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## EXPLANATORY NOTE

*(This note is not part of the Order)*

This Order specifies the maximum amount of the charge for play for a machine to which section 31 of the Gaming Act 1968 Act applies. Section 31 governs machines to which Part 3 of that Act applies (commonly known as “fruit machines” or “slot machines”) where used for gaming, either on premises licensed under that Act or on premises used by a club or miners' welfare institute registered under Part 2 or 3 of the Act. Where such a machine is made available for gaming on such premises it is commonly referred to as a jackpot gaming machine.

By virtue of the Gaming Act (Variation of Monetary Limits) (No.2) Order 1998 ([S.I.1998/2152](#)) the charge for play for such a machine cannot exceed 50 pence, and this applies irrespective of the premises on which the machine is situated. This Order revokes the 1998 Order and provides for different maximum amounts to be specified for different premises and descriptions of machine. Where a jackpot gaming machine is made available on any premises other than a casino, the maximum amount for the charge for play remains at 50 pence. In a casino, the amount varies depending on the maximum prize which the machine can pay in respect of a single game played on the machine. Where the prize cannot exceed £500 the maximum amount specified for the charge for play is £100. In any other case the maximum amount is £2.

A full Regulatory Impact Assessment of the costs and benefits of this Order is available from the Gaming and Lotteries Branch, Department for Culture, Media and Sport, 2-4 Cockspur Street, London SW1Y 5DH, telephone 020 7211 6498.