

# Gaming Machine (New Maximum Number of Authorisations) Notice 2016 (No 2)

Notifiable instrument NI2016-514

made under the

*Gaming Machine Act 2004*, subsection 10(3) (Maximum number of authorisations for gaming machines allowed in ACT)

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## 1 Name of instrument

This instrument is the *Gaming Machine (New Maximum Number of Authorisations) Notice 2016 (No 2)*.

## 2 Commencement

This instrument commences on the day after notification on the ACT Legislation Register.

## 3 Notice

As at 30 June 2016, the maximum number of authorisations for gaming machines is **4,986**.

*Note 1:* The formula for the maximum number of authorisations under subsection 10(1) of the *Gaming Machine Act 2004* is  $SN - (NS + NC + NF)$ .

*Note 2:* The *Gaming Machine (Maximum Number of Authorisations) Notification 2015 (No 1)* - NI2015-496 sets **SN** as **5,022** with the relevant day being 31 August 2015.

*Note 3:* **NS** is **0**: the total number of authorisations surrendered after the relevant day.

*Note 4:* **NC** is **0**: the total number of authorisations cancelled after the relevant day.

*Note 5:* **NF** is **36**: the total number of authorisations forfeited to the Territory after the relevant day.

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