

Passed by both Houses



New South Wales

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

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I certify that this public bill, which originated in the Legislative Assembly, has finally passed the Legislative Council and the Legislative Assembly of New South Wales.

*Clerk of the Legislative Assembly.
Legislative Assembly,
Sydney, , 2013*



New South Wales

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

Act No , 2013

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

I have examined this bill and find it to correspond in all respects with the bill as finally passed by both Houses.

Assistant Speaker of the Legislative Assembly.

The Legislature of New South Wales enacts:

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