

Gaming Machine (Amendment) Bill 1989

A BILL

FOR

An Act to amend the *Gaming Machine Act 1987*

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

Short title

- 5 1. This Act may be cited as the *Gaming Machine (Amendment) Act 1989*.

Principal Act

2. In this Act, "Principal Act" means the *Gaming Machine Act 1987*.

Distribution of income from gaming machines

- 10 3. Section 57 of the Principal Act is amended—
- (a) by omitting from subsection (4) the definition of "prescribed percentage" and substituting the following definition:
- 15 "prescribed percentage", in relation to a licensee, means:
- (a) where the licensee is a club—12.5 per cent or such other percentage as is determined by the Minister by instrument; or
- (b) where the licensee is not a club—30 per cent or such other percentage as is determined by the Minister by instrument."; and

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(b) by adding at the end the following subsections:

“(5) A determination under paragraph (a) or (b) of the definition of “prescribed percentage” in subsection (4) may prescribe different percentages in respect of amounts of gross revenue that form different portions of the total gross revenue derived by the licensee from the operation of gaming machines during a month. 5

“(6) A determination under paragraph (a) or (b) of the definition of “prescribed percentage” in subsection (4) is a disallowable instrument for the purposes of section 10 of the *Subordinate Laws Act 1989*.”. 10

NOTE

1. Ordinance No. 34, 1987 as amended by Nos. 25 and 26, 1988; Nos. 21 and 38, 1989.