

Gambling (Class 4 Banking) Regulations 2006

(SR 2006/40)

Preamble

At Wellington this 6th day of March 2006

Pursuant to section 371 of the Gambling Act 2003, Her Excellency the Governor-General, acting on the advice and with the consent of the Executive Council and on the advice of the Minister of Internal Affairs after consultation with persons or organisations that appear to the Minister to be representative of the interests of persons likely to be substantially affected by these regulations, makes the following regulations.

Contents

		Page
1	Title	1
2	Commencement	1
3	Interpretation	2
4	Banking of gaming machine profits	2

1 Title

These regulations are the Gambling (Class 4 Banking) Regulations 2006.

2 Commencement

These regulations come into force on the 28th day after the date of their notification in the *Gazette*.

Note

These regulations are administered in the Department of Internal Affairs.

3 Interpretation

In these regulations, unless the context otherwise requires,—
Act means the Gambling Act 2003
gaming machine profits has the meaning given to it in section 104(5) of the Act.

4 Banking of gaming machine profits

For the purposes of section 104 of the Act, a venue manager must bank all gaming machine profits within 5 working days beginning on the day that the profits are, or ought to be, calculated.

Diane Morcom,
Clerk of the Executive Council.

Explanatory note

This note is not part of the regulations, but is intended to indicate their general effect.

These regulations, which come into force on the 28th day after the date of their notification in the *Gazette*, provide that the profits made from gaming machines in class 4 venues must be banked within 5 working days, beginning on the day that the profits are calculated. Game rules will require that profits are to be calculated for successive 7-day periods, Monday to Sunday inclusive.

Issued under the authority of the Acts and Regulations Publication Act 1989.
Date of notification in *Gazette*: 9 March 2006.
