2013

THE LEGISLATIVE ASSEMBLY FOR THE AUSTRALIAN CAPITAL TERRITORY

(As presented)

(Minister for Racing and Gaming)

Gaming Machine (Red Tape Reduction) Amendment Bill 2013

A Bill for

An Act to amend the Gaming Machine Act 2004

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

page 2

1	1	Name of Act
2		This Act is the Gaming Machine (Red Tape Reduction) Amendment Act 2013.
4	2	Commencement
5		This Act commences on the day after its notification day.
6 7		Note The naming and commencement provisions automatically commence on the notification day (see Legislation Act, s 75 (1)).
8	3	Legislation amended
9		This Act amends the Gaming Machine Act 2004.
0 1 2	4	Decision on application for approval to acquire gaming machines Section 100 (2) (f)
3		omit
4	5	Sections 101 and 102
5		omit
6 7	6	Undisbursed jackpots Section 144 (3)
8		omit
9		is forfeited
20		substitute
21		is a debt owing

	_		
1	7		Section 144 (3) (b)
2			omit
3			the amount
4			substitute
5			an arrangement
6	8		New section 144 (4)
7			insert
8 9 10		(4)	The commission must extend the 4-week period mentioned in subsection (3) (b) if satisfied that the extension is needed for a good reason.
11 12			Note The commission may extend the period even if it has ended (see Legislation Act, s 151C).
13 14	9		Reviewable decisions Schedule 1, item 48
15			omit
16	10		Dictionary, definition of financial arrangement
17			omit

Endnotes

page 4

1 Presentation speech

Presentation speech made in the Legislative Assembly on 24 October 2013.

2 Notification

Notified under the Legislation Act on

2013.

3 Republications of amended laws

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

© Australian Capital Territory 2013

Gaming Machine (Red Tape Reduction) Amendment Bill 2013