BETSAFE GAMING MACHINES PLAYING CONDITIONS
EASTERN SUBURBS LEAGUES CLUB LIMITED

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. No Patron is required to participate. Any playing of machines is at your sole option, discretion and risk.
2. 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.
3. 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.
4. 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.
5. It is illegal for gaming machines to be played by anyone under the age of 18 years.
6. Only Australian legal tender or authorized Cardit accounts shall be used to play gaming machines. Damaged or unclean notes should not be inserted into gaming machines.
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 You must not play any machine that the Club has marked or indicated as withdrawn from play.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. Club employees and contractors to the club (and their officers and staff) must observe all relevant restrictions imposed by the club from time to time regarding such persons. Without limiting those general words, an employee must not play gaming machines at any time. Prizes won by an employee or contractor (or one of their officers and staff) when playing a gaming machine is in breach of this condition and will not be awarded.
9. The club may refuse any person the right to play or continue to play a gaming machine at its discretion at any time without giving any reason.
10. Money is only to be inserted in a gaming machine 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.
11. A patron may play more than one machine at once, however machines should be in play at a reasonable rate and not held to the detriment of another player. Syndicate play or reserving machines continually on jackpot links is not allowed. Interpretation of this is at the discretion of club management.
12. Patrons who pay blackjack machines are not permitted to engage in card counting. Patrons who are believed to be card counting will be asked to leave the Club.
13. When asked by the Club, a player or prizewinner must provide their full name, address and date of birth, plus details of the basis on which they are on the Club's premises, together with such documentary proof or other information 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. The Club may retain this information and provide information to government agencies where required by law.
14. The Club may periodically require a player to provide evidence of their source of funds or wealth to continue playing gaming machines. If sufficient evidence is not provided when requested, the Club may suspend or terminate the person's access to gaming machines.
15. For a monetary prize, the Club will pay the prizewinner an amount equal to but not exceeding the value of the credits accumulated by the prizewinner from playing a gaming machine.
16. 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.
17. Prizes are not payable to any persons who have signed a self-exclusion agreement with the Club while that self-exclusion agreement is currently in force.
18. Where the total prize money payable to a prizewinner exceeds $5,000, the amount exceeding $5,000 will be paid by crossed cheque payable to the prizewinner or by electronic funds transfer. If requested by the prizewinner, the whole of the prize may be paid in that manner. An electronic funds transfer will not be made earlier than 24 hours after the total prize money becomes payable.
19. Monetary prizes and stored or accumulated credits will be paid within 48 hours of a request for payment by the prizewinner, except where different requirements apply to a jackpot prize under a linked gaming system. The Club may in its discretion pay part of a prize in advance of paying the balance.
20. Where a prize is not awarded or paid immediately after the prizewinner has requested it, the Club will give the prizewinner written acknowledgement of their entitlement to the prize.
21. 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 separately specified in writing. The prizewinner may choose to be paid the prize in money instead of receiving the non-monetary prize. A non-monetary prize will be awarded within the time stated by the Club or, if no time has been stated, within 48 hours of the prizewinner's request.
22. A claimed prize will not be paid where it arises as a result of machine malfunction or simultaneously with a machine malfunction.
23. A prize will not be paid unless the winning combination is seen by an authorized staff member of the Club and verified for payment according to the Club's standard procedure for paying prizes.
24. A prize will not be paid if it is won before the opening time of the Club, or after the announced closing time of the Club.
25. You must immediately report to a Club staff member any gaming machine that appears to be malfunctioning, and you must stop playing that

machine.

26. 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.
27. 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.
28. It is an offence under section 80 of the Gaming Machines Act 2001 for a person:
    a. To have in possession a device made or adapted, or intended by the person to be used, for interfering with the normal operation of a gaming machine in the Club; or
    b. To do anything calculated, or likely to interfere with the normal operation of a gaming machine in the Club; or
    c. To do anything calculated to render a gaming machine in the Club incapable, even temporarily, of producing a winning combination.
    d. The maximum penalty for an offence under section 80 of the Gaming Machines Act 2001 is 100 penalty units or imprisonment for 12 months, or both. The Club may report to Police any person it reasonably believes may be committing an offence under the Gaming Machines Act 2001, Gaming Machines Regulation 2019 or any other applicable law.
29. You may reserve a machine as a non-member at the allowable time upon each machine. You may reserve a machine as a member at the allowable time noted within the club's loyalty program rules. The club has no liability to you if you reserve a machine, but for any reason that machine is played by another person.
30. The Club may reserve any number of machines for a particular promotion or activity. If you are not entitled to play a machine under any such particular arrangement then you are not entitled to claim any prize won on the machine whilst it is so reserved.
31. 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.
32. Any credits on a machine which do not belong to the person playing the machine must not be played or redeemed and must be reported to the Duty Manager.
33. 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
34. A patron is not permitted to purchase, sell or transfer another patron's jackpot, payout, gaming machine ticket, accumulated credits or double up, whether for full or other value.
35. You must not allow another person to play on your behalf, or request or encourage others to play gaming machines on your behalf.
36. A member is not permitted to insert their card into a gaming machine which is being played by another person.
37. If you leave the gaming 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.
38. If the Club offers any machine which is operated as part of an inter-club linked gaming system then progressive jackpots (and other similar prizes) are payable by the operator of the linked gaming system alone and the Club has no liability to pay and gives no representation or warranty concerning any such jackpot prize or other benefit offered by that operator.
39. The Club may immediately withdraw a machine or any progressive system from play if the Club suspects a malfunction.
40. Only the actual winner of a prize may claim or receive payment of the prize. The prizewinner must do so in person on the Club premises and provide such evidence of identity and entitlement as the Club reasonably requires. The Club may waive the requirement to attend personally where permitted by law. Any applicable identification requirements will continue to apply.
41. If the Club in good faith pays or awards a prize to someone who appears to be or to duly represent the prizewinner then to the maximum extent permitted by the law that payment or award fully discharges the club from all liability in relation to the prize.
42. Any gaming machine credits or tickets issued by the Club are not transferrable to another person and are only redeemable by the prizewinner at the Club. The Club may refuse to redeem the credits or tickets if the prizewinner does not provide documentary proof of identity as required by the Club.
43. A prizewinner may request in writing that the Club not publish information that identifies them as the winner of a prize. The Club may still publish inside its premises information relating to the type or value of the prize and the venue or geographic location where it was won, provided that the information does not identify the prizewinner.
44. The taking of photographs or videos in the vicinity of the gaming area, or of any gaming machine or person playing a gaming machine, is strictly forbidden.
45. The Club handles personal information in accordance with its Privacy Policy. A copy of the Club's Privacy Policy is available to view on request from Club staff.
46. If you feel you are experiencing harm as a result of gambling, you should contact BetSafe on 1800 BETSAFE (1800 238 723) or GambleAware on 1800 858 858. These services can assist you with support, including counselling, self-exclusion, information and referral.
47. The Club provides a self-exclusion program, allowing patrons to restrict access to gambling at the Club. If you would like to self-exclude, or obtain further information, please speak to a staff member or the Duty Manager.
48. Nothing in these Conditions affects anything contained in any Self-Exclusion Agreement which you may sign. The Club is entitled to rely on every provision in any Self-Exclusion Agreement signed by you, despite anything in these Conditions.
49. If you are dissatisfied with any matters to do with gaming machines, please ask the Duty Manager about the Club's complaint handling procedures.
50. 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.
51. 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.
52. A member who breaches any of these Conditions may be liable to disciplinary action by the Club in addition to any disqualification from

claiming a prize and any other lawful penalty. A non-member who breaches any of these Conditions may be required to leave the Club's premises. Nothing in this condition limits the Club's other legal rights in relation to a breach of these Conditions.

53. Legal proceedings and/or Club disciplinary action may be taken against any player who maliciously damages a gaming machine, makes a fraudulent claim, fails to report a gaming machine malfunction, unlawfully interferes with a gaming machine, uses a gaming machine, gaming machine ticket or prize payment for money laundering or another unlawful purpose, or otherwise breaches the Club's gaming machine rules.
54. 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.

For and on behalf of the Board of Directors

Joe Kelly
CEO / Company Secretary

BET WITH WHAT YOU CAN AFFORD – NOT YOUR LIFESTYLE
1800 BETSAFE (1800 238 723)
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