

Gaming Machine Reforms

DEFINITIONS

GMT

(Gaming Machine Threshold) – the maximum number of gaming machines a venue can operate

GME

(Gaming Machine Entitlement) – the license for each individual gaming machine

SA2

(Statistical Area Level 2) – small local areas as defined by the Australian Bureau of Statistics

LGA

(Local Government Area) – broader geographic regions, usually comprising multiple SA2s

Bands 1, 2 and 3 –

the classification of all SA2s based on the potential harm for additional gaming machines going into the area, with Band 1 being lowest risk and Band 3 being highest

LIA –

Local Impact Assessment

