

2013

THE LEGISLATIVE ASSEMBLY
FOR THE AUSTRALIAN CAPITAL TERRITORY

(As presented)

(Mr Shane Rattenbury)

Gaming Machine Amendment Bill 2013

A Bill for

An Act to amend the *Gaming Machine Act 2004*

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

1 **1 Name of Act**

2 This Act is the *Gaming Machine Amendment Act 2013*.

3 **2 Commencement**

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

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

7 **3 Legislation amended**

8 This Act amends the *Gaming Machine Act 2004*.

9 **4 Approval of gaming machines and peripheral equipment**
10 **New section 69 (2A)**

11 *insert*

12 (2A) Also, the commission must not approve any of the following under
13 subsection (1):

- 14 (a) a gaming machine or peripheral equipment for a gaming
15 machine that allows the use of an audio device if the use of the
16 device is not designed or intended primarily to assist a person
17 with a hearing impairment;
- 18 (b) a gaming machine prescribed by regulation;
- 19 (c) peripheral equipment for a gaming machine prescribed by
20 regulation.

21 **5 Section 69 (4), new definition of *audio device***

22 *insert*

23 *audio device* means an earphone, earpiece, headphone, headset or
24 any other device to convert signals from a gaming machine to
25 audible sound delivered to the ear of a person playing the machine
26 to the exclusion of everyone else.

Endnotes

1 Presentation speech

Presentation speech made in the Legislative Assembly on 14 February 2013.

2 Notification

Notified under the [Legislation Act](#) on 2013.

3 Republications of amended laws

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