

Key Messages



The Vision

To Build The Most Advanced Player Protection Platform In The World //

OK2PLAY

Ok2Play? is a world leading technology platform, built by Australian Tech Company, GPT, that has been developed to increase the speed of response between a patron of Dapto Leagues Club and staff, creating the pathway for connecting Dapto Leagues Club patrons to assistance in a discreet, seamless, and frictionless manner, in real time.

Social Licence

As an integral part of our community, Dapto Leagues Club has a social responsibility to our patrons, members, and community. By implementing OK2Play? we are investing in the support that we offer to the community and taking our responsibility as a community venue, seriously.

Normalise the conversation

Ok2Play? creates the journey for Dapto Leagues Club patrons to gain access to assistance quickly and normalises the conversation between the Club and our patrons, ensuring it is socially acceptable to ask for help.

Speed To Support

Ok2Play? takes away any time barrier that may be experienced by our patrons that require assistance. At the push of a button, or by scanning a QR code, a message is sent directly to senior management, who can reach out to the patron in a matter of moments. Management can then use the appropriate channels to assist the patron in gaining access to the relevant assistance.

Player Protection

By adopting the Ok2Play? technology, Dapto Leagues Club believes in 100% Player Protection for our patrons, and we are focussed on delivering a secure and supportive environment for those in need, by connecting our patrons to assistance discreetly, swiftly and in real time.

Staff Protection

As with our patrons, the protection of Dapto Leagues Club employees is equally important. We care about our people. OK2Play? will protect our people by using technology as the first step of recognition and intervention. Dapto Leagues Club is committed to being an employer of choice and this technology enables all staff to be supported by senior leaders in real time.

