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D gaming machines

Category D machines can be located in casinos, betting shops, tracks with pool betting, bingo premises, adult gaming centres, members' clubs, miners' welfare clubs or commercial clubs, FECs, pubs, travelling fairs, and unlicensed (with permit) family entertainment centres.

However, their use in premises other than adult gaming centres, family entertainment centres, pubs and travelling fairs is unusual.

There are five different combinations of stake and prize for the various types of category D machine:

D money prize	10p	£5
D non-money prize (other than crane grab machine)	30p	£8
D non-money prize (crane grab machine)	£1	£50
D combined money and non-money prize (other than coin pusher or penny falls machines)	10p	£8 (of which no more than £5 may be a money prize)
D combined money and non-money prize (coin pusher or penny falls machine)	20p	£20 (of which no more than £10 may be a money prize)

Pubs and other alcohol licensed premises are automatically entitled to two category C or D gaming machines upon notification to the local licensing authority of their intention to make gaming machines available for use.

Licensing authorities can issue [gaming machine permits](#) which allow additional category C and D gaming machines to be provided.

Where a gaming machine permit authorises the making available of a specified number of gaming machines in particular premises, this will effectively replace, and not be in addition to, any automatic entitlement to two machines.

Members' clubs and miners' welfare institutes may site up to three machines from categories B3A, B4, C or D (only one can be B3A) with a club machine permit. Commercial clubs may site up to three machines from categories B4, C or D (not B3A machines).

Travelling fairs may site any number of category D gaming machines.

Bingo machines

Some category D gaming machines are designed or adapted to play bingo as a prize game. If you have prize gaming permit or a family entertainment centre permit you can make these machines available to play. The machines must comply with our [Gaming machine permits code of practice](#)

Licences and permits required

If you are a machine manufacturer or supplier you will need a [gaming machine technical licence](#), which type will depend on the nature of your business.

Gaming machine technical standards

For the full details of the technical standards to which this category of machine must comply see:

- [Gaming machine technical standards - complex category D](#)
- [Gaming machine technical standards - non-complex category D machines](#)
- [Gaming machine technical standards - B3, B4, C and D legacy machines](#)

All gaming machines must comply with our [gaming machine technical standards](#).

Test houses

Category B4, C, and D gaming machines can be tested via an independent laboratory or via the manufacturers own processes under strict controls.

For categories A, B1, B2, B3, B3A, B4, C, D, server networked and downloadable, cashless payment, linked progressives and wireless networks refer to the [Gaming machine testing strategy](#).

Return to player (RTP)

Category D machines must display the “theoretical target percentage return to player” unless they are of the crane grab or penny falls type.

RTP is an **average** measured over a large number of games and will vary over a typical session due to normal game volatility. It is a matter for the manufacturer to decide upon the game RTP and there is no minimum requirement but the minimum average return must be displayed to the player for the game.

There are duties to be paid on gaming machines so you should read this information in conjunction with the characteristics published by HMRC

VAT Betting and Gaming guidance