

Australian Capital Territory

Gaming Machine (Women's Sports) Amendment Act 2002

Act 2002 No 17

An Act to amend the Gaming Machine Act 1987

Notified under the Legislation Act 2001 on 13 June 2002 (see www.legislation.act.gov.au)

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

Authorised by the ACT Parliamentary Counsel-also accessible at www.legislation.act.gov.au

1 Name of Act

This Act is the Gaming Machine (Women's Sports) Amendment Act 2002.

2 Commencement

This Act commences on the day after its notification day.

3 Act amended

This Act amends the Gaming Machine Act 1987.

4 Approval of community contributions Section 60B (1) (b)

substitute

- (b) assisting sport or other recreational activities conducted in the Territory, or with participants predominantly based within the Territory; or
- (c) benefiting or enhancing women's sport conducted in the Territory, or with participants predominantly based within the Territory.

5 The required community contributions New section 60G (4), (5) and (6)

insert

- (4) For every \$3 of women's sport community contributions that a licensee that is a club contributes to an organisation specified under section 60B (1), the club's required community contributions must be calculated as if they had contributed \$4 of community contributions.
- (5) In subsection (4):

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women's sport community contributions means community contributions that the commission is satisfied will have the effect mentioned in section 60B (1) (c).

(6) Subsections (4) and (5) and this subsection expire on 30 June 2003.

Endnote

Republications of amended laws

For the latest republication of amended laws, see www.legislation.act.gov.au.

[Presentation speech made in Assembly on 11 April 2002]

I certify that the above is a true copy of the Gaming Machine (Women's Sports) Amendment Bill 2002 which was passed by the Legislative Assembly on 4 June 2002.

Clerk of the Legislative Assembly

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