Gaming Area Rules By-Law

(a) Purpose and application

(i) The purpose of this By-Law is to establish and enforce the Club's Gaming Area Rules at every venue owned or operated by Milton Ulladulla Ex-Servos Club Limited (the "Club"), including Milton Ulladulla Ex-Servos Club, Ulladulla and Tomakin Sports & Social Club, Tomakin.

(ii) This By-Law applies to Members, Guests and Visitors in connection with gaming machine play, gaming machine areas and access to or use of Club premises, amenities, facilities and services.

(iii) By entering a gaming machine area or participating in gaming machine play, Members and guests agree to be bound by the Gaming Area Rules and acknowledge that they have read and understood them. Gaming machine play involves the risk of financial loss. Members and guests are strongly encouraged to set a personal budget before commencing play and to gamble responsibly. It is each patron's personal responsibility to determine the time and money they are prepared to spend on gaming activities.

(b) Delegated authority

(i) The Secretary or their authorised delegate may exercise the powers in this By-Law where the Secretary or authorised delegate considers it necessary or desirable to administer or enforce the Club's Gaming Area Rules.

(c) Authorised actions

The Secretary or their authorised delegate may administer and enforce the following Gaming Area Rules:

1. You must be 18 years of age to enter the gaming floor. Management or security personnel of the Club reserve the right to request to view your Membership card or guest sign in slip at any time.

2. The Club may refuse any person the right to play, or to continue to play, a gaming machine at its discretion, at any time and without giving any reason.

3. Only Australian legal tender shall be used in gaming machines, in the denominations accepted by each individual machine. Members, Guests and Visitors must not insert damaged, defaced or unclean currency into any gaming machine. Members, Guests and Visitors must not play, or attempt to play, any gaming machine that has been marked or indicated by Club staff as being out of service or unavailable for play. No prize will be paid in respect of play conducted on any such machine.

4. A Member must not insert into a gaming machine a membership card that is not their own personal membership card to obtain loyalty points or other benefits, and must not insert their membership card into a gaming machine that is being played by another person.

5. All gaming prizes, jackpots or link payments will only be paid to the Member, Guest or Visitor who was actively playing the gaming machine at the time that the gaming prize, link and/or jackpot was won. For any winning amount of $5,000 or above, the winner must provide their full name, residential address and date of birth, verified by an approved driver licence, photo card or passport, in accordance with the Club's AML/CTF Program and record-keeping obligations.

6. Prizes or accumulated credits with a total value of five thousand dollars ($5,000) or more will be paid by crossed cheque made payable to the prize-winner or, where requested by the prize-winner and approved by the Club, by electronic funds transfer to a domestic Australian bank account held in the name of, and nominated by, the prize-winner. Prizes of $5,000 or more will not be paid in cash. Only the actual prize-winner may collect payment of a prize, which must be done in person on Club premises with such evidence of identity as the Club may require. Where a prize is awarded in a non-monetary form, no cash equivalent or alternative prize will be available to the prize-winner except as the Club may expressly specify in writing.

7. Monetary prizes and accumulated credits will be paid within 48 hours of a request for payment by the prize-winner; the Club may, in its discretion, pay part of a prize in advance of paying the balance.

8. No prize will be paid unless the winning outcome has been sighted and verified by an authorised Club employee in accordance with the Club's standard prize payment procedure. Where the Club makes payment of a prize in good faith to a person who reasonably appears to be the prize-winner or their duly authorised representative, that payment constitutes full and final discharge of the Club's liability in respect of that prize to the maximum extent permitted by law.

9. A Member, Guest or Visitor is required to report to staff immediately of any credit left on a gaming machine before they commence playing the machine.

10. Prizes are payable only to a person who, at the time of the winning play, was a Member, or a guest or temporary member lawfully on the Club's premises in accordance with the Registered Clubs Act 1976 (NSW) and the Club's Constitution.

11. A Member, Guest or Visitor may reserve a gaming machine for a maximum of eight (8) minutes, with only one (1) machine to be reserved at any given time. A Member, Guest or Visitor may not repetitively reserve a gaming machine to prevent any other person from playing.

12. The Club may reserve any number of gaming machines for a particular promotion or activity, and a person who is not entitled to play a machine under such an arrangement may not claim any prize won on that machine while it is so reserved.

13. In the instance whereby, a gaming machine pays on an illegitimate combination, overpays and or malfunctions in anyway, the Member, Guest or Visitor playing the gaming machine is to cease play immediately and report to a Club employee and the Member, Guest or Visitor is not entitled to retain any illegitimate combinations or overpays.

14. No prize is payable where a winning outcome results from, or occurs simultaneously with, a gaming machine malfunction, as determined by the Club. Payment will be withheld where the circumstances show any sign of interference with a gaming machine which may be unlawful, in breach of these Rules or otherwise improper.

15. The Club may at any time, and without prior notice, withdraw any gaming machine or progressive jackpot system from service where a malfunction, technical fault or other irregularity is detected or suspected, or where continued operation is otherwise not in the interests of the Club or its patrons. The Club accepts no liability to any Member, Guest or Visitor arising from the withdrawal of any gaming machine or system from service.

16. Tilting, rocking, moving, interfering, or damaging a gaming machine or Club property is prohibited. Any Member, Guest or Visitor involved in such activity will be liable for the cost to repair or replace damages for wilful or malicious damage.

17. A Member, Guest or Visitor must not occupy a gaming machine without playing or loiter around / behind another person playing a gaming machine.

18. A Member, Guest or Visitor must not intimidate, harass or interfere with a Member, Guest, Visitor or Employee of the Club. The Club strongly recommends that incidents of this nature be reported to Club Management or security personnel immediately.

19. A Member, Guest or Visitor must not engage in threatening or harassing behaviour toward employees of the Club or any other Member, Guest or Visitor.

20. A Member, Guest or Visitor must not offer any financial benefit/incentive to another person to:

(a) vacate a gaming machine

(b) buy a feature or a prize-winning combination

21. The Club accepts no responsibility for lost tickets and or stolen credits and recommends that under no circumstances should a gaming machine be left unattended with credits on the gaming machine.

22. Members, Guests and Visitors are responsible for all personal belongings, including cash, tickets and other valuables, at all times while on the gaming floor. Members, Guests and Visitors should ensure that all personal items are removed or secured before vacating a gaming machine.

23. The Club accepts no responsibility for any personal property, including cash or gaming tickets, that is lost, misplaced or stolen from an unattended gaming machine.

24. A Member, Guest or Visitor involved in a dispute or grievance on the Gaming floor is to contact Club Management or security to assist immediately.

25. In order to ensure the comfort of all patrons, no Member, Guest or Visitor may create undue noise or cause a disturbance on the premises. Offensive language and behaviour will not be tolerated.

26. All Members, Guests and Visitors must respect the privacy and confidentiality of other Members, Guests and Visitors.

27. Money may only be inserted into a gaming machine for the genuine purpose of playing that machine.

28. A Member, Guest or Visitor must not insert an amount into a gaming machine and cash out after no play or minimal play without reason.

29. A Member, Guest or Visitor must not deliberately split, divide or otherwise structure cash transactions — whether across multiple machines, multiple sessions, multiple cashiers or cash redemption terminals (CRTs), or across multiple persons — for the purpose of avoiding any transaction reporting threshold or any requirement to provide identification.

30. A Member, Guest or Visitor must not use a gaming machine or the Club's cashier or cash redemption terminal (CRT) for the purpose of exchanging lower denomination currency for higher denominations (cash refinement).

31. A Member, Guest or Visitor must not bring in a large quantity of cash for the purpose of denomination exchange rather than genuine gaming play.

32. A Member, Guest or Visitor must not deliberately use cash redemption terminals (CRTs) exclusively, or use different cashiers or CRTs on each occasion, for the purpose of avoiding identification, monitoring or observation by Club staff.

33. A Member, Guest or Visitor must not request that any gaming prize, jackpot, linked payment or other payout be paid by cheque, EFT or otherwise in the name of any person other than themselves.

34. Gaming machine credits and TITO tickets issued by the Club are not transferable to another person and are redeemable only by the person to whom they were issued, at the venue at which they were issued. The Club may refuse to redeem credits or tickets where satisfactory documentary proof of identity is not provided.

35. A Member, Guest or Visitor must not: (a) approach another patron and offer to purchase, acquire or exchange their TITO ticket or gaming machine credits; (b) photograph or otherwise record another patron's TITO ticket or CRT receipt; or (c) retain winning TITO tickets or payout vouchers for an unusually long period without redemption for any purpose other than genuine personal gaming.

36. A Member, Guest or Visitor must comply with any request by Club Management or staff to produce a valid driver's licence, passport or other approved photographic identification document when playing gaming machines, present in the gaming machine area, using a CRT or when collecting a payout. Providing false, misleading or unverifiable identification information is strictly prohibited. The Club may refuse or cease gaming services to any person who fails to satisfactorily comply with an identification request. The law requires the Club to collect and retain certain information about gaming machine players and prize-winners, and to provide certain information to government agencies, including AUSTRAC.

37. The Club may require a Member, Guest or Visitor to provide information and supporting evidence of their source of funds and source of wealth where required under the Club's AML/CTF Program.

38. Where the Club cannot establish a person's source of funds or source of wealth on reasonable grounds when required, the Club will not provide or complete the relevant gaming service, and the person may have their gaming machine privileges withdrawn and may be subject to disciplinary action.

39. The Member, Guest or Visitor must provide all information requested by the Club. The Club may in its absolute discretion ban a Member, Guest or Visitor from access the gaming machine areas of the Club’s venues if they do not provide all requested information to the Club.

40. A Member, Guest or Visitor on the gaming floor must not: (a) ask or require any other person to give or lend them money; (b) give or lend money to any other person; or (c) take any action to recover monies claimed from or owed by any other person.

41. A Member, Guest or Visitor must not purchase another patron's jackpot, payout or double-up, whether for full value or otherwise. A Member, Guest or Visitor must not enlist or permit another person to play a gaming machine on their behalf.

42. If you feel you are experiencing harm as a result of gambling, free and confidential support is available 24 hours a day, 7 days a week from GambleAware on 1800 858 858. Ask any staff member or the Duty Supervisor for information and support, including referral to counselling services.

43. The Club provides a self-exclusion scheme at each of its venues, allowing patrons to exclude themselves from the gaming machine areas or the Club. If you would like to self-exclude, or to obtain further information, please speak to a staff member or the Duty Supervisor.

44. These Rules cannot be varied for you personally except by a document that sets out the variation, expressly refers to these Rules and is signed by a Club officer.

45. These Rules 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 Rules.

46. A Member who breaches any of these Rules is liable to disciplinary action by the Club in addition to any disqualification from claiming a prize and any other lawful penalty and may be excluded from the gaming machine area.

47. For information about how the Club collects, uses and discloses personal information, including information collected under gaming and AML/CTF laws, please ask staff for a copy of the Club's Privacy Policy.

48. If you are dissatisfied with any matter relating to gaming machines, please ask the Duty Supervisor about the Club's complaint handling procedures.

49. The Club may withdraw or amend any of these Rules at any time in its absolute discretion. Any change becomes operative upon the posting of a notice of the change on the Club Notice Board at each venue, and may also be published on the Club's website

(d) Duration, review and variation

(i) Any action taken under this By-Law may remain in effect for so long as the Secretary or their authorised delegate considers necessary or desirable for the purposes of this By-Law.

(ii) The Secretary or their authorised delegate may review, vary or withdraw any action taken under this By-Law as circumstances require.

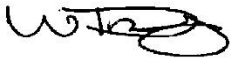
(e) Disciplinary action

Any person in violation of the Club's Gaming Area Rules will be requested to leave the venue immediately and may be subjected to further disciplinary action, including refusal of entry to or exclusion from the gaming machine area or Club premises, disqualification from claiming a prize and, in the case of a Member, disciplinary action under the Club's Constitution, in addition to any other lawful action or penalty.

By Order of the Board of Directors, Milton Ulladulla Ex-Servos Club Limited

www.ulladullaexservos.com.au

Signed:



William Drury
President
20/10/26