

Gaming Machine Control (Community Support Fund) Bill

EXPLANATORY MEMORANDUM

- Clause 1 sets out the purpose of the Bill. The purpose of the Bill is to streamline the allocation of funds from the Community Support Fund.
- Clause 2 provides that the Act is to commence on the day that it receives Royal Assent.
- Clause 3 defines the Principal Act as the **Gaming Machine Control Act 1991**.
- Clause 4 substitutes the existing section 138 (4) of the Principal Act with a new section 138 (4). This new sub-section specifies that funds in the Community Support Fund may be applied by the Minister in the following ways—
- firstly, an amount determined by the Minister to the Research and Development Fund;
 - secondly, payment for or towards the provision of any one or more of the following purposes (including the administration costs incidental to or consequential upon fulfilling such purposes and expenditure on capital works for such purposes):
 - programs for the prevention of compulsive gambling or for the treatment or rehabilitation of compulsive gamblers;
 - programs for the treatment or rehabilitation of those who are addicted to or abuse drugs;
 - educational programs relating to drug addiction or drug abuse;
 - programs for financial counselling services or support and assistance for families in crisis;
 - programs for the benefit of youth;
 - research or pilot programs relating to community advancement programs;
 - programs for the benefit of sport or recreation;
 - programs for the promotion or benefit of the arts;

programs establishing tourist destinations or for the promotion of tourism;
any other programs or purposes for the support or advancement of the
community as determined by the Minister.

Clause 5 is a transitional provision and provides that the amendments made do not
apply to money applied by the Minister before the commencement of the Bill.