
STATUTORY INSTRUMENTS

2007 No. 2158

The Categories of Gaming Machine Regulations 2007

Interpretation

2.—(1) In these Regulations—

“Act” means the Gambling Act 2005;

“charge for use” means the amount a person pays for using a gaming machine once;

“machine” means a gaming machine within the meaning of section 235 of the Act;

“prize value” means the amount or value of any prize⁽¹⁾ which can be won as a result of use of a gaming machine once.

(2) Subject to paragraph (3), a person is to be treated for the purposes of these Regulations as using a gaming machine once, even where he uses the machine to gamble more than once, if the payment for each gamble is made before he is able to know the result of any of them.

(3) Paragraph (2) does not apply in relation to a gaming machine in respect of which—

- (a) the charge for use may only be paid by means of a single coin or token,
- (b) the coin or token must be inserted into the machine to pay the charge for use, and
- (c) whether or not a person using the machine wins a prize is determined (wholly or in part) by—
 - (i) the position in which the coin or token comes to rest after it has been inserted into the machine, together with the position of other coins or tokens which have previously been inserted into the machine to pay a charge for use, or
 - (ii) if the insertion of a single coin to pay the charge for use enables the person using the machine to release one or more tokens within the machine, the position in which such tokens come to rest after being released, together with the position of other tokens which have previously been so released.

(4) In paragraph (3) “token” means an object of money’s worth.

⁽¹⁾ “Prize” is defined in section 239 of the Gambling Act 2005.