South Australia

ANNO QUINQUAGESIMO PRIMO
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]

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.