

2000

THE LEGISLATIVE ASSEMBLY FOR THE
AUSTRALIAN CAPITAL TERRITORY

TREASURY AND INFRASTRUCTURE LEGISLATION
AMENDMENT BILL 2000

SUPPLEMENTARY EXPLANATORY MEMORANDUM

Amendment moved by Gary Humphries MLA

Treasurer

**Details of the amendment to the Treasury and Infrastructure Legislation
Amendment Bill 2000, moved by the Treasurer, Gary Humphries MLA**

Summary

In July this year a majority of Members consented to the making of the Goods and Services Tax Consequential Regulations 2000, under the *Goods and Services Tax (Temporary Transitional Provisions) Act 2000*. This regulation modified subsection 58A(1) of the *Gaming Machine Act 1987* to correct a timing issue with regard to the adjustment of gaming machine taxes to account for the GST.

Section 4 of the Treasury and Infrastructure Legislation Amendment Bill 2000 (the Bill) provides a permanent amendment to the Gaming Machine Act to clarify that the GST must have already been paid by gaming machine operators on their margins in order to claim against their ACT gambling tax liability.

As the GST (Temporary Transitional Provisions) Act only provides for the making of temporary transitional arrangements with respect to the implementation of the GST, the effect of the regulation is limited in time to 31 October 2000. It is therefore essential that the Bill commence from 1 November 2000. As a result of the suspension of the Assembly sittings from 10 October until 17 October 2000 inclusive, it was not possible to debate and pass the Bill before 1 November 2000. This floor amendment will provide for a retrospective commencement date for Clause 4 of 1 November 2000.

This floor amendment will not impact on gaming machine operators in any way, but will maintain the regulation's effect, and provide ongoing certainty for gaming machine operators. No other provision in the Bill is affected.



Amendment Notes

1. Clause 2, Subclause (2), Page 2, line 3

This proposes an amendment to provide that Section 4 of the Bill is taken to have commenced on 1 November 2000.

