



**Short title**

1. This Act may be cited as the Gaming Control (Amendment) Act, 2003.

**Amendment of section 13**

2. Section 13 of the Gaming Control Act 2000, No. 29 is amended by —

(a) deleting the full stop occurring at the end of subsection (1) and by inserting the following:

“or is a person who operated a gaming machine prior to the commencement of this Act and has the approval of the Authority to continue to do so pursuant to subsections (4) and (5).”;

(b) adding the following subsections after subsection (3):

“(4) A person who operated a gaming machine prior to the commencement of this Act may apply to the Authority for approval to continue to operate the gaming machine until the life of the particular machine has expired and the Authority may subject to subsection (5) grant the approval.

(5) The approval of the Authority shall be in writing and shall be subject to conditions specified by the Authority and to the condition that the person shall not import any parts for the gaming machine, or any new gaming machines unless in accordance with the other provisions of this Act.

(6) Where a person breaches the conditions of an approval given pursuant to subsections (4) and (5), the Authority may revoke the approval.

(7) In this section —

“operate a gaming machine” means to do any thing listed in subsection(1)(a), (c) or (d) and “operated a gaming machine” shall be construed accordingly.”.

No.5 ]                      *Gaming Control (Amendment) Act*                      [ 2003.

Passed in the House of Assembly this 12th day of November, 2002.

MATTHEW ROBERTS,  
*Speaker of the House of Assembly.*

Passed in the Senate this 20th day of December, 2002.

HILFORD DETERVILLE,  
*President of the Senate.*