

Gaming Machines Amendment (Multi-terminal Gaming Machines in Clubs) Act 2013 No 34

[2013-34]



New South Wales

Status Information

Currency of version

Repealed version for 3 June 2013 to 3 June 2013 (accessed 28 November 2024 at 2:47)

Legislation on this site is usually updated within 3 working days after a change to the legislation.

Provisions in force

The provisions displayed in this version of the legislation have all commenced.

Notes—

- **Repeal**

The Act was repealed by sec 30C of the [Interpretation Act 1987 No 15](#) with effect from 4.6.2013.

Authorisation

This version of the legislation is compiled and maintained in a database of legislation by the Parliamentary Counsel's Office and published on the NSW legislation website, and is certified as the form of that legislation that is correct under section 45C of the [Interpretation Act 1987](#).

File last modified 4 June 2013

Gaming Machines Amendment (Multi-terminal Gaming Machines in Clubs) Act 2013 No 34



New South Wales

Contents

Long title	3
1 Name of Act	3
2 Commencement	3
Schedule 1 Amendment of Gaming Machines Act 2001 No 127	3

Gaming Machines Amendment (Multi-terminal Gaming Machines in Clubs) Act 2013 No 34



New South Wales

An Act to amend the *Gaming Machines Act 2001* to allow certain clubs to keep up to 5 multi-terminal gaming machine player terminals.

1 Name of Act

This Act is the *Gaming Machines Amendment (Multi-terminal Gaming Machines in Clubs) Act 2013*.

2 Commencement

This Act commences on the date of assent to this Act.

Schedule 1 Amendment of *Gaming Machines Act 2001 No 127*

[1] Section 61 Clubs may keep multi-terminal gaming machines

Omit “section 61A” from section 61 (1) and (2) wherever occurring.

Insert instead “sections 61A and 61B”.

[2] Section 61A Limit on number of MTGMs in clubs

Omit “An application” from section 61A (1).

Insert instead “Except as provided by section 61B, an application”.

[3] Section 61B

Insert after section 61A:

61B MTGMs in clubs with not more than 33 gaming machine entitlements

A club may be authorised to keep up to (but not more than) 5 player terminals that form part of the MTGMs kept on the club premises but only if the total number of gaming machine entitlements held in respect of the club licence for the time being is not more than 33.

[4] Schedule 1 Savings, transitional and other provisions

Insert at the end of clause 1 (1):

any other Act that amends this Act