

NORFOLK



ISLAND

# **GAMING MACHINES ACT 1986**

**Act No 23 of 1986**

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**Gaming Machines Act 1986**  
**Act No 23 of 1986**

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An Act relating to gaming machines

[Assented to 15 August 1986]

**BE IT ENACTED** by the Legislative Assembly of Norfolk Island as follows —

**Short title**

1. This Act may be cited as the Gaming Machines Act 1986.

**Commencement**

2. This Act shall come into operation on a date fixed by the Administrator by notice published in the Gazette.

**Interpretation**

3. (1) In this Act, unless the contrary intention appears —

“gaming machine” includes —

- (a) an apparatus intended or designed for playing a game of chance by inserting in the apparatus a token on the chance that this, either alone or in conjunction with the operation of some part of the apparatus, will result in the apparatus discharging tokens;
- (b) a prescribed apparatus; and
- (c) a part of a gaming machine,

whether or not skill is required to operate the gaming machine;

“import”, in relation to Norfolk Island, means —

- (a) in the case of an object carried to Norfolk Island on a ship - the unloading of the object from the ship for carriage to the shore; and



- (b) in the case of an object carried to Norfolk Island on an aircraft - the unloading of the object from the aircraft;

“token” includes —

- (a) currency, whether made of paper or metal, of a country; and
- (b) objects —
  - (i) obtained; or
  - (ii) that may be redeemed or exchanged, for money or money’s worth.

### **Importation of gaming machines**

4. (1) A person shall not import a gaming machine into Norfolk Island.

Penalty: 5 penalty units.

(2) A gaming machine imported into Norfolk Island in contravention of subsection (1) is forfeited to the Administration.

(3) A person who has in the person's possession a gaming machine imported into Norfolk Island in contravention of subsection (1) commits an offence.

Penalty: 5 penalty units.

(4) For the purposes of subsection (3), a person shall be taken to have a gaming machine in his possession if the person knowingly has the gaming machine in a place in the occupation, possession or control of the person.

### **Offences by body corporate**

5. (1) Where a body corporate contravenes or is guilty of an offence against this Act, an officer of the body corporate who was in any way, by act or omission, directly or indirectly, knowingly concerned in or party to the conduct constituting the offence, is also guilty of the offence.

(2) For the purposes of subsection (1), “officer”, in relation to a body corporate, includes a director, secretary, executive officer, manager or employee of the body corporate.

### **Regulations**

6. The Administrator may make regulations, not inconsistent with this Act, prescribing matters —

- (a) required or permitted by this Act to be prescribed; or
- (b) necessary or convenient to be prescribed for carrying out or giving effect to this Act.

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