

NORTHERN TERRITORY OF AUSTRALIA
GAMING MACHINE AMENDMENT ACT 2002

Act No. 55 of 2002

TABLE OF PROVISIONS

Section

1. Short title
2. Commencement
3. Principal Act
4. Definitions
5. Repeal and substitution
 36. Community contribution by clubs
6. Gaming machine community benefit levy
7. Repeal
8. Disposition of fees etc.
9. Transfer of moneys in defunct Gaming Machine Community Benefit Fund
10. Neighbourhood information not required



NORTHERN TERRITORY OF AUSTRALIA

Act No. 55 of 2002

AN ACT

to amend the *Gaming Machine Act*

[Assented to 10 October 2002]
[Second reading 20 August 2002]

The Legislative Assembly of the Northern Territory enacts as follows:

1. Short title

This Act may be cited as the *Gaming Machine Amendment Act 2002*.

2. Commencement

This Act comes into operation on the commencement of the *Gaming Control Amendment Act 2002*.

3. Principal Act

The *Gaming Machine Act* is in this Act referred to as the Principal Act.

4. Definitions

Section 3 of the Principal Act is amended by inserting after the definition of "Commission" the following:

"'Community Benefit Fund' means the Community Benefit Fund maintained under section 68A of the *Gaming Control Act*;"

5. Repeal and substitution

Section 36 of the Principal Act is repealed and the following substituted:

"36. Community contribution by clubs

"(1) The Minister may issue guidelines about the contribution the Minister expects clubs that are licensees will make to the community.

"(2) The Director may require a club that is a licensee to provide the Director with the information the Director considers appropriate to assess the contribution that the club is making to the community and, in particular, its contribution through gaming machines.

"(3) A club must comply with a requirement under subsection (2).

Penalty: 100 penalty units."

6. Gaming machine community benefit levy

Section 150 of the Principal Act is amended by omitting subsection (4).

7. Repeal

Section 151 of the Principal Act is repealed.

8. Disposition of fees etc.

Section 156 of the Principal Act is amended –

(a) by omitting from subsection (3)(b) "Gaming Machine Community Benefit Fund" and substituting "Community Benefit Fund"; and

(b) by omitting subsection (4).

9. Transfer of moneys in defunct Gaming Machine Community Benefit Fund

Any moneys that, immediately before the commencement of this Act, were credited to the Gaming Machine Community Benefit Fund are, by virtue of this section, transferred to the Community Benefit Fund.

10. Neighbourhood information not required

A club that is a licensee is not, and is taken never to have been, required to comply with section 36 of the Principal Act as in force immediately before the commencement of this Act.