



AUSTRALIAN CAPITAL TERRITORY

Gaming Machine (Amendment) Act (No. 2) 1990

No. 49 of 1990

An Act to amend the *Gaming Machine Act 1987*

[Notified in ACT Gazette S87: 10 December 1990]

The Legislative Assembly for the Australian Capital Territory enacts as follows:

Short title

1. This Act may be cited as the *Gaming Machine (Amendment) Act (No. 2) 1990*.

Commencement

2. (1) Section 1 and this section commence on the day on which this Act is notified in the *Gazette*.

(2) The remaining provisions commence on 1 January 1991.

Principal Act

3. In this Act, “Principal Act” means the *Gaming Machine Act 1987*.¹

Payments for community purposes

4. Section 58 of the Principal Act is amended by omitting “for the purposes of the Australian Capital Territory Community Development Fund Trust Account”.

NOTE

1. Ordinance No. 34, 1987 as amended by Nos. 25 and 26, 1988; Nos. 21 and 38, 1989; Act No. 14, 1989; No. 31, 1990.

NOTE ABOUT SECTION HEADING

On the day on which section 58 of the *Gaming Machine Act 1987* is amended by this Act, the heading to that section is amended by omitting “**for community purposes**” and substituting “**to the Territory**”.

[Presentation speech made in Assembly on 22 November 1990.]

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