

Appendix D – Categories of Gaming Machines

Section 236 of the Gambling Act 2005 provides for the Secretary of State to make regulations to define four classes of gaming machine: categories A, B, C, and D, with category B further divided into sub-categories. The regulations define the classes according to the maximum amount that can be paid for playing the machine and the maximum prize it can deliver.

The following table shows the different categories of machine and the maximum stakes and prizes that currently apply.

| Category of machine | Maximum stake (from Jan 2014)* | Maximum prize (from Jan 2014)* |
|---|---|--|
| A | No category A gaming machines are currently permitted | |
| B1 | £5 | £10,000* |
| B2 | £100 | £500 |
| B3A | £2 | £500 |
| B3 | £2 | £500 |
| B4 | £2 | £400 |
| C | £1 | £100 |
| D – non-money prize (other than a crane grab machine or a coin pusher or penny falls machine) | 30p | £8 |
| D – non-money prize (crane grab machine) | £1 | £50 |
| D – money prize (other than a coin pusher or penny falls machine) | 10p | £5 |
| D – combined money and non-money prize (other than a coin pusher or penny falls machine) | 10p | £8 (of which no more than £5 may be prize money) |
| D – combined money and non-money prize (coin pusher or penny falls machine) | 20p | £20 (of which no more than £10 may be prize money) |

* with the option of a maximum £20,000 linked progressive jackpot on a premises basis only.