

South Australia

Gaming Machine (Approvals) Variation Regulations 2017

under the *Gaming Machines Act 1992*

Contents

Part 1—Preliminary

- 1 Short title
- 2 Commencement
- 3 Variation provisions

Part 2—Variation of *Gaming Machines Regulations 2005*

- 4 Variation of regulation 15—Approval of gaming machines and games (section 40 of Act)
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Part 1—Preliminary

1—Short title

These regulations may be cited as the *Gaming Machine (Approvals) Variation Regulations 2017*.

2—Commencement

These regulations come into operation on the day on which they are made.

3—Variation provisions

In these regulations, a provision under a heading referring to the variation of specified regulations varies the regulations so specified.

Part 2—Variation of *Gaming Machines Regulations 2005*

4—Variation of regulation 15—Approval of gaming machines and games (section 40 of Act)

- (1) Regulation 15(4)—delete "For" and substitute:

Subject to subregulation (4a), for

- (2) Regulation 15—after subregulation (4) insert:

(4a) Subregulation (4) does not apply in relation to a gaming machine or a game to be played on a gaming machine (as the case requires) if—

- (a) the gaming machine or game is already approved or taken to have been approved under section 40 of the Act; and

- (b) the Commissioner is satisfied that it is not economically viable to modify the gaming machine or game to comply with the *Australian and New Zealand Gaming Machine National Standard* version 10.0 (or any subsequent version) as modified by the relevant Appendix.

Note—

As required by section 10AA(2) of the *Subordinate Legislation Act 1978*, the Minister has certified that, in the Minister's opinion, it is necessary or appropriate that these regulations come into operation as set out in these regulations.

Made by the Governor's Deputy

with the advice and consent of the Executive Council
on 25 July 2017

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