

*Draft Regulations laid before Parliament under section 355(4)(i) of the Gambling Act 2005, for approval by resolution of each House of Parliament.*

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DRAFT STATUTORY INSTRUMENTS

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**2014 No.**

**BETTING, GAMING AND LOTTERIES**

The Categories of Gaming Machine  
(Amendment) Regulations 2014

Made - - - - \*\* 2014  
Coming into force in accordance with regulation 1

The Secretary of State, in exercise of the powers conferred by sections 236 and 355(1) of the Gambling Act 2005(1), makes the following Regulations.

In accordance with section 355(4)(i) of that Act, a draft of this instrument was laid before Parliament and approved by resolution of each House of Parliament.

**Citation and commencement**

1. These Regulations may be cited as the Categories of Gaming Machine (Amendment) Regulations 2014, and come into force on the day after the day on which they are made.

**Amendments to the Categories of Gaming Machine Regulations 2007**

2.—(1) The Categories of Gaming Machine Regulations 2007(2) are amended as follows.

(2) In regulation 3(4) (definition of Category D gaming machine)—

- (a) in sub-paragraph (a), for “10 pence” substitute “20 pence”; and
- (b) in sub-paragraph (b)—
  - (i) for “£15” substitute “£20”, and
  - (ii) for “£8” substitute “£10”.

(3) In regulation 4(b) (definition of Category C gaming machine), for “£70” substitute “£100”.

(4) In regulation 5(2) (definition of Category B gaming machine)—

- (a) in sub-paragraph (a), for “£1” substitute “£2”; and
- (b) in sub-paragraph (b), for “£250” substitute “£400”.

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(1) 2005 c. 19.

(2) S.I. 2007/2158, amended by S.I. 2009/1502 and 2011/1711.

- (5) In sub-paragraph (c) of regulation 5(3), for “£1” substitute “£2”.
- (6) In regulation 5(6)—
  - (a) in sub-paragraph (a), for “£2” substitute “£5”; and
  - (b) for sub-paragraph (b), substitute—
    - “(b) the maximum prize value is—
      - (i) no more than £10,000, or
      - (ii) where the prize value available through its use is wholly or partly determined by reference to use made of one or more other sub-category B1 machines, no more than £20,000; and”.

Date

*Name*  
Parliamentary Under Secretary of State  
Department for Culture, Media and Sport

## EXPLANATORY NOTE

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

These Regulations amend the Categories of Gaming Machine Regulations 2007 (S.I. 2007/2158) (“the 2007 Regulations”) so as to increase the existing stake and prize limits for certain categories of gaming machine.

Regulation 3 of the 2007 Regulations defines a Category D gaming machine for the purposes of the Gambling Act 2005 (c. 19) (“the Act”). Regulation 2(2) of these Regulations amends the definition of a coin pusher or penny fall machine in regulation 3(4) of the 2007 Regulations so as to increase the maximum charge for use to 20 pence, the maximum prize value to £20, and the amount of the maximum prize value that may be a money prize to £10.

Regulation 4 of the 2007 Regulations defines a Category C gaming machine for the purposes of the Act. Regulation 2(3) of these Regulations amends that definition so as to increase the maximum prize value that may be won from such a machine to £100.

Regulation 5(2) of the 2007 Regulations defines a sub-Category B4 gaming machine for the purposes of the Act. Regulation 2(4) of these Regulations amends that definition so as to increase the maximum charge for use to £2 and the maximum prize value that may be won from such a machine to £400.

Regulation 5(3) of the 2007 Regulations defines a sub-Category B3A gaming machine for the purposes of the Act. Regulation 2(5) of these Regulations amends that definition so as to increase the maximum charge for use to £2.

Regulation 5(6) of the 2007 Regulations defines a sub-Category B1 gaming machine for the purposes of the Act. Regulation 2(6) of these Regulations amends that definition so as to increase the maximum charge for use to £5, and also increases the maximum prize value that may be won from such a machine. Where the prize value available through the use of such a machine is linked to the use of another sub-Category B1 gaming machine situated on the same premises, regulation 2(6) increases the maximum prize value that may be won from such a machine to £20,000; where such a machine is not so linked, the maximum prize value is increased to £10,000.

A full impact assessment as to the effect that these Regulations will have on the costs of business is available on the Government website (<https://www.gov.uk/>). This impact assessment is also published with the Explanatory Memorandum alongside the instrument on [www.legislation.gov.uk](http://www.legislation.gov.uk).

The provision contained in regulation 2 was notified in draft (Notification No.2013/0557/UK on 10 October 2013) to the European Commission in accordance with Directive 98/34/EC of the European Parliament and of the Council (OJ No L 204, 21.7.98, p.37) which, as amended by Directive 98/48/EC of the same institutions (OJ No L 217, 5.8.98, p.18), lays down a procedure for the provision of information in the field of technical standards and regulation.