

**THE LEGISLATIVE ASSEMBLY FOR THE AUSTRALIAN
CAPITAL TERRITORY**

GAMING MACHINE AMENDMENT BILL 2000 (No 2)

EXPLANATORY MEMORANDUM

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Explanatory Memorandum

OUTLINE

This is an amending Bill. It amends the *Gaming Machine Act 1987*, referred to in the amending Bill as the Principal Act.

This amending Bill will prevent 24-hour gaming machine operations and restrict gaming machine operations to the times that premises are open for the sale of liquor.

Liquor Regulations 1979 in force under the *Liquor Act 1975* prescribe the times for sale or supply of liquor. In relation to the sale of liquor for consumption on a licensed premises, there is an enforced break between 4am-7am or 5am-8am each day.

FORMAL CLAUSES

Clauses 1, 2 and 3 are formal requirements. They refer to the short title of the Bill, commencement and definition of the Principal Act.

AUTHORISED ACTIVITIES

The aim of **clause 4** is to remove the option for licensed clubs to operate gaming machines at any time the premises are open. Instead it is proposed to restrict gaming machine operations to during the times that licensed premises are permitted to sell liquor.