



AUSTRALIAN CAPITAL TERRITORY

## Gaming Machine (Amendment) Act 1998

No. 14 of 1998

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### **An Act to amend the *Gaming Machine Act 1987***

*[Notified in ACT Gazette S180: 30 June 1998]*

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

**1. Short title**

This Act may be cited as the *Gaming Machine (Amendment) Act 1998*.

**2. Commencement**

This Act commences, or shall be taken to have commenced, on 1 July 1998.

**3. Principal Act**

In this Act, “Principal Act” means the *Gaming Machine Act 1987*.<sup>1</sup>

**4. Insertion**

Before section 62 of the Principal Act the following section is inserted in Part VIII:

**“61. Canberra Airport**

“(1) A licence may not be granted in relation to premises at Canberra Airport.

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“(2) An approval may not be granted under section 36 for the acquisition of a gaming machine to be operated at Canberra Airport.

“(3) In this section—

‘Canberra Airport’ means the following place, namely, Block 3, sections 17 and 28, Division of Pialligo in the District of Majura, and Blocks 587, 594, 595, 614 and 660 in that District.”.

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**NOTE**

**Principal Act**

1. Reprinted as at 31 January 1995. See also Acts Nos. 19 and 39, 1995; Nos. 13, 49, 96 and 103, 1997.

*[Presentation speech made in Assembly on 21 May 1998]*

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