

Serial 286
Gaming Machine Amendment Bill 2000
Mr Baldwin

**A BILL
for
AN ACT**

to amend the *Gaming Machine Act*

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NORTHERN TERRITORY OF AUSTRALIA
GAMING MACHINE AMENDMENT ACT 2000

No. of 2000

TABLE OF PROVISIONS

Section

1. Short title
2. Commencement
3. Principal Act
4. Application for gaming machine licence
5. Consideration of applications
6. Changes in circumstances of applicants and licensees
7. Director to provide gaming machines, etc.
8. Director may alter or remove gaming machines, etc.
9. Installation and storage of gaming machines
10. Gaming machines not to be played if not installed in gaming machine area
11. Installation of electronic monitoring systems
12. Possession, etc., of gaming machines and restricted components by licensees
13. Purchase of gaming equipment, etc.
14. Use of gaming machines not provided to licensees
15. Gaming machine tax

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NORTHERN TERRITORY OF AUSTRALIA

No. of 2000

AN ACT

to amend the *Gaming Machine Act*

[Assented to 2000]
[Second reading 2000]

The Legislative Assembly of the Northern Territory enacts as follows:

1. Short title

This Act may be cited as the *Gaming Machine Amendment Act 2000*.

2. Commencement

This Act comes into operation on the date fixed by the Administrator by notice in the *Gazette*.

3. Principal Act

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

4. Application for gaming machine licence

Section 24 of the Principal Act is amended by adding at the end of subsection (3)(k) "and details of arrangements that have been made for supplying the gaming machines".

5. Consideration of applications

Section 25 of the Principal Act is amended –

- (a) by inserting after subsection (3)(a) the following:

Gaming Machine Amendment Act 2000

"(aa) the suitability of arrangements that the applicant has made for gaming machines to be supplied under the proposed gaming machine licence;"

- (b) by omitting from subsection (12) "by the Director" and substituting "under the gaming machine licence".

6. Changes in circumstances of applicants and licensees

Section 27 of the Principal Act is amended –

- (a) by omitting from subsection (3)(c) "bankruptcy; or" and substituting "bankruptcy;"

- (b) by omitting from subsection (3)(d) "administration." and substituting "administration; or"; and

- (a) by inserting after subsection (3)(d) the following:

"(e) the licensee changes the arrangements under which gaming machines are supplied under the gaming machine licence."

7. Director to provide gaming machines, etc.

Section 39 of the Principal Act is amended by omitting from subsection (1) "the Director" and "a licensee" and substituting "if the Director has agreed to provide gaming machines to a licensee, the Director" and "the licensee", respectively.

8. Director may alter or remove gaming machines, etc.

Section 40 of the Principal Act is amended –

- (a) by inserting in subsection (1) "by the Director" after "provided"; and
- (b) by inserting in subsection (2)(a) and (b) "provided by the Director" after "gaming machine".

9. Installation and storage of gaming machines

Section 83 of the Principal Act is amended by omitting from subsection (1) "under section 39 and 40" and substituting "under the gaming machine licence".

10. Gaming machines not to be played if not installed in gaming machine area

Section 84 of the Principal Act is amended by omitting from subsection (1) "by the Director" and substituting "under the gaming machine licence".

Gaming Machine Amendment Act 2000

11. Installation of electronic monitoring systems

Section 86 of the Principal Act is amended –

- (a) by inserting in subsection (2) "or a person approved by the Director" after "Director";
- (b) by inserting in subsection (3) "or approved by the Director under subsection (2)" after "on behalf of the Director";
- (c) by inserting in subsection (4)(a) "or a person approved by the Director under subsection (2)" after "Director"; and
- (d) by inserting in subsection (5) "or a person approved by the Director under subsection (2)" after "Director".

12. Possession, etc., of gaming machines and restricted components by licensees

Section 125 of the Principal Act is amended by omitting from subsection (1)(a), (2)(a) and (3) "by the Director" and substituting "under the gaming machine licence".

13. Purchase of gaming equipment, etc.

Section 128 of the Principal Act is amended –

- (a) by omitting from subsection (1)(f) "gaming machines or"; and
- (b) by omitting from subsection (1)(h) "disposing of obsolete devices, sell" and substitute "disposing of devices, sell or lease".

14. Use of gaming machines not provided to licensees

Section 140 of the Principal Act is amended by omitting from subsection (1) "that is not provided by the Director to a licensee" and substituting "unless it is provided under a gaming machine licence".

15. Gaming machine tax

Section 149 of the Principal Act is amended by adding at the end the following:

"(4) The percentage prescribed for the purposes of subsection (3) may vary depending on the amount of gross monthly profit."

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