RACING, GAMING AND LIQUOR

RA301

Gaming and Wagering Commission Act 1987

Gaming and Wagering Commission Amendment Regulations 2017

Made by the Governor in Executive Council.

1. Citation

These regulations are the *Gaming and Wagering Commission Amendment Regulations 2017*.

2. Commencement

These regulations come into operation as follows —

- (a) regulations 1 and 2 on the day on which these regulations are published in the *Gazette*;
- (b) the rest of the regulations on the day after that day.

3. Regulations amended

These regulations amend the Gaming and Wagering Commission Regulations 1988.

4. Regulation 8A replaced

Delete regulation 8A and insert:

8A. Gaming on cruise ships

(1) In this regulation —

cruise ship means —

- (a) a vessel that
 - (i) has a minimum capacity of 100 passenger berths; and
 - (ii) is conducting a scheduled deep water cruise; and
 - (iii) is transiting through Western Australian ports from and to locations overseas or interstate:

or

- (b) a vessel that
 - (i) has a minimum capacity of 100 passenger berths; and
 - (ii) is conducting a scheduled deep water cruise that departed from the Port of Fremantle; and
 - (iii) is transiting through the Port of Bunbury, the Port of Geraldton or any other Western Australian port south of the Port of Bunbury or north of the Port of Geraldton; and
 - (iv) is scheduled to remain at a port referred to in subparagraph (iii) for a period of at least 6 hours before continuing with the remainder of the deep water cruise.
- (2) For the purposes of section 46(2A), gaming on a cruise ship is prescribed if
 - (a) the cruise ship is outside a distance of12 nautical miles from a scheduled destinationwhere the cruise ship is to berth or anchor; and
 - (b) the gaming is operated only as an ancillary service on the cruise ship.

5. Regulation 18C amended

In regulation 18C(1) in the definition of *cruise ship* delete paragraph (a) and insert:

(a) has a minimum capacity of 100 passenger berths; and

K. H. ANDREWS, Clerk of the Executive Council.