



Australian Capital Territory

Gaming Machine (Problem Gambling Assistance) Amendment Act 2010

A2010-52

An Act to amend the *Gaming Machine Act 2004*

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

J2010-424

Authorised by the ACT Parliamentary Counsel—also accessible at www.legislation.act.gov.au

1 Name of Act

This Act is the *Gaming Machine (Problem Gambling Assistance) Amendment Act 2010*.

2 Commencement

This Act commences on 1 July 2011.

Note The naming and commencement provisions automatically commence on the notification day (see Legislation Act, s 75 (1)).

3 Legislation amended

This Act amends the *Gaming Machine Act 2004*.

4 New division 11.2

insert

Division 11.2 Problem gambling assistance fund

163A Required payment to problem gambling assistance fund

- (1) A licensee is liable to pay the required percentage of the licensee's gross revenue for each month to the problem gambling assistance fund.
- (2) The *required percentage* is—
 - (a) 0.6%; or
 - (b) if the Minister determines a different percentage under subsection (3)—that percentage.
- (3) The Minister may determine a percentage for subsection (2) (b).
- (4) A determination is a disallowable instrument.

Note A disallowable instrument must be notified, and presented to the Legislative Assembly, under the Legislation Act.

- (5) The amount required to be paid for a month is payable on the 7th day after the end of the month.

Note A licensee must give the commission a monthly return relating to the licensee's gross revenue (see s 162).

163B Problem gambling assistance fund

- (1) The commission must open and maintain a banking account (the *problem gambling assistance fund*).
- (2) A payment out of the fund may be made only for a purpose the commission is satisfied will assist in—
- (a) alleviating problem gambling; or
 - (b) alleviating the disadvantages that arise from problem gambling; or
 - (c) providing or ascertaining information about problem gambling.

Examples

- 1 counselling for problem gamblers
- 2 education and awareness about harms caused by excessive gambling
- 3 assisting problem gamblers to exclude themselves from gambling venues
- 4 self-help information about problem gambling
- 5 research about problem gambling

Note An example is part of the Act, is not exhaustive and may extend, but does not limit, the meaning of the provision in which it appears (see Legislation Act, s 126 and s 132).

- (3) In this section:

banking account means an account with an authorised deposit-taking institution that is, or is substantially the same as, a bank account.

163C Annual reporting about problem gambling assistance fund

The commission must include the following information in its annual report under the *Annual Reports (Government Agencies) Act 2004*:

- (a) the amounts that were paid into the fund during the year;
- (b) who paid the amounts;
- (c) the amounts that were paid out of the fund during the year;
- (d) who the amounts were paid to;
- (e) the purposes for which the amounts were paid.

5 Dictionary, new definition of *problem gambling assistance fund*

insert

problem gambling assistance fund—see section 163B.

Endnotes

1 Presentation speech

Presentation speech made in the Legislative Assembly on 22 September 2010.

2 Notification

Notified under the Legislation Act on 15 December 2010.

3 Republications of amended laws

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

I certify that the above is a true copy of the Gaming Machine (Problem Gambling Assistance) Amendment Bill 2010, which was passed by the Legislative Assembly on 8 December 2010.

Acting Clerk of the Legislative Assembly

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