



New South Wales

Gaming Machines Amendment (Advertising Exclusions) Regulation 2008

under the

Gaming Machines Act 2001

Her Excellency the Governor, with the advice of the Executive Council, has made the following Regulation under the *Gaming Machines Act 2001*.

KEVIN GREENE, M.P.,
Minister for Gaming and Racing

Explanatory note

The object of this Regulation is to amend the *Gaming Machines Regulation 2002* to exclude certain advertising from the prohibition on gaming machine advertising. The advertising is produced by the Gaming Technologies Association as part of an awareness campaign designed to promote responsible gaming machine play.

This Regulation is made under the *Gaming Machines Act 2001*, including sections 43 and 210 (the general regulation-making power).

2008 No 538

Clause 1 Gaming Machines Amendment (Advertising Exclusions) Regulation 2008

Gaming Machines Amendment (Advertising Exclusions) Regulation 2008

under the

Gaming Machines Act 2001

1 Name of Regulation

This Regulation is the *Gaming Machines Amendment (Advertising Exclusions) Regulation 2008*.

2 Amendment of Gaming Machines Regulation 2002

The *Gaming Machines Regulation 2002* is amended by inserting at the end of clause 41 (1) (g):

or

- (h) in the publication entitled “Responsible Gaming Machine Play” published by the Gaming Technologies Association in August 2008, or
- (i) in the video presentation known as “Gaming Machine Information” produced by the Gaming Technologies Association in August 2008,

BY AUTHORITY