# GAMING MACHINE (ALLOCATION) AMENDMENT BILL 2003 

EXPLANATORY STATEMENT

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## Outline

The Gaming Machine (Allocation) Amendment Bill 2003 (The Bill) will amend the Gaming Machine Act 1987 (The Act). The Bill enables Hotels and Taverns access to class B and C gaming machines. The Bill further reserves 192 class B and C gaming machines for Hotels and Taverns and 5008 class B and C gaming machines for licensed clubs.

## Clause Notes

Clause 1 - Name of Act - Provides that upon enactment, the Bill will be titled the Gaming Machine (Allocation) Amendment Act

Clause 2 - Commencement - provides that the provisions of the Bill will commence on the day after notification day.

Clause 3 - Act Amended - provides that the Bill will amend the Gaming Machine Act 1987

Clause 4 - Conditions for issue of license - Gaming Machines section 18(2) and (3) Substitutes a new 18(2), (3) and (4).
Subsection 2 provides that for premises to which a general licence applies, the premises is entitled to no more than 10 class $B$ and class $C$ gaming machines if the premises contain at least 12 rooms that are for use as residential accommodation for lodgers and, if the premises do not contain rooms for use as residential accommodation for lodgers or contain less than 12 rooms for lodgers, then the premises are entitled to no more than 2 class $B$ and class $C$ gaming machines.

Subsection 3 provides that premises to which an on license applies are entitled to up to 2 class B and class C gaming machines.

Subsection 4 ensures that a license for gaming machines cannot be issued for a premise to which an on license applies unless the license is stated to be for the primary purpose of running a tavern/bar.

Clause 5 - New section 23 B (2) sets the current cap for Gaming Machines at 5008 in licensed clubs and 5,200 on all licensed premises. This ensures 192 gaming machines are reserved for allocation to premises that have a general license or an on license and that are entitled to gaming machine pursuant to Clause 4 of this Bill.

