



New South Wales

Gaming Machines Amendment (Multi-terminal Gaming Machines in Clubs) Bill 2013

Explanatory note

This explanatory note relates to this Bill as introduced into Parliament.

Overview of Bill

The object of this Bill is to amend the *Gaming Machines Act 2001* (the *principal Act*) to allow clubs that hold no more than 33 gaming machine entitlements to keep, as part of the total number of approved gaming machines that may be authorised to be kept by the club, up to 5 player terminals that form part of multi-terminal gaming machines (or *MTGMs*).

A MTGM is a gaming machine that is equipped with more than one player terminal as it is designed to be played by more than one player at a time. Each such player terminal is taken to be a separate gaming machine for the purposes of the principal Act and accordingly each player terminal is counted as part of the total number of gaming machines that may be kept by a club. That total number cannot exceed the number of gaming machine entitlements held by the club.

Outline of provisions

Clause 1 sets out the name (also called the short title) of the proposed Act.

Clause 2 provides for the commencement of the proposed Act on the date of assent to the proposed Act.

Schedule 1 Amendment of Gaming Machines Act 2001

Schedule 1 [3] will allow the Independent Liquor and Gaming Authority to authorise a club 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 no more than 33 gaming machine entitlements are held for the time being by the club. In such a case, the usual 15% limit under section 61A of the principal Act on the number of MTGM player terminals in the club will not apply. **Schedule 1 [1] and [2]** are consequential amendments.

Schedule 1 [4] will enable regulations of a savings or transitional nature to be made as a consequence of the proposed Act.