

Australian Capital Territory

Gaming Machine (New Maximum Number of Authorisations) Notice 2016 (No 1)

Notifiable instrument NI2016-89

made under the

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

1 Name of instrument

This instrument is the *Gaming Machine (New Maximum Number of Authorisations) Notice 2016 (No 1)*.

2 Commencement

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

3 Notice

As at 17 February 2016, the maximum number of authorisations for gaming machines is **4,994**.

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 **28**: the total number of authorisations forfeited to the Territory after the relevant day.

Lesley Maloney
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ACT Gambling and Racing Commission

18 February 2016