

2003

THE LEGISLATIVE ASSEMBLY
FOR THE AUSTRALIAN CAPITAL TERRITORY

(As presented)

(Ms Kerrie Tucker)

Gaming Machine (Appropriate Premises) Amendment Bill 2003

A Bill for

An Act to amend the *Gaming Machine Act 1987*

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

1 **1 Name of Act**

2 This Act is the *Gaming Machine (Appropriate Premises)*
3 *Amendment Act 2003*.

4 **2 Commencement**

5 This Act commences on the day after its notification day.

6 *Note* The naming and commencement provisions automatically commence on
7 the notification day (see Legislation Act, s 75 (1)).

8 **3 Act amended**

9 This Act amends the *Gaming Machine Act 1987*.

10 **4 Issue or refusal of licences—clubs**
11 **Section 14A**

12 *omit*

13 subject to section 15A

14 *substitute*

15 subject to sections 15A and 20

16 **5 Section 20**

17 *substitute*

18 **20 Other conditions for issue of licences**

19 (1) The commission must not issue a licence in relation to premises if
20 the installation and use of gaming machines on the premises are
21 likely to adversely affect—

22 (a) the nature or character of the premises; or

- 1 (b) the general use of the premises or enjoyment of people using
2 the premises.
- 3 (2) The commission must not issue a licence in relation to premises to
4 which a general licence or an on licence applies unless—
- 5 (a) the premises have, for a continuous period of at least 1 year
6 immediately before the application for the gaming machine
7 licence is made, been the subject of a general licence or an on
8 licence; and
- 9 (b) for premises to which an on licence applies—the premises are
10 primarily used by people for the consumption of liquor.
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Endnotes

Republications of amended laws

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