which is,

a listed person or the holder of a licence under this Act; or
 - (c) shall not, without the approval of the Director, solicit or accept employment from, be an employee in any capacity of, or have a business or financial connection with a listed person or the holder of a licence under this Act for one year after ceasing to be an inspector.

Penalty: \$10,000 or imprisonment for 2 years.

Gaming Machine

(2) A listed person or the holder of a licence under this Act -

- (a) shall not knowingly have, directly or indirectly, any business or financial connection, or any business or financial interest in any matter in conjunction, with an inspector;
- (b) shall not employ in any capacity an inspector; or
- (c) shall not, without the approval of the Director, employ in any capacity or have a business or financial connection with a person who was an inspector for one year after the person ceases to be an inspector.

Penalty: \$10,000 or imprisonment for 2 years.

(3) An inspector who has directly or indirectly -

- (a) any business or financial connection with; or
- (b) any business or financial interest in any matter in conjunction with,

a person who becomes a listed person, the holder of a licence under this Act or the applicant for a licence under this Act shall, immediately on becoming aware that the person has become listed, licensed or an applicant -

- (c) notify the Director of the connection or interest; and
- (d) if directed by the Director, terminate the connection or relinquish the interest within a time specified by the Director.

Penalty: \$10,000 or imprisonment for 2 years.

(4) This section does not prohibit an inspector -

- (a) from being a financial member of a club that is a licensee, or having a financial connection with a club that is generally had by other members of the club; or
- (b) from having a business or financial connection (~~being a connection that is not related to the manufacture, assembly, sale, supply, installation, alteration, obtaining, possession, adjustment, maintenance or repair of gaming equipment~~) with a listed person or the holder of a licence under this Act that is generally had by members of the public.

Gaming Machine

(5) An inspector shall, when required by the Director, disclose to the Director the inspector's membership of, and any interest that the inspector has in or in relation to, a club.

Penalty: \$10,000.

175. REPORTING OF ACCOUNTING DISCREPANCIES AND CRIMINAL ACTIVITY

(1) A licensee or machine manager shall, not later than 3 days after becoming aware or suspecting that a person by fraud, misrepresentation or theft has obtained a benefit for the person or another, advise the Director in writing of all facts known to the licensee or machine manager in relation to the fraud, misrepresentation or theft.

(2) A person who -

- (a) terminates the employment or otherwise prejudices the career of;
- (b) prejudices the safety of; or
- (c) intimidates or harasses,

a licensee, machine manager or other person because the licensee or machine manager has advised, or may advise, the Director under subsection (1) is guilty of an offence.

Penalty: \$10,000 or imprisonment for 2 years.

176. CHEATING

(1) A person shall not dishonestly -

- (a) by a scheme or practice;
- (b) by the use of gaming equipment; or
- (c) by the use of an instrument or article of a type used in connection with gaming, or appearing to be of a type used in connection with gaming, or of any other thing,

in relation to gaming or the conduct of gaming, induce a licensee or a person acting on behalf of the licensee to deliver, give or credit to the person or another person any money, gaming tokens, gaming machine credits, benefit, advantage, valuable consideration or security.

(2) A licensee shall not dishonestly -

- (a) by a scheme or practice;
- (b) by the use of gaming equipment; or

Gaming Machine

- (c) by the use of an instrument or article of a type used in connection with gaming, or appearing to be of a type used in connection with gaming, or of any other thing,

in relation to gaming or the conduct of gaming, induce a person to deliver, give or credit to the licensee or any other person any money, gaming tokens, gaming machine credits, benefit, advantage, valuable consideration or security.

- (3) In subsection (2), "licensee" includes -

- (a) a machine manager or a person who supervises gaming or attends to gaming machines on behalf of a licensee; and
- (b) a person employed by a licensee to sell or redeem gaming tokens or carry out centralised credit transactions on behalf of the licensee.

(4) A person shall not dishonestly cause gaming equipment to deliver, give or credit to the person or another person any gaming tokens, gaming machine credits, benefit, advantage, valuable consideration or security.

(5) A person shall not, for the purpose of cheating or stealing in relation to gaming or the conduct of gaming, use, or be in possession of -

- (a) any gaming tokens that the person knows are bogus or counterfeit; or
- (b) anything that permits or facilitates cheating or stealing.

Penalty: \$50,000 or imprisonment for 5 years.

177. FORGERY AND SIMILAR OFFENCES

A person who -

- (a) forges or counterfeits any gaming token, licence, identification card or other form of identification authorised to be issued under this Act;
- (b) knowingly utters any such gaming token, licence, ~~identification card or other form of~~ identification so forged or counterfeited;
- (c) personates any person named in any such licence, identification card or other form of identification;
- (d) falsely represents that the person is an inspector;

Gaming Machine

- (e) connives at any such forging, counterfeiting, uttering, personating or representing as referred to in this section; or
- (f) provides or submits information or material knowing it to be false, erroneous or misleading in a material particular in, or in relation to, any application, response to a requirement, submission, advice, notification, answer to a notice, statement or affidavit made under this Act,

is guilty an offence.

Penalty: \$50,000 or imprisonment for 5 years.

178. DETENTION, ARREST, &c., OF PERSONS BY POLICE IN RELATION TO CERTAIN OFFENCES

(1) A member of the Police Force may arrest without warrant a person who has, or whom the member suspects on reasonable grounds has, committed or attempted to commit an offence against section 52, 120(1) or (2), 137(1), 176 or 177.

(2) A member of the Police Force who under subsection (1) arrests a person, may -

- (a) search the person and the possessions of the person;
- (b) seize anything found as a result of the search that may afford evidence of the commission of an offence; and
- (c) use such force as is reasonable in the circumstances for the purpose of such detention and search.

179. LIABILITY FOR OFFENCES BY SERVANTS, AGENTS OR EMPLOYEES

(1) Where a person commits an offence against this Act as a servant, agent or employee, then, without limiting section 12 of the Criminal Code, the employer of that person is, subject to subsection (2), taken -

- (a) to have committed the offence; and
- (b) to be criminally responsible for the act or omission that constitutes the offence,

and, notwithstanding any other rule of law or practice, may be charged with and convicted of the offence.

Gaming Machine

(2) It is a defence to a prosecution for an offence against an employer referred to in subsection (1) to prove that the offence was committed without the employer's consent or connivance and that the employer exercised due diligence to prevent the commission of the offence.

(3) In proceedings for an offence against this Act alleged to have been committed by a defendant as servant, agent or employee, the court shall not convict the defendant if the evidence establishes that -

- (a) the offence was committed while the business of the defendant's employer was being conducted under the personal supervision of the employer or any manager or any other representative of the employer; and
- (b) the reason that the defendant committed the offence was that the defendant had been compelled to do so by the employer, manager or representative.

(4) Except as provided by subsection (2), this section does not prejudice any liability imposed by or under this Act on any person by whom an offence against this Act is actually committed.

180. LIABILITY FOR OFFENCE BY BODY CORPORATE

(1) Where a body corporate commits an offence against this Act, then, without limiting section 12 of the Criminal Code -

- (a) the person who, at the time the offence is committed, is secretary or an executive officer of the body corporate; and
- (b) every person who, at the time the offence is committed, manages or acts or takes part in the management, administration or government of the business of the body corporate in the Territory,

is, subject to subsection (3), taken -

- (c) to have committed the offence; and
- (d) to be criminally responsible for the act or omission that constitutes the offence,

and, notwithstanding any other rule of law or practice, may be charged with and convicted of the offence.

(2) This section does not limit or affect in any way the liability of a body corporate to be charged with and convicted of an offence against this Act.

Gaming Machine

(3) It is a defence to a prosecution for an offence against this Act brought against a person referred to in subsection (1)(a) or (b) to prove that the offence was committed without that person's consent or connivance and that the person exercised due diligence to prevent the commission of the offence.

181. POWER TO REQUEST NAME AND ADDRESS BY POLICE OFFICERS

(1) A member of the Police Force may, in connection with the exercise of the powers or the discharge by the member of any duties under this Act, request a person to state the person's full name, address and date of birth or any of those particulars.

(2) If a member of the Police Force suspects, on reasonable grounds, that any of the particulars stated following a request under subsection (1) is false, the member may request evidence of the correctness of the particulars.

(3) A person requested under this section to state the person's name, address and date of birth who -

(a) fails to immediately state those particulars;
or

(b) states false particulars,

is guilty of an offence.

Penalty: \$10,000 or imprisonment for 2 years.

(4) A person requested under this section to produce evidence of the correctness of particulars who -

(a) fails to produce the evidence; or

(b) produces false evidence with respect to those particulars,

is guilty of an offence.

Penalty: \$10,000 or imprisonment for 2 years.

(5) A member of the Police Force may arrest without warrant a person who, when requested under this section -

(a) to state the person's name, address and date of birth or any of those particulars; or

(b) to produce evidence of the correctness of any such particulars,

fails to do so or states a name, address or date of birth or produces evidence that, in the opinion of the member, is false.

Gaming Machine

(6) A member of the Police Force who makes a request of a person under this section shall warn the person when making the request that failure to comply with the request or to state false particulars or to produce false evidence with respect to the particulars requested is an offence against this Act.

182. FINGERPRINTS AND THE LIKE

(1) Where a person has been arrested for an offence or an attempt to commit an offence against section 120(1) or (2), 137(1), 176 or 177, a member of the Police Force at the police station to which the person is taken after arrest, or where the person is in custody, may take all such particulars as the member considers necessary for the identification of the person, including the person's voice print, photograph, fingerprints, palm prints, footprints, toe prints and handwriting.

(2) In taking those particulars (other than any voice print or handwriting), such force as is reasonable in the circumstances may be used.

(3) A court that convicts a person who appears personally before it of an offence or an attempt to commit an offence against section 120(1) or (2), 137(1), 176 or 177 may, in its discretion, order that person into the custody of a member of the Police Force for the purpose of obtaining any particulars referred to in subsection (1).

(4) A member of the Police Force referred to in subsection (3) and any other member acting in aid of that member shall take the person to a place where those particulars can adequately be taken and take those particulars and may, for that purpose, use such force as is reasonable in the circumstances.

(5) Where a person is found not guilty of an offence or an attempt to commit an offence against section 120(1) or (2), 137(1), 176 or 177, any voice print, photograph, fingerprints, palm prints, footprints, toe prints or handwriting previously taken under this section in relation to the alleged offence shall, on written request by the person, be destroyed in the person's presence or in the presence of a person nominated by the person.

183. ~~CLAIMS OF PRIVILEGE IN PROCEEDINGS FOR OFFENCES~~

(1) In proceedings for an offence against this Act, a prosecutor or a witness for the prosecution shall not be compelled to disclose information, or produce any document containing the information, where the information may be subject to a genuine claim of privilege under any Act or law.

Gaming Machine

(2) Except as provided in subsection (1), in proceedings for an offence against this Act a prosecutor or a witness for the prosecution, on application by or on behalf of the defendant, may be compelled to disclose to the court information relevant to the proceedings or produce any document containing information relevant to the proceedings.

(3) The court in the interests of justice, having regard to all the circumstances of the proceedings, shall determine if the information is to be disclosed, or the document produced, to the defendant or the defendant's legal representative.

184. PROTECTION OF INSPECTORS, &c.

An action or proceeding, civil or criminal, shall not be commenced or lie against the Director, an inspector, a member of the Police Force or a person approved or authorised under this Act acting in the execution or intended execution of this Act or the Regulations on account of anything done or omitted to be done for the purpose of this Act or the Regulations or done or omitted to be done in good faith and purporting to be for the purpose of this Act or the Regulations.

185. PROSECUTION OF OFFENDERS

(1) An offence against this Act may be prosecuted at any time.

(2) The conviction or acquittal of a person of an offence against this Act does not -

- (a) prevent a further prosecution and conviction in respect of a continuation of the offence after the date on which the person was convicted or acquitted;
- (b) extinguish any obligation or liability imposed on the person under this Act; or
- (c) prevent the imposing of any other penalty on, or the taking of any other action against, the person under this Act.

186. INSTITUTION OF PROCEEDINGS

Proceedings for an offence against this Act may be instituted only by a member of the Police Force or the Director.

187. FORFEITURE

(1) A court that convicts a person of an offence against this Act may order to be forfeited to the Territory -

Gaming Machine

- (a) anything seized under section 178; and
- (b) any article, records or other thing, seized and retained under section 162(1)(f) or (3)(c) and detained under section 162(4),

relating to or connected with the commission of the offence of which the person has been convicted.

(2) Where a person charged with an offence against this Act is not convicted of any offence, the court may order to be forfeited to the Territory any article, records or other thing, seized and retained under section 162(1)(f) or (3)(c) and detained under section 162(4), that was or were found in the possession or under the control of that person.

(3) Anything forfeited to the Territory under this section shall be dealt with or disposed of in such way as the Minister directs.

188. SERVICE OF DOCUMENTS

Where under this Act a document of any kind is required to be served on or given to a person it may be served or given -

- (a) by delivering it to the person;
- (b) by posting it to the person's last-known place of business or residence;
- (c) by leaving it at the person's last-known place of business or residence with a person who is apparently over the age of 16 years and living or working there; or
- (d) in the case of a corporation, by delivering or posting it to its registered office in the Territory or otherwise as provided by the Corporations Law.

189. EVIDENCE IN PROCEEDINGS

(1) In proceedings in respect of an offence against this Act -

- (a) a document purporting to be a copy of a document served on or given to a person under this Act or of a licence issued under this Act is evidence of the document of which it purports to be a copy and, in the absence of evidence to the contrary, is conclusive evidence; and
- (b) a certificate, purporting to be signed by the Director, certifying that at a specified time or during a specified period -

Gaming Machine

- (i) there was or was not in force under this Act a licence, approval, authorisation or exemption;
- (ii) a person was or was not a recognised manufacturer or supplier of gaming machines or a recognised supplier of restricted components;
- (iii) premises were or were not licensed premises;
- (iv) a person was or was not licensed under this Act;
- (v) a named person was, or was not, an inspector; or
- (vi) a determination, declaration, approval, permission or direction was, or was not, in force,

is evidence and, in the absence of evidence to the contrary, conclusive evidence of the matters contained in the certificate.

(2) Where a person observes an incident the fact that the observation was made by means of a camera, television set, video display unit or other electronic medium and not directly does not of itself render inadmissible any evidence that the person may give relating to the observation.

190. DISCLOSURE OF CRIMINAL HISTORY

Subject to the *Criminal Records (Spent Convictions Act)*, a person who -

- (a) is an applicant for a licence under Part 3 or 4;
- (b) is the secretary or an executive officer of a body corporate that is an applicant for a licence under Part 3 or 4;
- (c) submits a tender in response to a call under section 129(1);
- (d) is the secretary or an executive officer of a body corporate that submits a tender in response to a call under section 129(1); or
- (e) is required to submit information or material, or additional information or material, under section 25(8), 45(2), 64(3), 75(2), 118(2) or 130(3);

Gaming Machine

shall, if required for the purposes of this Act, disclose -

- (g) the person's criminal history with respect to contraventions of any provision of law, whether committed in the Territory or elsewhere; and
- (h) convictions recorded against the person in respect of contraventions of any provision of law, whether committed in the Territory or elsewhere, that under any law are taken not to be convictions.

Penalty: \$10,000 or imprisonment for 2 years.

191. APPROVAL OF TERMINATING DATE FOR FINANCIAL YEAR

The Director may approve a date other than 30 June as the termination date of a financial year which may be for a period longer or shorter than one year, but not longer than 18 months, ending on the date so approved.

192. REFUND OF AMOUNTS IN CERTAIN CIRCUMSTANCES

The Director may refund -

- (a) amounts paid to the Director in error; or
- (b) a fee paid in relation to an application under this Act where -
 - (i) in the opinion of the Director no substantial expense has been incurred by the Director in regard to such application; and
 - (ii) the applicant or a person acceptable to the Director makes a written request for the application not to proceed.

193. REVIEW OF DECISION OF DIRECTOR

(1) A person aggrieved by a decision by the Director under this Act (other than Part 3) may apply to the Gaming Control Commission established by the Gaming Control Act for it to review the decision.

(2) For the purposes of a review under this section, the Gaming Control Act and the Regulations made under that Act apply to and in relation to the review as if the review was a review of a decision of the Director relating to the administration of gaming control under section 13(1)(h) of that Act.

Gaming Machine

(3) In respect of a review under this section, the Gaming Control Commission shall be constituted in the same way as if the review was a review under section 13(1)(h) of the Gaming Control Act and it has the same powers and functions as it has in respect of a review of a decision of the Director under section 13(1)(h).

194. REGULATIONS

The Administrator may make regulations, not inconsistent with this Act, prescribing matters -

- (a) required or permitted by this Act to be prescribed; or
 - (b) necessary or convenient to be prescribed for carrying out or giving effect to this Act.
- (2) Without limiting the generality of subsection (1), the Regulations may make provision for or in relation to -
- (a) arrangements and procedures for the taking of fingerprints and palm prints of an applicant for a repairer's licence or machine manager's licence;
 - (b) the activities of listed persons or holders of licences under this Act;
 - (c) forms to be used for the purposes of this Act;
 - (d) the control of the premises of licensed repairers or licensed service contractors;
 - (e) security procedures for the manufacture, assembly, storage, handling, transport, consignment and receipt of gaming equipment and restricted components;
 - (f) the form and way of applications for approval of premises used in connection with the manufacture, assembly, storage or handling of gaming machines or restricted components;
 - (g) the different categories of licensed premises;
 - (h) the restrictions or entitlements which apply to different categories of licensed premises;
 - (j) any matter or thing in relation to the administration of this Act in respect of which a fee is payable and prescribing the amount of such fee;

Gaming Machine

- (k) prescribing, where not provided in this Act, when a fee may be payable for any service or act carried out or undertaken and the amount of such fee;
 - (m) matters to enable the proper conduct of gaming;
 - (n) provision of signs and notices in licensed premises;
 - (p) the control of advertising or promotions by any licensee, recognised manufacturer or supplier of gaming machines or other person in relation to gaming machines, gaming and the conduct of gaming;
 - (q) applications and fees with respect to the approval of electronic monitoring and centralised credit systems;
 - (r) the keeping of accounts with financial institutions by licensees;
 - (s) the Director's obligations to licensees in relation to the providing of gaming equipment;
 - (t) identification of machine managers and employees of licensees;
 - (u) the conduct and proceedings of meetings of the Commission; and
 - (w) offences against the regulations, including regulatory offences, and prescribing penalties, not exceeding \$5,000, for those offences.
-