

GAMING MACHINE AND JACKPOT CONDITIONS OF PLAY

Playing of Gaming machines in this **Bell Park Sport and Recreation Club** is deemed to be an acceptance of the terms and conditions set out below.

1. The conditions are in addition to and do not affect any rights or obligations you, or the Venue Operator may have under the Gambling Regulation Act 2003 or the Victorian Commission for Gambling and Liquor Regulation (VCGLR) Rules (which can be inspected at the cashier station).
2. Person under 18 years of age are prohibited from play Gaming Machines and participating in Junction Club* Jackpots.
3. The Management of this Venue has absolute discretion to decide whether a person is permitted to enter the gaming area and play the Gaming Machines or allowed to remain in the gaming area. Persons whose conduct/behaviour in the gaming area is likely to cause offence may be asked to leave the Venue.
4. Only money in the currency of Australia made and issued under the Currency Act 1965 (Cwth) or under the Act as amended and in force at any time may be used to play Gaming Machines.
5. A player may not be entitled to receive any prizes, including jackpots if:
 - a. It is reasonably suspected that a Gaming Machine or any related gaming equipment, failed to function in the manner in which it was designed and programmed to function, or
 - b. A player not complying with or being in breach of these Conditions of Play.

In the event of a dispute over a refusal to pay in the circumstances referred to in sub-section (a), Junction Club will resolve the dispute in accordance with the procedures approved by the VCGLR.
6. Players must immediately notify the Management of the Venue as soon as they become aware of or suspect that a Gaming Machine or related gaming equipment failed to function in the manner in which it was designed and programmed to function, Failure to do so may result in any prizes won being considered void.
7. Players are prohibited from causing any interference with Gaming Machines whether by tilting, rocking, banging or by any other means or in any way damaging or attempting to operate a Gaming Machine with any object or device other than Australian currency. Any breach of this condition may result in removal of the player from this Venue or future entry to this Venue being refused.
8. A player has the right to make a complaint relating to the conduct of gaming in this venue. The complaint can be lodged with the Management of this Venue. If a player is not satisfied with the response of the Management of this venue to the complaint, the player may seek an investigation by the VCGLR.
9. Before inserting money to commence play, players should ascertain that no game credits are on the machine, as this is an indication that another player may have reserved the machine to take a break from play. If unused credits are on the machine, the matter must be referred to a Venue Attendant before commencing play.
10. Persons looking for and exploiting credits left unused by other players may be asked to leave the Venue.
11. Players should note that all Gaming Machines in this Venue may not be linked to and form part of the jackpot system (which includes but is not limited to linked Gaming Machines, the Jackpot Controller and the Host Computer).

If a player wants to play a Gaming machine with a view to winning a jackpot prize it is the player's responsibility to verify that the Gaming Machine being played is linked to the jackpot system. A Gaming Machine that is linked to the jackpot system will display a logo or text on its screen indicating that it is linked to the jackpot system. If such a logo or text does not appear, that Gaming Machine is not linked to the jackpot system at that time.

12. Where designated Gaming Machines in a single Venue are linked and participate together by contributing a percentage of amounts wagered to a single accumulating jackpot prize pool which is available to be won on a participating Gaming Machine in that Venue which is being played during the jackpot prize trigger range and which is identified on the Gaming machine as having won that jackpot.
13. The venue may from time to time vary the frequency and amount of jackpot prizes which are available to be won by players. Players will be notified of the current prize offered, by means of electronic jackpot displays, and/or the screen message on the Gaming Machine and where applicable on promotional material displayed in the Gaming Room.
14. Jackpot prizes will be awarded electronically on a random chance basis to players of Gaming Machines displaying a logo or text on the screen indicating that the Gaming Machine being played is linked to the jackpot system.
15. In the event of a message appearing on the display screen of a Gaming Machine indicating that the player of that Gaming Machine has won a Jackpot prize, the player must remain at the Gaming Machine until either the prize is paid in credits or a Venue Attendant arrives. The player must follow the Venue Attendant's further instructions regarding the player's entitlement to claim the prize. If the player does not remain at the Gaming Machine until the Venue Attendant arrives, the venue may withhold the payment of the prize until any dispute concerning the identity of the person entitled to claim the prize from that Gaming Machine is resolved.
16. In the event that the Jackpot win occurs, providing that the Jackpot win is confirmed as valid, the player will be awarded the amount displayed on the Gaming Machine.
17. In the event that a Jackpot win occurs in the middle of a game, subsequent screen within the same may display the new jackpot value until the completion of the game.
18. In the event that a Gaming Machine is being played by more than one person at a time of a message appearing on its display screen indicating that the player of that Gaming Machine has won a Jackpot prize, then the venue may, in its absolute discretion, recognise multiple winners with equal right to share in the Jackpot prize. In the circumstances where a Player leaves a Gaming machine as "Reserved" (whether or not in credit) and another Player plays the Gaming Machine and wins a Linked Jackpot prize, That other Player shall be entitled to the Linked Jackpot prize and the Player having left the Gaming Machine shall have no right or entitlement to that prize.
19. In the event of a dispute between players concerning their entitlement to Jackpot prize, the venue's decision regarding the entitlement of the various parties will be made in good faith based on the circumstances at the time PROVIDED ALWAYS that **Bell Park Sport and Recreation Club** may in its absolute discretion withhold payment of the prize pending resolution of the dispute between the players. The players will have no right to make any claim upon the venue for any loss or damage they may suffer arising from the dispute or the venues decision to withhold the payment pending its resolution.
20. In the event of successive jackpot wins *appearing* to be simultaneous wins because of the duration of the winning fanfare display, the Junction Club will pay the player of the Gaming Machine, which the Jackpot system recognised as being the entitled winner of each prize. This means the first winner will receive the first jackpot prize amount displayed and any subsequent winner will receive only the start-up amount plus any amount contributed since the first win. In this event, the correct win will be displayed on each of the winning Gaming machines.
21. Each specific jackpot prize offered may be won only once. In instances where a Gaming Machine receives notification of a jackpot win but no prize is awarded, the prize may have been awarded to another Gaming machine. In such instances, the non-paid notification represents an invalid jackpot win message, and the prize will be paid to the player of the Gaming machine to which the Jackpot system has actually awarded that specific jackpot prize.
22. The venue reserves the right to request identification from the winner of the Jackpot prize.
23. Jackpot prizes may be paid either in the form of credits on the Gaming Machine or by a manual payment method depending on the type and level of the prize.
24. Gaming Machines may offer Stand Alone Progressive Prize Jackpots ("Progressive Prize Jackpots") in addition to the normal prizes and/or Linked Jackpot prizes available to be won. These Gaming Machines will be identified as such on the Gaming Machine display screen and on supporting promotional materials displayed on the Gaming Machine and/or in the Gaming Room, which sets out the eligibility and prize payment processes for those Progressive Prize Jackpots. Progressive Prize Jackpots are not linked to any other Gaming Machines and only gaming activity on a single Gaming Machine will contribute to the Progressive Prize Jackpot pool(s) identified on that Gaming Machine
25. If a player wishes to discontinue playing a Gaming Machine which displays credits owing of less than one dollar (\$1), such credits must be played or forfeited by the Player unless the Gaming Machine allow the credits to be taken as cash or in the form of a Cash Ticket. Players are advised that Gaming machines with Cash Ticket printers that accept bets of 1c or 2c will only produce Cash Tickets rounded down to the nearest 5c or 10c respectively, and a Player must therefor play or forfeit the balance of the cents owing on the credit meter (ie. On a 2c Gaming Machine, machine, 88c owing will pay 85c Cash Ticket and the remaining 3c must be played down or forfeited).
26. Players wishing to discontinue playing a Gaming Machine which displays credits owing of more than \$1 must press "Collect/Take Win" to enable payment of those credits. If the credits owing are:
 - a. less than the coin payout amount display on the Gaming Machine, the Player will receive that cash payment directly from the Gaming Machine; or
 - b. more than the coin payout amount displayed on the Gaming Machine and the Gaming Machine is equipped with a Cash Ticket printer, A Cash Ticket will be produced for payment on presentation to the Gaming Room Cashier, Gaming Machines that do not contain Cash Ticket printer will lock-up and display "Call Attendant". The payer must remain at the Gaming Machine until attended by Gaming Room Staff who will provide the player with an "Attendant Payment Cash Ticket" containing the prize details as displayed on the Gaming Machine. Player can then present the Attendant Payment Cash Ticket to the Gaming room Cashier for payment.
27. All accumulated credits or prize payouts, including Jackpot prizes, of \$2000 or more, must be paid by venue cheque in accordance with section 3.5.33 of the Gambling Regulation Act 2003. Additionally, amounts of less than \$1000 may be paid by cheque if requested. Cheques cannot be made payable to cash or split between patrons and must be made payable in the name of the Player.
28. All prize payouts, including Jackpot prize, equal to or greater than \$10,000 may take 24 hours to process. In the case of a win occurring over the weekend, payment may be arranged for the next business day.
29. The Management of this Venue reserve the right to delay payment:
 - a) subject to further verification of the player's entitlement
 - b) request appropriate forms of personal identification from the Player, or
 - c) to a mutually agreed later time.