

South Australia



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ELIZABETHAE II REGINAE
A.D. 2002

**GAMING MACHINES (LIMITATION ON EXCEPTION TO FREEZE)
AMENDMENT ACT 2002**

No. 5 of 2002

[Assented to 25 July 2002]

An Act to amend the Gaming Machines Act 1992.

SUMMARY OF PROVISIONS

1. Short title
2. Amendment of s. 14A—Freeze on gaming machines
3. Transitional provision

The Parliament of South Australia enacts as follows:

Short title

1. (1) This Act may be cited as the *Gaming Machines (Limitation on Exception to Freeze) Amendment Act 2002*.

(2) The *Gaming Machines Act 1992* is referred to in this Act as "the principal Act".

Amendment of s. 14A—Freeze on gaming machines

2. Section 14A of the principal Act is amended by inserting in subsection (2)(b)(i) "in the same locality as the premises from which the licence was removed" after "premises".

Transitional provision

3. The amendments effected by section 2 apply in respect of applications for a gaming machine licence made on or after 8 May 2002 or made, but not determined, before that date.