

South Australia



ANNO QUADRAGESIMO NONO  
ELIZABETHAE II REGINAE  
A.D. 2000

**GAMING MACHINES (FREEZE ON GAMING MACHINES)  
AMENDMENT ACT 2000**

No. 85 of 2000

[Assented to 14 December 2000]

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An Act to amend the Gaming Machines Act 1992.

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**SUMMARY OF PROVISIONS**

1. Short title
2. Insertion of s. 14A
  - 14A. Freeze on gaming machines

**The Parliament of South Australia enacts as follows:**

**Short title**

1. (1) This Act may be cited as the *Gaming Machines (Freeze on Gaming Machines) Amendment Act 2000*.

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

**Insertion of s. 14A**

2. The following section is inserted in Division 2 of Part 3 of the principal Act before section 15:

**Freeze on gaming machines**

14A. (1) Despite any other provision of this Act, the Commissioner cannot grant an application for—

- (a) a gaming machine licence; or
- (b) approval to increase the number of gaming machines to be operated under a gaming machine licence,

if the application was made on or after 7 December 2000.

(2) However, subsection (1) does not apply to any of the following applications for a gaming machine licence:

- (a) an application made by a person referred to in section 15(1)(d), if the premises in question are (or were, immediately prior to the surrender or revocation of the relevant liquor licence) the subject of a gaming machine licence;
- (b) an application made by the holder of a gaming machine licence who surrenders that licence so that a new one may be granted to the applicant following—
  - (i) removal of his or her liquor licence to new premises; or
  - (ii) the surrender of his or her liquor licence for the grant of another liquor licence of a different class,

pursuant to the *Liquor Licensing Act 1997*.

(3) A licence granted on an application of a kind referred to in paragraph (a) or (b) of subsection (2) cannot authorise the licensee to possess a number of gaming machines greater than the maximum number authorised to be possessed by the gaming machine licence referred to in that paragraph.

(4) Despite any other provision of this Act, a person whose application for a gaming machine licence or for approval to increase the number of gaming machines to be operated under a gaming machine licence had not been determined as at 7 December 2000 cannot, after that date, seek to vary the application so as to increase the number of gaming machines sought to be operated by the applicant (and any application for such a variation will be taken to be void and of no effect).

(5) Any grant by the Commissioner of an application to which subsection (1) applies will be taken to be void and of no effect.

(6) This section expires on 31 May 2001.