
STATUTORY INSTRUMENTS

2007 No. 2158

The Categories of Gaming Machine Regulations 2007

Definition of Category D gaming machine

- 3.—(1) Where a machine is a non-money prize machine, it is a Category D machine if—
- (a) the maximum charge for use is no more than 30 pence; and
 - (b) the maximum prize value is no more than £8.
- (2) Where a machine is a money-prize machine, it is a Category D machine if—
- (a) the maximum charge for use is no more than 10 pence; and
 - (b) the maximum prize value is no more than £5.
- (3) In any other case, a machine is a Category D machine if—
- (a) the maximum charge for use is no more than 10 pence; and
 - (b) the maximum prize value is no more than £8, of which no more than £5 can be a money prize.
- (4) In paragraph (1) the reference to a non-money prize machine is to a machine in respect of which every prize which can be won as a result of using the machine is a non-money prize.
- (5) In paragraph (2) the reference to a money-prize machine is to a machine in respect of which every prize which can be won as a result of using the machine is a money prize.
- (6) Subject to paragraph (7), in this regulation “money prize” means a prize—
- (a) in the form of cash or a cheque (or partly in the form of cash and partly in the form of a cheque), or
 - (b) in the form of a document or object which—
 - (i) enables the person entitled to it to redeem its value, on the premises where the machine is made available for use, in the form of cash or a cheque (or partly in the form of cash and partly in the form of a cheque), and
 - (ii) may, but need not, also enable that person to use it to pay for goods or services available on the premises where the machine is made available for use, including facilities for gambling,
- and “non-money prize” is any prize which is not a money prize.
- (7) A document or object is not a money prize if it is something which ordinarily is capable of being used for a purpose other than one referred to in paragraph (6)(b).