

South Australia

Gaming Machines (Extension of Freeze) Amendment Act 2004

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

Contents

Part 1—Preliminary

- 1 Short title
- 2 Amendment provisions

Part 2—Amendment of *Gaming Machines Act 1992*

- 3 Amendment of s 14A—Freeze on Gaming Machines
 - 4 Amendment of Schedule 3—Special provision for licence for Roosters Club Incorporated
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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 (Extension of Freeze) Amendment Act 2004*.

2—Amendment provisions

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

Part 2—Amendment of *Gaming Machines Act 1992*

3—Amendment of s 14A—Freeze on Gaming Machines

Section 14A(6)—delete subsection (6) and substitute:

- (6) This section remains in force until 15 December 2004 and then expires.

4—Amendment of Schedule 3—Special provision for licence for Roosters Club Incorporated

Schedule 3, section 1(2)—delete "31 May 2004" and insert:

15 December 2004