

# Working as a gaming machine technician in SA

## Information for interstate workers

This factsheet outlines your requirements for working as a gaming machine technician in South Australia.

If your principal place of residence:

- is in another state or territory, you can use the Automatic Mutual Recognition process to work in SA under your interstate licence or approval.
- changes to SA, you must hold an SA licence or be granted approval by the SA gaming authority – not an interstate licence or approval. You can apply for an SA licence or approval under the [Mutual Recognition process](#) (rather than the automatic process).

Licences or approvals granted under mutual recognition (including via the automatic process) will appear on the [SA liquor and gaming licensing database](#) so that members of the public can verify that a person is licensed or approved to work in SA.

## Registration requirements

To be able to install, service or repair gaming machines in SA you must have either one of the following:

- a gaming machine service licence, or interstate equivalent
- approval from Consumer and Business Services (CBS) to work as a gaming machine technician, or approval from an interstate gaming authority.

Approved gaming machine technicians can be employed by a person or organisation who holds a gaming machine service licence.

## Sealing requirement

After you have installed, serviced or repaired an unsealed gaming machine, you must seal the gaming machine to prevent anyone from tampering with it.



## **Wearing ID**

While on duty at licensed premises, gaming technicians must wear an identification card that is clearly visible to other persons at the gaming venue.

## **Legislation**

- [Gaming Machines Act 1992](#)
- [Gaming Machines Regulations 2020](#)

## **Other relevant legislation**

You must comply with all applicable laws while working in South Australia, including laws relating to:

- [Approved Codes of Practice in SA](#)
- [Employing people](#)
- [State taxes](#)
- [Safe Work SA](#)