

Gaming Acts (Amendment) Bill

EXPLANATORY MEMORANDUM

PART 1—PRELIMINARY

Clause 1 sets out the purpose of the Act, which is to make miscellaneous amendments to gaming and betting legislation, and refers to some specific amendments.

Clause 2 provides for the commencement of the various provisions of the Act.

PART 2—AMENDMENT OF THE CASINO CONTROL ACT 1991

Clause 3 specifies that the Principal Act for the purposes of Part 2 is the **Casino Control Act 1994**.

Clause 4 inserts definitions of “gaming operator”, “operator” and “venue operator”.

Clause 5 amends section 45A of the Principal Act to provide for an application by a licensed bingo employee for a casino special employee’s licence to be expedited.

Clause 6 amends sections 52 and 53 of the Principal Act to insert a power to suspend a casino special employee’s licence, where the employee has been charged with an offence in one of the specified categories, and to provide corresponding power for the Authority to take disciplinary action where the person has been convicted or found guilty of such an offence.

Clause 7 is a statute law revision amendment.

Clause 8 corrects a reference in the **Casino (Management Agreement) Act 1993**.

PART 3—AMENDMENT OF THE GAMING MACHINE CONTROL ACT 1991

Clause 9 specifies that the Principal Act for the purposes of Part 3 is the **Gaming Machine Control Act 1991**.

Clause 10—

—inserts definitions of “casino operator” and “operator”; and

—amends the definition of “gaming machine” to specify that it does not include a lucky envelope vending machine under the **Lotteries Gaming and Betting Act 1966**.

Clause 11 amends section 8 of the Principal Act to extend the purposes for which display permits may be issued for gaming machines to take in trade exhibitions and television and theatrical purposes.

Clause 12 amends section 27 of the Principal Act to enable fees to be charged for cost recovery of processing applications for amendment of a venue operator’s licence and modification of gaming machine areas.

Clause 13 amends section 30 of the Principal Act to insert a power to suspend a venue operator’s licence, if the venue operator or an associated person has been charged with an

offence in one of the specified categories, and to provide corresponding power for the Authority to take disciplinary action where the person has been convicted or found guilty of such an offence.

Clause 14 amends section 52 of the Principal Act to insert a power to suspend a special employee's licence, where the employee has been charged with an offence in one of the specified categories, and to provide corresponding power for the Authority to take disciplinary action where the person has been convicted or found guilty of such an offence.

Clause 15 amends section 46 of the Principal Act to clarify the meaning of "on duty" for the purposes of that section.

Clause 16 amends section 56 of the Principal Act to provide for an application by a licensed bingo employee for a special employee's or technician's licence to be expedited.

Clause 17 amends section 77 of the Principal Act to make licensed technicians and gaming operators accountable for the proper installation of gaming equipment at an approved venue.

Clause 18 inserts a delegation power for the Victorian Casino and Gaming Authority ("the Authority") to enable all licensing and disciplinary matters which concern special employees to be determined by a committee of three members.

Clause 19 is a statute law revision amendment.

PART 4—AMENDMENT OF THE CLUB KENO ACT 1993

Clause 20 specifies that the Principal Act for the purposes of Part 4 is the **Club Keno Act 1993**.

Clause 21 amends section 5 of the Principal Act to increase the amount which must be returned to the players in club keno games.

Clause 22 amends section 7 of the Principal Act to reduce the tax rate on club keno.

PART 5—AMENDMENT OF THE GAMING AND BETTING ACT 1994

Clause 23 specifies that the Principal Act for the purposes of Part 5 is the **Gaming and Betting Act 1994**.

Clause 24 amends section 70 of the Principal Act to extend the Authority's powers to approve totalisator equipment to equipment which is used in connection with an approved betting competition.

Clause 25 amends section 85 of the Principal Act to make explicit provision for a police member of the Authority.

Clause 26 amends section 92A of the Principal Act to remove a superfluous reference.

PART 6—AMENDMENT OF THE LOTTERIES GAMING AND BETTING ACT 1966

Clause 27 specifies that the Principal Act for the purposes of Part 6 is the **Lotteries Gaming and Betting Act 1966**.

Clause 28 inserts a delegation power for the Authority to enable certain licensing and disciplinary matters to be heard and determined by a committee of three members.

Clause 29 provides for appointment of gaming investigators to be by the Director of Gaming and Betting, instead of by the Minister.

Clause 30 amends the definition of “lucky envelope vending machine” in section 6AA of the Principal Act to specify that it does not include a gaming machine within the meaning of the **Gaming Machine Control Act 1991**.

Clause 31 inserts a new section 6FLA in the Principal Act to provide for the issue of a provisional operator’s licence.

Clause 32 inserts a new section 6FTA in the Principal Act to provide for an application for a bingo employee’s licence by a licensed technician or casino or gaming special employee to be expedited.

Clause 33 inserts a new section 6FUA in the Principal Act to provide for the issue of a provisional bingo employee’s licence.

Clause 34 amends section 6FZA of the Principal Act to correct a reference.

Clause 35 amends sections 18, 23 and 66B of the Principal Act to provide for gaming offences in another State or a Territory to be declared to be laws corresponding to the offences in those sections.

Clause 36 contains statute law revision amendments.

