



Tasmanian Liquor and Gaming Commission

# Gaming Equipment Transport, Storage, Installation and Disposal Standards

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## Gaming Equipment Transport, Storage, Installation and Disposal Standards

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An electronic copy of these Gaming Equipment Transport, Storage, Installation and Disposal Standards is available at

<https://www.treasury.tas.gov.au/liquor-and-gaming/gambling/regulatory-requirements>

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## Preliminary

The Gaming Equipment Transport, Storage, Installation and Disposal Standards are made in accordance with section 112PA of the *Gaming Control Act 1993*. A prescribed licence holder and its employees must adhere to and enforce these Standards. Failure to comply may result in disciplinary action against the prescribed licence holder.

A term used in these Standards has the same meaning as the same term used in the Act. A reference in these Standards to 'wagering' means a 'gaming activity' under the Act. For the avoidance of doubt, a reference to an 'employee of the licence holder' includes the licence holder's agent or, where the licence holder is a natural person, itself.

These Standards are in addition to the conditions imposed on each licence by the Tasmanian Liquor and Gaming Commission and any other requirement under the Act.

# Gaming Equipment Transport, Storage, Installation and Disposal Standards

## I. Transport

The following apply to a venue operator, a casino operator, a keno operator, a monitoring operator, a licensed provider and a person whose name is listed on the Roll:

### I.1 Responsibility

Systems must be in place to prevent any act or thing interfering, or likely to interfere, with the normal operation of gaming equipment at all times, whilst the equipment is being transported.

### I.2 Vehicles used for transport with lockable storage compartments

If the vehicle used to transport gaming equipment has a lockable storage compartment, the equipment must be secured within the locked storage compartment of the vehicle.

### I.3 Vehicles used for transport without lockable storage compartments

If a vehicle used to transport gaming equipment does not have a lockable storage compartment, the following must occur:

- a) the transportation of the gaming equipment must be completed on the same day; and
- b) the gaming equipment must not be left unattended during transportation.

### I.4 Notification

Prior to the transport of electronic gaming machines occurring, the Liquor and Gaming Branch must be provided with the following information for each machine:

- a) manufacturer;
- b) model;
- c) identification information;
- d) point of origin;
- e) destination; and
- f) intended date of dispatch.

### I.5 Dispatch delay

Should the dispatch not occur on the intended date, a revised notification required under standard I.4 must be provided for the new intended date of dispatch.

## 2. Storage

The following apply to a venue operator, a casino operator, a keno operator, a monitoring operator and a licensed provider:

### 2.1 Responsibility

Systems must be in place to prevent any act or thing interfering or likely, to interfere, with the normal operation of gaming equipment at all times, whilst the equipment is being stored.

### 2.2 Storage facility

Gaming equipment must be stored in a locked facility.

### 2.3 Alarm system

Storage facilities must be equipped with a monitored security alarm system.

### 2.4 CCTV coverage

Storage facilities must be equipped with a CCTV system providing recorded camera coverage of the area where any equipment is located.

### 2.5 CCTV retention

Recorded CCTV footage must be retained for a minimum of 30 days.

### 2.6 Register of stored gaming equipment

A register of gaming equipment stored in each storage facility must be maintained and contain the following information:

- a) type of equipment;
- b) manufacturer;
- c) model (if applicable); and
- d) identification information (if applicable).

### 2.7 Register available for inspection

The register required under standard 2.6 must be produced to an inspector on request.

### 2.8 Notification

When storing electronic gaming machines, the Liquor and Gaming Branch must be provided, within seven days of the electronic gaming machines being stored, the following information for each machine:

- a) storage location;
- b) manufacturer;
- c) model; and
- d) identification information.

## 3. Installation

The following apply to a venue operator, a casino operator, a keno operator and a monitoring operator:

### 3.1 Responsibility

Systems must be in place to prevent any act or thing interfering, or likely to interfere, with the normal operation of gaming equipment at all times, whilst the equipment is being installed.

The following applies to a venue operator:

### 3.2 Installation of electronic gaming machines in a hotel or licensed club

An electronic gaming machine must not be installed in a hotel or licensed club if it exceeds the number of electronic gaming machines authorities endorsed on the venue licence.

### 3.3 Installation by a licensed technician in a hotel or licensed club

Electronic gaming machine and gaming machine game installations must be undertaken by a licensed technician through the services provided by the monitoring operator.

### 3.4 Floor position number in a hotel or licensed club

A floor position number must be affixed to each electronic gaming machine and must be in accordance with the floor position number recorded by the monitoring operator's electronic monitoring system.

The following applies to a casino operator:

### 3.5 Installation by a licensed technician in a casino

Electronic gaming machine, gaming machine game and other gaming equipment installations must be undertaken by a licensed technician.

### 3.6 Floor position number in a casino

A floor position number must be affixed to each electronic gaming machine and must be in accordance with the floor position number recorded by the casino operator's electronic monitoring system.

The following applies to a keno operator:

### 3.7 Installation of keno equipment

A keno terminal must only be installed by a licensed technician within an approved venue's gaming area.

The following apply to a venue operator, a casino operator and a monitoring operator:

### 3.8 Jackpot prize pool transfer

Where an application has not been made under section 85 of the Act, the value of a jackpot prize pool that has been removed from an electronic gaming machine in an approved venue must be added to a new or existing jackpot prize pool within the approved venue.

## 4. Disposal

The following apply to a venue operator, a casino operator, a keno operator, a monitoring operator and a licensed provider:

### 4.1 Responsibility

Systems must be in place to prevent any act or thing interfering or likely, to interfere, with the normal operation of gaming equipment at all times, whilst the equipment is being disposed of.

The following apply to a casino operator:

### 4.2 Disabling of playing cards

Where full decks of playing cards are disabled, the following requirements must be met:

- a) the cards must not be able to be again used on a gaming table;
- b) the disabling must occur under CCTV coverage; and
- c) the number of decks of cards disabled must be recorded in a register.

The following apply to a casino operator, a keno operator, a monitoring operator and a licensed provider:

### 4.3 Disabling of gaming equipment

Where gaming equipment, other than as required by standard 4.2, is intended to be destroyed, the following must occur:

- a) a licensed gaming technician must render the gaming equipment permanently inoperable prior to its destruction;
- b) electronic gaming machine locks and processor areas must be removed;
- c) identification plates must remain on electronic gaming machines and all other serialised equipment; and
- d) photographs of the inoperable machine and identification plates must be taken and be provided to the Liquor and Gaming Branch within seven days of electronic gaming machines or fully automated table game machines being disabled.

### Destruction of equipment

The following apply to a casino operator, a keno operator, a monitoring operator and a licensed provider:

### 4.4 Witness of destruction

An agent of the licence holder must witness the destruction of gaming equipment and complete an approved statutory declaration confirming such witness to the destruction.

### 4.5 Notification

Disposal of gaming equipment must be reported to the Liquor and Gaming Branch within seven days of the equipment being disposed, including providing the completed statutory declaration, if required.

The following apply to a venue operator:

#### **4.6 Electronic gaming machines in hotels and licensed clubs**

The destruction of electronic gaming machines from a hotel or licensed club must be undertaken by a monitoring operator.



## 5. Glossary and References

| Term                           | Description  |
|--------------------------------|--|
| Approved statutory declaration | <p>A signed and witnessed declaration from the person who witnessed the destruction of gaming equipment.</p> <p>An approved statutory declaration form can be found on the Liquor and Gaming Website:<br/> <a href="https://www.treasury.tas.gov.au/Documents/Statutory%20Declaration%20-%20gaming%20equipment%20destruction.pdf">https://www.treasury.tas.gov.au/Documents/Statutory%20Declaration%20-%20gaming%20equipment%20destruction.pdf</a></p>   |
| CCTV                           | Closed circuit television.   |
| EMS                            | Electronic monitoring system.  |
| Gaming equipment               | <p>Gaming equipment is defined in the Act, and includes, but is not limited to, the following:</p> <ul style="list-style-type: none"> <li>• electronic gaming machines, EMS equipment and associated software/hardware;</li> <li>• keno equipment;</li> <li>• fully automated table game machines;</li> <li>• cards, dice, roulette balls, roulette wheels, dice cages, dice tumblers, card shufflers;</li> <li>• other table gaming equipment associated with influencing the outcome of the game; and</li> <li>• betting terminal equipment</li> </ul> |
| Identification information     | Information to identify the uniqueness of a piece of gaming equipment (such as a serial number).   |
| Identification plate           | Information affixed to gaming equipment that provides model, date of manufacture and serial number information for the gaming equipment.   |

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