

**Gaming Machine (Compulsory Surrender)
Amendment Bill 2024**

Amendments to be moved by Andrew Braddock

1
Clause 1
Page 2, line 1—

omit clause 1, substitute

1 Name of Act

This Act is the *Gaming Machine Amendment Act 2024*.

2
Clause 2
Page 2, line 4—

omit clause 2, substitute

2 Commencement

- (1) This Act (other than the following provisions) commences on the day after its notification day:
- sections 7A to 7C
 - section 11A
 - sections 15 and 16.

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

- (2) Sections 7A to 7C and 11A commence on—
- (a) 1 July 2028; or
 - (b) if, before 1 July 2028, the Minister fixes another day by written notice—the day fixed.
- Note* A single day or time may be fixed, or different days or times may be fixed, for the commencement of different provisions (see Legislation Act, s 77 (1)).
- (3) If the Minister fixes a day under subsection (2) (b), the day fixed must be at least 12 months after the day the notice is notified.
- (4) Sections 15 and 16 commence 3 months after this Act’s notification day.
- (5) The Legislation Act, section 79 (Automatic commencement of postponed law) does not apply to sections 7A to 7C and 11A.

3
Clause 3, note
Page 2, line 10—

omit the note, substitute

Note This Act also amends other legislation (see s 15, s 16 and sch 1).

4
Proposed new clauses 7A to 7C
Page 10, line 18—

insert

7A **Section 66 heading**

substitute

66 **Definitions—Act and pt 5**

7B Section 66 (2) and note

substitute

(2) In this part:

net loss amount, for a person playing 1 or more gaming machines in the ACT, means the amount the person is to be limited to losing within a playing period, less any winnings paid to the person, that is not more than the amount prescribed by regulation.

playing period means the period prescribed by regulation within which the person may play 1 or more gaming machines.

pre-commitment system, for a gaming machine, means an electronic, computer or communications system approved by the commission that, by connecting with equipment or devices that identify a person intending to play the machine—

- (a) requires the person to set a net loss amount; and
- (b) allows the person to set a period for playing 1 or more gaming machines that is not more than the playing period; and
- (c) does not allow the person to play a gaming machine if the person reaches—
 - (i) the net loss amount set by the person; or
 - (ii) the playing period or lesser period set by the person.

(3) An approval mentioned in subsection (1) or (2) is a notifiable instrument.

66A Connection and operation of CMS

(1) The CMS must—

- (a) be connected to each gaming machine installed and operated at a licensee's authorised premises not later than the date prescribed by regulation; and
- (b) include, or operate with—
 - (i) the pre-commitment system; and

- (ii) the exclusion register; and
 - (c) require breaks prescribed by regulation in continuous gaming machine play (the *required breaks*).
- (2) The CMS must not allow a gaming machine connected to the CMS to be operated by a person (other than an approved technician), unless—
 - (a) the person operates the gaming machine only with an ACT player card issued to the person; and
 - (b) the person is not excluded from operating the gaming machine under either of the following:
 - (i) a deed of exclusion signed by the person under the *Gambling and Racing Control (Code of Practice) Regulation 2002*, schedule 1, section 1.13;
 - (ii) a notice of exclusion given to the person by the licensee of the authorised premises under the *Gambling and Racing Control (Code of Practice) Regulation 2002*, schedule 1, section 1.14; and
 - (c) the person has not yet reached either of the following limits:
 - (i) the net loss amount set by the person;
 - (ii) the playing period or lesser period set by the person; and
 - (d) within the playing period or lesser period set by the person, the gaming machine does not operate for the person during a required break.
- (3) In this section:

ACT player card, means a card or other device issued to a person who does not hold an ACT player card that—

 - (a) is used with a gaming machine instead of money; and
 - (b) records, or enables the recording of, gaming credits available to a person; and

- (c) operates with a security measure known only to the person to whom the card is issued.

Examples—security measures

passphrase, password, PIN

exclusion register—see the *Gambling and Racing Control (Code of Practice) Regulation 2002*, section 20.

gaming credits means the funds available through an ACT player card for gaming machine play or redemption.

redeems—a licensee **redeems** gaming credits on an ACT player card if the licensee gives the holder an equivalent amount of money in exchange for the credits.

**7C Regulations about CMS
Section 67 (2)**

substitute

- (2) A regulation under each of the following provisions must be made and commence in accordance with subsection (3):
- (a) section 66 (2), definition of **net loss amount**;
 - (b) section 66 (2), definition of **playing period**;
 - (c) section 66A (1) (a);
 - (d) section 66A (1) (c);
 - (e) section 67 (1).
- (3) A regulation under a provision mentioned in subsection (2) must commence not later than—
- (a) 1 July 2028; or
 - (b) if this subsection commences on a day earlier than 1 July 2028—the earlier day.
- (4) Subsections (2) and (3) and this subsection expire on 30 June 2029.

5
Proposed new clause 11A
Page 11, line 11—

insert

11A Dictionary, new definitions

insert

net loss amount, for part 5 (Centralised monitoring system)—see section 66 (2).

playing period, for part 5 (Centralised monitoring system)—see section 66 (2)

pre-commitment system, for part 5 (Centralised monitoring system)—see section 66 (2).

6
Proposed new clauses 15 and 16
Page 11, line 21—

insert

**15 Gambling and Racing Control (Code of Practice)
Regulation 2002
New section 27**

insert

27 Review of operating times of gaming machines

- (1) Within 6 months after the day this section commences, the Minister must—
 - (a) review the operation and effectiveness of the amendment to schedule 1, section 1.27B made by the *Gaming Machine Amendment Act 2024*; and
 - (b) present a report of the review to the Legislative Assembly.
- (2) This section expires 12 months after the day it commences.

16 **Gambling and Racing Control (Code of Practice)**
Regulation 2002
Schedule 1, section 1.27B

omit

4 am and 9 am

substitute

2 am and 10 am
