

EXPLANATORY STATEMENT

AUSTRALIAN CAPITAL TERRITORY

GAMING MACHINE (AMENDMENT) ORDINANCE (NO. 2) 1988

No. 26, 1988

Section 4 of the Gaming Machine Ordinance 1987 (“the Principal Ordinance”) restricts multi-coin gaming machines to machines that will receive coins of a denomination not exceeding 10 cents. Multi-coin machines are machines designed so that the player may elect to play 1 or more coins (not exceeding 5) at the same time. In New South Wales, multi-coin machines may receive 20 cent coins.

The Gaming Machines (Amendment) Ordinance (No. 2) 1988 (“the Ordinance”) amends the Principal Ordinance to allow multi-coin gaming machines which receive 20 cent coins in the ACT. This brings the situation in the Territory into line with that of New South Wales.

Details of the Ordinance are as follows.

Section 1 provides that the Ordinance may be cited as the Gaming Machine (Amendment) Ordinance (No. 2) 1988

Section 2 provides that the Ordinance shall come into operation on 1 July 1988.

Section 3 amends the definition of “multi-coin machine” in section 4 of the Principal Ordinance to allow machines which receive coins of a denomination not exceeding 20 cents to be multi-coin machines.

Authorised by the Minister for the Arts
and Territories