



Australian Capital Territory

Gaming Machine Amendment Act 2013

A2013-9

An Act to amend the *Gaming Machine Act 2004*

The Legislative Assembly for the Australian Capital Territory enacts as follows:

1 Name of Act

This Act is the *Gaming Machine Amendment Act 2013*.

2 Commencement

This Act commences on the day after its notification day.

Note The naming and commencement provisions automatically commence on the notification day (see [Legislation Act](#), s 75 (1)).

3 Legislation amended

This Act amends the *Gaming Machine Act 2004*.

**4 Approval of gaming machines and peripheral equipment
New section 69 (2A)**

insert

- (2A) Also, the commission must not approve a gaming machine or peripheral equipment for a gaming machine under subsection (1) that allows the use of an audio device if the use of the device is not designed or intended primarily to assist a person with a hearing impairment.

5 Section 69 (4), new definition of *audio device*

insert

audio device means an earphone, earpiece, headphone, headset or any other device to convert signals from a gaming machine to audible sound delivered to the ear of a person playing the machine to the exclusion of everyone else.

Endnotes

1 Presentation speech

Presentation speech made in the Legislative Assembly on 14 February 2013.

2 Notification

Notified under the [Legislation Act](#) on 27 March 2013.

3 Republications of amended laws

For the latest republication of amended laws, see www.legislation.act.gov.au.

I certify that the above is a true copy of the Gaming Machine Amendment Bill 2013, which was passed by the Legislative Assembly on 21 March 2013.

Clerk of the Legislative Assembly

© Australian Capital Territory 2013