



Australian Capital Territory

Gaming Machine (Red Tape Reduction) Amendment Act 2014

A2014-5

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 (Red Tape Reduction) Amendment Act 2014*.

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 Decision on application for approval to acquire gaming machines
Section 100 (2) (f)**

omit

5 Sections 101 and 102

omit

**6 Undisbursed jackpots
Section 144 (3)**

omit

is forfeited

substitute

is a debt owing

7 Section 144 (3) (b)

omit

the amount

substitute

an arrangement

8 New section 144 (4)

insert

- (4) The commission must extend the 4-week period mentioned in subsection (3) (b) if satisfied that the extension is needed for a good reason.

Note The commission may extend the period even if it has ended (see [Legislation Act](#), s 151C).

**9 Reviewable decisions
Schedule 1, item 48**

omit

10 Dictionary, definition of *financial arrangement*

omit

Endnotes

1 Presentation speech

Presentation speech made in the Legislative Assembly on 24 October 2013.

2 Notification

Notified under the [Legislation Act](#) on 27 March 2014.

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 (Red Tape Reduction) Amendment Bill 2014, which originated in the Legislative Assembly as the Gaming Machine (Red Tape Reduction) Amendment Bill 2013 and was passed by the Assembly on 18 March 2014.

Clerk of the Legislative Assembly

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