



Gaming Machine Playing Conditions

Please Read Carefully

By participating in gaming machine play in the Club you agree to abide by these conditions. You should read them carefully before playing any gaming machine. Do not play any gaming machine if you do not understand and accept all of these Conditions.

1. Gaming machines provide information about their particular games and winning combinations. You should not play any gaming machine unless you understand how to play it and the combinations that entitle you to a prize.
2. Player information brochures located in the gaming room provide information about the general nature of gaming machines. You should read these before you commence gaming machine play.
3. Gaming machine play involves the risk of financial loss. You should set a budget before you commence gaming machine play and stick to it. It is your responsibility to decide how much time and money you wish to spend.
4. It is illegal for gaming machines to be played by anyone under the age of 18 years.
5. Only Australian legal tender shall be used to play gaming machines and only in the denominations marked on each particular machine. Damaged or unclean notes or coins must not be inserted into gaming machines.
6. Money is only to be inserted in gaming machines to enable gaming machine play. Persons who insert amounts in excess of \$100 into a gaming machine at a time and then cash out after no play or minimal play without excuse may be guilty of misconduct and excluded from the Club.
7. You must not play any machine that the Club has marked or indicated as withdrawn from play. The Club will not pay any prize won on any such machine.
8. The Club may refuse any person the right to play or continue to play a gaming machine in its discretion at any time without giving any reason.
9. Unless otherwise instructed by Club Management a person may play on multiple machines at the same time under the following conditions;
 - a. The machines are adjacent to each other and all on the same side of the bank of gaming machines.
 - b. The player does not obstruct another player from a chance of winning a link prize, where no other machines are available for play upon the link.
 - c. The additional machines should be in play and not reserved for any length of time.
 - d. If requested by Club Management a person playing additional machines can choose which of the gaming machines he or she wishes to continue playing and relinquish play upon the other machines
10. When asked by the Club a player must provide their full name and address plus details of the basis on which they are on the Club's premises, with such documentary proof as the Club reasonably requires. The Club may prevent you from playing or continuing to play any gaming machine if you do not satisfactorily comply with this requirement.
11. The law requires all gaming machine players to provide to the Club their full name, address and date of birth as well as identifying documentation such as a driver's licence. Prize-winners may be required to provide additional identifying information. The law requires the Club to retain the players information for a period of time and to provide certain information to government agencies.
12. For a monetary prize, the Club will pay the prize-winner an amount equal to but not exceeding the value of the credits accumulated by the prize-winner from playing a gaming machine.

13. Prizes are not payable to any person who is not either a financial member, provisional member, temporary member, honorary member or a bona fide guest of a member and on the premises in compliance with all requirements of the law and the Club's Constitution and playing the machine in the reasonable company of the member concerned. Prizes are not payable to any person who has signed a self-exclusion agreement with the Club while that self-exclusion agreement is currently in force.
14. Prizes or accumulated credits of \$5,000 and over will be paid by crossed cheque made payable to the prize-winner, or may be paid by electronic funds transfer to an account nominated by the prize-winner where that is requested by the prize-winner and agreed to by the Club.
15. Monetary prizes and stored or accumulated credits will be paid within 48 hours of a request for payment by the prize-winner. The Club in its discretion may pay part of a prize in advance of paying the balance.
16. Where a prize is awarded in a non-monetary form, there is no option to take the prize in any other non-monetary form except as the Club may have specified in writing.
17. A claimed prize will not be paid where it arises as a result of a machine malfunction or simultaneously with a machine malfunction.
18. A prize will not be paid unless the winning combination is seen by an authorised staff member of the Club and verified for payment according to the Club's standard procedure for paying prizes.
19. You must immediately report to a Club staff member any gaming machine that appears to be malfunctioning, and you must stop playing that machine.
20. You must not tilt, rock, move, damage or interfere with a machine or do anything calculated or likely to interfere with the normal operation of a machine.
21. Payment will be withheld if the circumstances show any sign of interference with a gaming machine which may be unlawful or in breach of these Conditions or which is otherwise improper.
22. You may reserve a gaming machine for the period specified by the Club. The Club has no liability to you if you reserve a machine but for any reason that machine is played by another person.
23. A patron is not permitted to play any gaming machine that is reserved by another patron, unless authorisation has been given by Management.
24. A patron is not permitted to play any gaming machine that has credits on the credit meter that belong to another patron. If a patron wishes to play any gaming machine that is not reserved and has credits on the credit meter, the patron must contact Management for authorisation.
25. It is the responsibility of patrons to check that gaming machines display zero (0) credits before they commence play.
26. The Club may reserve any number of machines for a particular promotion or activity. If you are not entitled to play a machine then you are not entitled to claim any prize won on the machine while it is reserved.
27. You must not loiter in the gaming machine area if you are not playing a gaming machine or accompanying another person who is playing a gaming machine.
28. You must not use another person's club membership card or permit another person to use your club membership card.
29. A person in the club shall not:
 - a) ask or require any other person to give or lend him or her any money;
 - b) give money or lend money to any other person; or
 - c) take any actions to recover monies claimed from or owed by any other person.
30. Gaming machines are provided for the recreation of individual patrons and activities of a commercial nature including syndicate play, "link chasing", bet hedging on Multi Terminal Gaming Machines or arrangements to play a gaming machine on behalf of another person are prohibited.
31. A patron who has won a prize by playing a gaming machine must not offer to sell or transfer that prize to another patron; similarly, a patron must not offer to purchase a prize won by another patron as a result of playing a gaming machine.
32. Patrons are not permitted to use any recording device in any of the gaming areas. This includes taking photos, videos etc. of gaming machines or persons.
33. If you leave the gaming machine area, you should take your belongings with you. The Club shall not be responsible for any property, including money, left by players in or near an unattended gaming machine.

34. The Club may immediately withdraw a machine or any progressive system from play if the Club suspects a malfunction.
35. Tilting, rocking, striking or in any way moving or damaging a gaming machine in this Club is strictly prohibited.
36. The Club may refuse payment if, in the opinion of an authorised employee of the Club, the machine has malfunctioned and/or if a winning combination showing has not been registered on the machine.
37. Only the actual winner of a prize can receive payment of a prize. They must do so in person on the Club premises and provide such evidence of identity as the Club may require. The Club may in its absolute discretion waive this condition.
38. If the Club in good faith pays or awards a prize to someone who appears to be or to duly represent the prize-winner then to the maximum extent permitted by law that payment or award fully discharges the club from all liability in relation to the prize.
39. Any gaming machine credits or tickets issued by the Club are not transferable to another person and are only redeemable by the prize-winner at the Club. The Club may refuse to redeem the credits or tickets if the prize-winner does not provide documentary proof of identity as required by the Club.
40. By claiming a prize, a prize-winner consents to use of their name and likeness by the Club for marketing purposes without additional compensation. A prize-winner may ask the Club in writing to refrain from publishing anything that discloses their identity in which case the Club may still publish general information about the prize won but shall not publish any information that may identify the prize-winner.
41. For information about privacy concerns, ask staff about the Club's Privacy Policy.
42. If you feel you have a problem with your gambling, then you should contact BetSafe, who provide the Club's problem gambling counselling service. BetSafe can assist you with problem gambling counselling, self-exclusion, information and referral. BetSafe brochures are available in the club.
43. The Club offers self-exclusion for gaming machine players who have a gambling problem. Speak to the Duty Manager about how to self-exclude.
44. If you are dissatisfied with any matters to do with gaming machines, please ask the Duty Manager about the Club's complaint handling procedures.
45. These Conditions cannot be varied for you personally except by a document that sets out the variation, expressly refers to these Conditions and is signed by a Club officer.
46. These Conditions apply even where there are separate conditions stipulated for a particular machine or promotion or prize, except where the Club expressly states in writing that it is amending these Conditions.
47. Legal proceeding and/or club disciplinary action may be taken against any player who maliciously damages a machine, makes a fraudulent claim, fails to report a machine malfunction, uses undue force playing a machine, uses a machine for the intent of money laundering, or breaks any of the club's gaming machine rules.
48. The Club may withdraw or amend any of these Conditions at any time in its absolute discretion. Any change becomes operative immediately it is displayed anywhere in the Club.

BET WITH WHAT YOU CAN AFFORD – NOT YOUR LIFESTYLE

1800 BETSAFE

(1800 238 723)