

Gaming Control Amendment (Dealing With Stolen Money) Bill 2025

Introduced by Kristie Johnston MP

Clause Notes

Clause 1 **Short title**

Specifies the name of the name of the Act.

Clause 2 **Commencement**

Specifies that the Act commences on the day on which this it receives Royal Assent.

Clause 3 **Principal Act**

Specifies that the Act being amended by the Bill is the *Gaming Control Act 1993*.

Clause 4 **Division 3A inserted – *Dealing with stolen money*** **112KA Interpretation of division**

Inserts definitions relevant to the amendments.

112KB Duty to report stolen money to police officer

Introduces a duty for a relevant licence holder to report to a police officer if they suspect on reasonable grounds a person intends to or has participated in gaming with money that has been stolen. This simply extends the existing duty on venues to report suspicion of money laundering.

112KC Making of gaming compensation order

Allows a court to make an order requiring a licence holder to pay compensation to a victim if the offender is found guilty of stealing from the victim and some or all of the stolen money was used to participate in gaming.

112KD Amount of compensation payable

(2) Stipulates that in making a compensation order the compensation must not exceed the amount that was stolen from the victim.

(3) Ensures that a victim is compensated fully and promptly by the licence holder under the *Gaming Control Act 1993*, and is not to be discounted by the amount an offender is required to pay under the *Sentencing Act 1997* (see S112KE).

(4) Stipulates the court is not bound by the rules of evidence and can inform itself as it considers appropriate.

112KE Effect on rights to recover damages

(1) This provision allows the licence holder to ‘stand in the shoes of the victim’ so be entitled to be repaid any amount still to be paid by the offender via an order made against them under the *Sentencing Act*. This provision is necessary to ensure the victim is not double-compensated.

(2) A person is still entitled to recover damages for injury, loss, destruction or damage if those are not covered by a gaming compensation order.

112KF Enforcement of gaming compensation order

This provision makes gaming compensation orders payable under the *Monetary Penalties Enforcement Act 2005* and enforceable under Supreme Court and Magistrates Court powers.

112KG Transitional provision

Allows a court to make a gaming compensation order for offences already committed, except where a sentence has already been passed.

Clause 5

Repeal of Act

This standard self-repeal clause provides that the amendment Act automatically repeals on the first anniversary of the date of the commencement. This only occurs after the amendments have been incorporated into the Principal Act and does not ‘undo’ the amendments made under this Bill.