



Australian Capital Territory

Gaming Machine Amendment Act 2012 (No 2)

A2012-50

An Act to amend the *Gaming Machine Act 2004*

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

1 Name of Act

This Act is the *Gaming Machine Amendment Act 2012 (No 2)*.

2 Commencement

- (1) Section 3 commences on the day after this Act's notification day.

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

- (2) Section 4 commences immediately after the later of—
- (a) the day after this Act's notification day; and
 - (b) the commencement of the *Gaming Machine Amendment Act 2012*, section 18.
- (3) Section 5 commences immediately after the later of—
- (a) the day after this Act's notification day; and
 - (b) the commencement of the *Gaming Machine Amendment Act 2012*, section 29.

3 Legislation amended

This Act amends the *Gaming Machine Act 2004*.

**4 Licence amendment—applications
Section 22 (2) (a)**

omit

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substitute

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**5 Offence—ATM allowing withdrawals exceeding \$250
Section 153A (2) (b)**

omit

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substitute

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Endnotes

1 Presentation speech

Presentation speech made in the Legislative Assembly on 27 November 2012.

2 Notification

Notified under the [Legislation Act](#) on 5 December 2012.

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 Amendment Bill 2012 (No 2), which originated in the Legislative Assembly as the Gaming Machine Amendment Bill 2012 and was passed by the Assembly on 29 November 2012.

Clerk of the Legislative Assembly

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