



AUSTRALIAN CAPITAL TERRITORY

Gaming Machine Amendment Act 2001 (No 2)

No 74 of 2001

Notified under the Legislation Act 2001 on 14 September 2001

(see www.legislation.act.gov.au)

An Act to amend the *Gaming Machine Act 1987*

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

1 Name of Act

This Act is the *Gaming Machine Amendment Act 2001 (No 2)*.

2 Commencement

This Act commences on the day it is notified in the Gazette.

3 Act amended

This Act amends the *Gaming Machine Act 1987*.

4 Authorised activities

Section 13A is amended by omitting paragraph (c) and substituting the following paragraph:

“(c) to operate the licensed gaming machines on the licensed premises at any time when the premises are open for the sale of liquor.”.

Endnote

Act amended

- 1 Republished as in force on 1 March 1999. See also Acts 1999 Nos 35, 38, 47 and 56; 2000 No 19; 2001 No 35.

[Presentation speech made in Assembly on 6 December 2000]

I certify that the above is a true copy of the Gaming Machine Amendment Bill 2001 (No 2) which originated in the Assembly as the Gaming Machine Amendment Bill 2000 (No 2) and was passed by the Legislative Assembly on 22 August 2001.

M J McRae
Clerk of the Legislative Assembly