

**House of Assembly—No 86**

As laid on the table and read a first time, 22 November 2007

South Australia

**Gaming Machines (Hours of Operation)  
Amendment Bill 2007**

A BILL FOR

An Act to amend the *Gaming Machines Act 1992*.

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The Parliament of South Australia enacts as follows:

## Part 1—Preliminary

### 1—Short title

This Act may be cited as the *Gaming Machines (Hours of Operation) Amendment Act 2007*.

### 5 2—Commencement

This Act will come into operation on 1 July 2008.

### 3—Amendment provisions

In this Act, a provision under a heading referring to the amendment of a specified Act amends the Act so specified.

## 10 Part 2—Amendment of *Gaming Machines Act 1992*

### 4—Amendment of section 27—Conditions

Section 27(7)(b)(ii)—delete subparagraph (ii) and substitute:

- (ii) that gaming operations cannot be conducted on the premises between 3 a.m. and 9 a.m. on any other day.

## 15 Schedule 1—Transitional provision

### 1—Transitional provision

- (1) In this clause—

*gaming machine licence* means a gaming machine licence under the *Gaming Machines Act 1992*.

- 5
- (2) If, on the commencement of this Act, a gaming machine licence does not include a condition that ensures that gaming operations cannot be conducted pursuant to the licence between 3 a.m. and 9 a.m. on any day, the conditions to which the licence is subject will be taken to be varied by force of this clause to the extent necessary to ensure that gaming operations cannot be conducted between those times.
  - (3) A variation under subclause (2) does not affect any other times during which gaming operations cannot be conducted under the conditions of a gaming machine licence.