



Queensland

Gaming Machine Amendment Regulation 2021

Subordinate Legislation 2021 No. 172

made under the

Gaming Machine Act 1991

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1 Short title

This regulation may be cited as the *Gaming Machine Amendment Regulation 2021*.

2 Commencement

This regulation commences on 11 December 2021.

3 Regulation amended

This regulation amends the *Gaming Machine Regulation 2002*.

4 Insertion of new s 17A

After section 17—

insert—

17A Way licensed monitoring operator must make required payment for gaming—Act, s 242

- (1) For section 242(2)(b) of the Act, a licensed monitoring operator must make the payment using a cheque or electronic funds transfer.
- (2) Subsection (3) applies if—
 - (a) the payment is a jackpot payout to which a player becomes entitled in a licensed premises; and
 - (b) the licensed monitoring operator makes the payment using electronic funds transfer.
- (3) The licensed monitoring operator must make the electronic funds transfer in a way that the amount transferred is not available to the player until after the gaming period for the licensed premises ends.

5 Replacement of s 22 (Designated departmental account for unclaimed payments—Act, s 242A)

Section 22—

omit, insert—

22 Designated departmental account for unclaimed payments—Act, s 242A

For section 242A(5) of the Act, definition *designated departmental account*, the Department of Justice and Attorney-General OLGR No 2 Account is designated as the account.

6 Amendment of sch 3 (Rules ancillary to gaming)

Schedule 3, item 7—

omit, insert—

- 7(1) This item prescribes, for s 242(2)(b) of the Act, the way a licensee must make a payment to a player for a cancelled credit or jackpot payout.
- (2) If the payment is more than the cash limit for the relevant licensed premises, the licensee must make the payment by—
- (a) if requested by the player—
 - (i) paying—
 - (A) an amount that is less than the cash limit using Australian currency or, if the licensee and player agree, an agreed alternative way; and
 - (B) the balance of the payment using a cheque or, if the licensee and player agree, electronic funds transfer; or
 - (ii) making the entire payment using a cheque or, if the licensee and player agree, electronic funds transfer; or

- (b) otherwise—paying—
 - (i) an amount equal to the cash limit using Australian currency or, if the licensee and player agree, an agreed alternative way; and
 - (ii) the balance of the payment using a cheque or, if the licensee and player agree, electronic funds transfer.
- (3) If the payment is less than the cash limit for the relevant licensed premises, the licensee must make the entire payment using Australian currency or, if the licensee and player agree, an agreed alternative way.
- (4) For subitems (2) and (3), the cash limit for the relevant licensed premises is the amount, of not more than \$5,000, stated by the licensee in a document that is displayed adjacent to, and in the same way as, the rules ancillary to gaming for the premises.
- (5) If the licensee pays an amount to the player under this item using Australian currency, the licensee must ensure the amount is paid when the player claims the payment.
- (6) If the licensee pays an amount to the player under this item using a cheque, the licensee must ensure the cheque is given to the player or posted to the player's address within 24 hours after the player claims the payment.
- (7) Subitem (8) applies if—
 - (a) the licensee makes a payment to the player under subitem (2); and
 - (b) the amount by which the payment exceeds the cash limit for the relevant licensed premises is paid using electronic funds transfer.
- (8) The licensee must make the electronic funds

transfer in a way that the amount is not available to the player until after the gaming period for the relevant licensed premises ends.

(9) In this item—

agreed alternative way means—

- (a) non-currency gaming tokens; or
- (b) cheque; or
- (c) electronic funds transfer; or
- (d) a combination of any of the methods mentioned in paragraphs (a) to (c); or
- (e) a combination of Australian currency and any of the methods mentioned in paragraphs (a) to (c).

non-currency gaming tokens means any gaming tokens other than Australian currency.

relevant licensed premises, for a payment, means the licensed premises in which a player becomes entitled to the payment.

7 Amendment of sch 7 (Dictionary)

Schedule 7—

insert—

gaming period, for a licensed premises, means the hours of gaming fixed for the premises by the commissioner.

ENDNOTES

- 1 Made by the Governor in Council on 2 December 2021.
- 2 Notified on the Queensland legislation website on 3 December 2021.
- 3 The administering agency is the Department of Justice and Attorney-General.

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