

# GAMES OF SKILL NOT MUCH TO THEM, RIGHT?

Gadens Trade Promotions... can you shed some light on what we need to consider in running a game of skill? There wouldn't be much to it given they are unregulated, right?



Running your comp as a game of skill has many advantages, given that the gaming authorities don't need to get involved. However, you may be surprised to know that there are a few things to consider (legally speaking) in planning and executing your skill comp successfully.



## The FACTS

#1

**No permits needed!**  
You don't need permits for a game of skill - so they are usually cheaper, easier and faster to get off the ground

#2

**All elements of the comp must be skill based**  
If there is ANY element of chance, it automatically becomes a game of chance and you must comply with the gaming regulations - including perhaps needing a permit in some states/territories

#3

**Footy tipping - skill or chance?**  
You may be surprised to hear that footy tipping is considered skill in some states/territories and chance in other states/territories. Confusing, much?!

## HOT TIPS

1

Have Ts&Cs to govern your game of skill and to help protect the promoter

2

Comply with the Australian Consumer Law and state/territory fair trading laws - no misleading content

3

Have minimal Ts&Cs on all artwork specifying the important details that entrants need to know

## Say what?! Artwork needs mins?

Yep! At the very least include on all artwork:

*Start date & time*

*End date & time*

*Basic entry details*

*"Stand Out" conditions*

e.g. AU residents 18+ only, must keep receipt, max 3 entries, etc

*Where to find full Ts&Cs*

*Promoter's details*

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