

This document has been drawn up by the Gaming Commission on the basis of Article 54 § 3.5 of the Act of 7 May 1999 on games of chance, betting, gaming establishments and protection of players.

REGISTERED ITEM

Request for denied access to class I and II gaming establishments and online gaming sites that hold a licence, introduced by an interested third party

By means of this form you can, as an interested third party, ask for the exclusion for a person suffering from a game addiction problem. Pay attention! This procedure takes more time and is more

complex than a voluntary exclusion request introduced by the person concerned himself/herself.¹ The Commission recommends therefore first to try to convince the person in question to ask voluntarily to be excluded.

This form has to be sent back to the Gaming Commission by registered post.

Carefully fill in the form below.

Contact information of the applicant:

- Name:
- Forename:
- Street: Street Nr: Box:
- Postcode: Municipality:

(Enclose a photocopy of both sides of your identity card.)

Contact information of the person for who this request is introduced:

- Name:
- Forename:
- Date of birth:
- Street: Street Nr: Box:
- Postcode: Municipality:

What is your relation to that person? (husband/wife, child, parent, friend,...)

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What are the reasons for your request?

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Give a detailed description of the game addiction problem (please continue on the back if necessary):

What games does the player play? real games games of chance and online betting

Do you have material/documents that can attest to this addiction? If so, please enclose a copy of these documents to this request.

Signature of Applicant,

Date,

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Administrative procedure relating to an exclusion request introduced by an interested third party

Summary of the Royal Decree of 21 June 2011 amending the Royal Decree of 15 December 2004 on the exclusion mode from class I and II gaming establishments (Belgian Official Journal of 15 July 2011)

"Article 1 §2. The Gaming Commission invites the player in question to put forward his/her defence. The player in question has the right to be assisted by a counsel.

§3. The Gaming Commission imposes a ban on access after having noticed the game addiction problem and communicate any necessary information to the database administrator. The data related to the excluded people are then registered in the system.

The decision of the Gaming Commission is brought to the player and the interested person's attention by registered letter or electronic recorded delivery.

§4. After a year, the player may request the Gaming Commission to lift the ban on access by registered letter or electronic recorded delivery.

§5. The Gaming Commission invites the player in question to put forward his/her defence before reaching a decision on the access ban lifting request.

The player in question has the right to be assisted by a counsel.

The Gaming Commission informs the interested person who requested the ban on access of the ban lifting request.

§6. If the Gaming Commission decides to lift the ban on access, it communicates any necessary information to the database administrator.

The data related to the above-mentioned people are then removed from the system.

The decision of the Gaming Commission is brought to the player and the interested person's attention by registered letter or electronic recorded delivery.

In case of any further questions you can contact:

Ine.VanCauwenberge@gamingcommission.be or 02/504.00.61 (Dutch)

Barbara.Masquelier@gamingcommission.be or 02/213.42.75 (French/English)

