

Gaming Machine (Payment from Gambling Harm Prevention and Mitigation Fund—Minimum Community Contributions) Guidelines 2025 (No 1)

Disallowable instrument DI2025–37

made under the

Gaming Machine Act 2004, section 163D (Payment from gambling harm prevention and mitigation fund – minimum community contributions)

EXPLANATORY STATEMENT

The *Gaming Machine Act 2004* (the Act) provides for the establishment of a Gambling Harm Prevention and Mitigation Fund (the Fund) which is maintained by the ACT Gambling and Racing Commission (the Commission) (Gaming Machine Act section 163B).

The Fund is sourced from a 0.75 percent levy on gaming machine licensees' Gross Gaming Machine Revenue, a 0.4 percent contribution from each club's net revenue, as well as contributions from Tabcorp and Casino Canberra Limited.

There are two sections in the Act under which payments can be made from the Fund:

- a) section 163C, which provides that payments can be made from the Fund in relation to money which comes into the Fund as a required payment or as a community purpose contribution by gaming machine licensees; and
- b) section 163D which provides that payments can be made in relation to money which comes in as a minimum community contribution by gaming machine licensees.

The *Gaming Machine (Payment from Gambling Harm Prevention and Mitigation Fund—Minimum Community Contributions) Guidelines 2025 (No 1)* (the Guidelines) relate to payments made under section 163D of the Act.

Purpose of the Guidelines

The Act provides that the Minister may make Guidelines about gambling harm prevention and mitigation (Gaming Machine Act section 163D (3)).

The Commission may make a payment out of the Fund under section 163D only for a purpose set out in the Guidelines under section 163D (3), and with the written approval from the Minister.

The Guidelines made under section 163D (3) outline the purposes for which payments can be made from the Fund including:

- a) to support the development and implementation of gambling harm minimisation, reduction and prevention activities or initiatives;
- b) to support practical assistance measures to help the club sector to reduce its reliance on electronic gaming machine revenue and diversify businesses.
- c) to support studies or research which would produce findings relevant to the viability of the club sector;
- d) to support the delivery of the Government's gaming reform election commitments; and
- e) for any other related gambling harm minimisation purpose, as identified by the Minister.

In addition to consideration of the extent to which a proposal realises one or more of these purposes, proposals must also be assessed against the following mandatory criteria:

- a) make a strategic contribution to preventing and mitigating gambling harm in the ACT community, in line with government commitments and priorities; and
- b) be actionable within the ACT and directly or indirectly lead to benefit to the ACT community or a group within it.

The Guidelines are a disallowable instrument and must be presented to the ACT Legislative Assembly.