



# Victoria Government Gazette

No. S 168 Thursday 19 September 2002  
By Authority. Victorian Government Printer

**SPECIAL**

## Gaming Machine Control Act 1991

### MINISTERIAL DIRECTION

I, John Pandazopoulos, MP, Minister for Gaming, under section 12(1) of the **Gaming Machine Control Act 1991** ('the Act'), revoke all previous directions to the Victorian Casino and Gaming Authority and, in substitution, direct the Victorian Casino and Gaming Authority—

- (a) that, under section 12(1)(a), the maximum number of gaming machines permitted in the State to be available for gaming in all approved venues under the Act, other than the Melbourne Casino, is 27,500; and
- (b) that, under section 12(1)(aa), in respect of the 27,500 gaming machines permitted to be available for gaming in all approved venues under the Act, other than the Melbourne Casino, the maximum permissible number of gaming machines to be placed in any approved venue in the State is 105; and
- (c) that, under section 12(1)(b), in respect of the 27,500 gaming machines permitted to be available for gaming in all approved venues under the Act, other than the Melbourne Casino, the proportion of gaming machines to be located outside the Melbourne Statistical Division is not less than 20 per cent; and
- (d) that, under section 12(1)(c), in respect of the 27,500 gaming machines permitted to be available for gaming in all approved venues under the Act, other than the Melbourne Casino —
  - (i) prior to 1 January 2008, a bet limit of \$10 will apply to gaming machine games approved on or after 1 January 2003 (unless the games are being played on a gaming machine located in an area specified by notice under section 77B(4) or 77C(2) of the Act); and
  - (ii) on or after 1 January 2008, a bet limit of \$10 will apply to all gaming machine games (unless the games are being played on a gaming machine located in an area specified by notice under section 77B(4) or 77C(2) of the Act); and
- (e) that, under section 12(1)(d), in respect of the 27,500 gaming machines permitted to be available for gaming in all approved venues under the Act, other than the Melbourne Casino, the proportion to be placed in premises is —
  - (i) in the case of premises in respect of which a general licence under section 8 of the **Liquor Control Reform Act 1998** is in force, 50 per cent; and
  - (ii) in the case of premises in which —
    - (A) a full club licence under section 10 of the **Liquor Control Reform Act 1998** is in force; or
    - (B) a restricted club licence under section 10 of the **Liquor Control Reform Act 1998** is in force; or
    - (C) a licence under Part 1 of the **Racing Act 1958** is in force, 50 per cent; and
- (f) that, under section 12(1)(e), in respect of the 27,500 gaming machines permitted to be available for gaming in all approved venues under the Act, other than the Melbourne Casino, the proportion of gaming machines which each gaming operator is permitted to operate is 50 per cent; and
- (g) that, under section 12(1)(f), the Authority must apply the following criteria in determining whether to specify an area by notice under section 77B(4) or 77C(2) of the Act ('area' or 'areas'):

- (i) the area must be within an approved venue under the Act;
- (ii) the proportion of gaming machines in all areas of the approved venue must not exceed 20 per cent of the total number of gaming machines in the approved venue;
- (iii) the total number of gaming machines operated by each gaming operator located in all areas must not exceed 1000;
- (iv) the proportion of gaming machines located in all areas must not exceed:
  - (A) in the case of premises in respect of which a general licence under section 8 of the **Liquor Control Reform Act 1998** is in force, 50 per cent; and
  - (B) in the case of premises in which a full club licence under section 10 of the **Liquor Control Reform Act 1998** is in force; or a restricted club licence under section 10 of the **Liquor Control Reform Act 1998** is in force; or a licence under Part 1 of the **Racing Act 1958** is in force, 50 per cent;
- (v) the area must not be within an approved venue located –
  - (A) outside the Melbourne Statistical Division; or
  - (B) in a region determined pursuant to s 12AA of the Act; and
- (h) that the total number of gaming machines, in all areas specified by notice under section 62AB(4), 62AC(2) or 81AAB(2) of the **Casino Control Act 1991** must not exceed 1000; and
- (i) that, under section 12(1)(g), the condition that the Authority must specify in a notice under section 12(1)(f) is that a gaming machine located in an area specified by a notice under section 12(1)(f) may only operate in a mode where spin rate, bet limit, autoplay and note acceptors are unrestricted if that gaming machine may only be played in that mode by means of a card, Personal Identification Number (PIN) or similar technology which requires the player to nominate limits on time and net loss before play can commence; and
- (j) that, in respect of a region determined by the Minister in his order under section 12AA(1)(a) of the Act dated 15 February 2001, where the Authority, in accordance with section 12AA(3)(b), directs gaming operators in the region to comply with the regional limit on the maximum number of gaming machines available for gaming in the region, and when all the gaming operators have complied with the regional limit –
  - (i) under section 12(1)(d), the distribution of gaming machines between –
    - (A) premises in respect of which there is in force a general licence under section 8 of the **Liquor Control Reform Act 1998**; and
    - (B) premises in respect of which there is in force –
      - a club licence (whether full or restricted) under section 10 of the **Liquor Control Reform Act 1998**; or
      - a licence under Part 1 of the **Racing Act 1958**,in the region must be as close as practicable to that as at 30 June 2000; and
  - (ii) under section 12(1)(e), the distribution of gaming machines between the gaming operators in the region must be as close as practicable to that as at 30 June 2000.

The above directions will take effect on 1 January 2003.

Dated 12 September 2002

JOHN PANDAZOPOULOS MP  
Minister for Gaming

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The *Victoria Government Gazette* is available by three subscription services:

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Periodical — \$124.30 each year.

**All prices include GST.**

Subscriptions are payable in advance and accepted for a period of one year. All subscriptions are on a firm basis and refunds will not be given.

All payments should be made payable to

The Craftsman Press Pty. Ltd.

**Subscription enquiries:**

The Craftsman Press Pty. Ltd.

125 Highbury Road, Burwood Vic 3125

Telephone: (03) 9926 1233

Fax (03) 9926 1292

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ISSN 0819-5471

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Government Information and Communications Branch

Department of Premier and Cabinet

Level 3, 356 Collins Street

Melbourne 3000

Victoria Australia

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**Price Code A**