

2002

**THE LEGISLATIVE ASSEMBLY FOR THE
AUSTRALIAN CAPITAL TERRITORY**

GAMING MACHINE (CAP) AMENDMENT BILL 2002

EXPLANATORY MEMORANDUM

Circulated by the authority of the Minister for
Sport, Racing and Gaming

Ted Quinlan MLA

Gaming Machine (Cap) Amendment Bill 2002

Formal Clauses

Clauses 1, 2 and 3 are formal requirements and refer to the short title of the Bill, its commencement and identifies the Principal Act as the *Gaming Machine Act 1987*.

Interpretation

Clause 4 amends subsection 23A(2) of the Principal Act by changing the expiry date of Division 2A of the Principal Act from 30 June 2002 to 30 June 2003.

Division 2A generally relates to the restriction on the number of gaming machines permitted to be licensed in the Territory. The maximum number will remain unchanged at 5,200.

Revenue/Cost Implications

The Bill will not have any revenue or cost implications for the ACT Government or the gaming machine licensees in the ACT.

