

**Canberra Southern Cross Club Limited**  
**CANBERRA SOUTHERN CROSS CLUB LTD**

Version 3 - July 2016

**GAMING MACHINE BY-LAWS**

ABN: 49 008 488 855 ACN: 008 488 855

Incorporating

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Southern Cross Yacht Club • Mariner Place. Yarralumla • Tel: 02 6273 1784 Fax: 02 6273 2984

Southern Cross Club Tuggeranong • Cnr Pitman & Howell St. Tuggeranong • Tel: 02 6293 7200 Fax: 02 6293 3299

Southern Cross Club Jamison • Cnr Catchpole & Bowman Sts Macquarie • Tel: 02 6251 2255 • Fax: 02 6251 5423

**1. AUTHORITY:**

- 1.1 These By-Laws of the Club are made by the Board of Directors by authority of 14.6 of the Constitution of Canberra Southern Cross Club Limited and must be complied with by all club members and guests of members to the Club.

**2. INTERPRETATION AND IMPLEMENTATION OF THESE BY-LAWS**

- 2.1 Reference to 'the Club' in these By-Laws means the Canberra Southern Cross Club Woden Canberra Southern Cross Club Yacht Club, Southern Cross Club Tuggeranong, Southern Cross Club Jamison.
- 2.2 Persons playing gaming machines must also comply with the General By-Laws of the Club and rules for the operation and play of Gaming Machines. These are displayed elsewhere.
- 2.3 The Chief Executive Officer or their representative is responsible for the day to day interpretation and implementation of these By-Laws and must comply with his request without debate or disagreement provided always that the member has redress through a subsequent approach to the Board of Directors. In addition, representations may be forwarded to ACT Gambling & Racing Commission, PO Box 214, Civic Square ACT 2608
- 2.4 Gaming machines can only be played by, and jackpots and credit pays can only be claimed by:
- 2.4.1 Members and their guests
- 2.4.2 Temporary members with current temporary membership cards
- 2.5 In addition, any person in the above categories, playing a gaming machine, must be 18 years of age or over. Identification to verify a person's age must be provided on request.
- 2.6 Intoxicated persons are not permitted to play gaming machines in the Club.

- 2.7 Any member, guest of a member or temporary member violating these By-Laws may be asked to leave the Club and the member responsible for the guest may be liable to suspension.

**3. RESERVATION OF MACHINES**

- 3.1 Machines may only be reserved for a maximum of three minutes.
- 3.2 No player shall reserve or play more than one machine at the same time

**4. METHODS OF PAYMENT FOR GAMING**

- 4.1 The authorised methods of payment for playing gaming machines are as follows:
- 4.1.1 Coins of Australian legal tender,
- 4.1.2 Notes of Australian legal tender,
- 4.1.3 A central crediting system approved by the Gambling and Racing Commission.
- 4.2 Credit will not be extended to members or guests for the playing of gaming machines.

**5. PAYMENTS FOR JACKPOTS AND CREDITS**

- 5.1 The Club reserves the right to pay any jackpots or credit pays by cheque posted to a players address. The Club will not pay more than \$1500 in cash for any single credit payment or jackpot that exceeds \$1500. The balance will be paid by cheque or other acceptable non cash means. The Club will not cash the jackpot cheque.
- 5.2 A player requiring payment for a jackpot or credits on a gaming machine must summon a gaming machine attendant.

- 5.3 The gaming machine attendant will arrange for another member to witness the win before the machine meter is keyed off.
- 5.4 The gaming machine attendant will issue a voucher to the value of the credits on the gaming machine credit meter and key-off the credits.
- 5.5 The player requiring payment must sign the payment schedule (Schedule G)
- 5.6 If the winning player is a guest of a member, the member must be present to witness the payment.
- 5.7 If a paying combination is visible on the gaming machine, the player must play off the combination in the presence of the gaming machine attendant.
- 5.8 Schedule G Vouchers are redeemable for cash at the change desk.
- 5.9 No jackpot, prize or winning combination, won before the opening time of the Club or after the closing time has been announced, will be paid to the player.
- 5.10 If the payout or credit increment on a gaming machine is not in accordance with the approved payout schedule, the players must immediately report this to the Duty Manager or Gaming Supervisor. Failure to report an overpayment may result in the player obtaining money to which they are not entitled.
- 5.11 If the Chief Executive Officer, or their representative, is not completely satisfied that a person claiming payment of a jackpot or credit should be paid, payment will be withheld pending investigation.

## **6. INTERFERENCE WITH MACHINES**

- 6.1 It is an offence under Section 129 of the Gaming Machines Act, 2004 for a person
  - 6.1.1 to do any act or thing calculated or likely to interfere with the operation of a gaming machine,
  - 6.1.2 to insert or cause to be inserted into a gaming machine or any object or thing other than a note or coin of the denomination specified on the gaming machines, or membership cards,
  - 6.1.3 to do any act or thing calculated to interfere with a gaming machine in such a manner as to cause the machine to yield a reward less than or greater than the percentage payout determined by the licensee in respect of that machine; or
  - 6.1.4 to do any act or thing calculated to render a gaming machine, either temporarily or otherwise, incapable of

forming a winning combination.

- 6.2 The penalty prescribed by the Act is \$11,000 or imprisonment for 12 months or both.
- 6.3 The Chief Executive Officer or his representative will report to the police any person believed to be committing any such offence.
- 6.4 Tilting, rocking or in any way moving or damaging a gaming machine is strictly prohibited.
- 6.5 A player must not touch any part of a machine while it is open for servicing or inspection.

## **7. MALFUNCTION OF GAMING MACHINES**

- 7.1 The decision of the Chief Executive Officer or their representative as to whether or not a gaming machine has malfunctioned shall be final.
- 7.2 A malfunctioning machine will be put out of service and the Chief Executive Officer or their representative reserves the right to withhold any credits displayed on the machine pending further investigation and a technical report.
- 7.3 Claims for short pays will only be settled where:
  - 7.3.1 It can be established from the machine meters that there is an electro-mechanical fault in the machine, or
  - 7.3.2 the machine has an empty hopper.
- 7.4 If, in the opinion of a player, a gaming machine is malfunctioning, it is the player's responsibility to report the malfunction to a gaming machine supervisor or attendant.

## **8. PROMOTIONS**

CSCC Directors, staff and their spouses/partners may not take part in poker machine promotions or rewards schemes that reward the individual. Directors, staff and partners may participate in the Community Rewards Program

## **9. RESPONSIBLE GAMBLING**

If a member believes they have a gambling problem, that member has the right to participate in the Club's self-exclusion program.

Staff may not gamble at their venue of employment at any time.