

2003

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

GAMING MACHINE (CAP) AMENDMENT BILL 2003

EXPLANATORY STATEMENT

Circulated by the authority of the Minister for
Sport, Racing and Gaming

Ted Quinlan MLA

Gaming Machine (Cap) Amendment Bill 2003

Formal Clauses

Clause 1 refers to the name of this Act as the *Gaming Machine (Cap) Amendment Act 2003*.

Clause 2 refers to the commencement of this Act as the day after its notification day.

Clause 3 identifies the Principal Act being amended as the *Gaming Machine Act 1987*.

Application

Clause 4 amends subsection 23A(2) of the Principal Act by changing the expiry date of Division 2A of the Principal Act from 30 June 2003 to 30 June 2005.

Division 2A generally relates to the restriction on the number of gaming machines permitted to be licensed in the Territory. The maximum number will remain unchanged at 5,200.

The extension of the expiry date of Division 2A will allow the Government sufficient time to complete its review of the Principal Act without having changes to current legislation that may pre-empt the outcome of the review.

Revenue/Cost Implications

It is expected that the current level of the cap at 5,200 gaming machines will be sufficient to meet demand and community expectations until the full review of the *Gaming Machine Act 1987* has been completed by Government. On this basis, the *Gaming Machine (Cap) Amendment Act 2003* will not have any revenue or cost implications for the ACT Government or the gaming machine licensees in the ACT.

