

2000 BILL 208

Fourth Session, 24th Legislature, 49 Elizabeth II

THE LEGISLATIVE ASSEMBLY OF ALBERTA

BILL 208

**GAMING AND LIQUOR
AMENDMENT ACT, 2000**

MRS. MacBETH

First Reading

Second Reading

Committee of the Whole

Third Reading

Royal Assent

Bill 208
Mrs. MacBeth

BILL 208

2000

GAMING AND LIQUOR AMENDMENT ACT, 2000

(Assented to , 2000)

HER MAJESTY, by and with the advice and consent of the
Legislative Assembly of Alberta, enacts as follows:

Amends SA
1996 cG-0.5

1 The *Gaming and Liquor Act* is amended by this Act.

**2 Section 1(1) is amended by adding the following after
clause (i):**

(i.1) "Gaming Secretariat" means the Alberta Gaming
Secretariat established under section 42.01;

**3(1) Section 37(1) is amended by adding "Subject to the
requirements in section 37.1," before "The board may".**

Explanatory Notes

1 Amends chapter G-0.5 of the Statutes of Alberta, 1996.

2 Definition added.

3(1) Section 37 presently reads:

37(1) The board may, with or without a hearing, issue a gaming licence or a facility licence if

(a) the board considers it appropriate to do so,

(b) the applicant is eligible to receive the licence,

(c) the requirements of this Act for issuing the licence have been met, and

(d) issuing the licence will not cause the maximum number of licences established by the board to be exceeded.

(2) A facility licence may only be issued in respect of one facility.

(2) The following is added after section 37:

Municipal approval

37.1 Prior to the board issuing a gaming licence or a facility licence under section 37,

- (a) the board must, within 30 days of receiving an application, forward the application to the municipality in which the activity prescribed in the licence would occur, and
- (b) that municipality must pass a resolution approving the new facility licence or gaming licence.

4 The following is added after section 40:

Public tender

40.1 All acquisitions of gaming supplies by the Commission must be made by public tender.

5 The following is added after section 42:

Alberta Gaming Secretariat

Gaming Secretariat established

42.01(1) There is hereby established the Alberta Gaming Secretariat.

(2) The purposes of the Gaming Secretariat are

- (a) to advise, report to and to make recommendations to the Minister on matters relating to gaming,
- (b) to conduct research and public consultation on the social and economic effects of gaming,
- (c) to foster awareness and to encourage public discussion on matters relating to
 - (i) gaming addiction,
 - (ii) organized crime and gaming,
 - (iii) the effects of gaming on children and families.

(3) The Gaming Secretariat shall make its recommendations to the Government through the Minister.

(2) Requirement for municipal approval of gaming and facility licences.

4 Public tender.

5 Gaming Secretariat established.

(4) The Minister shall, within 3 days of receipt of the recommendations from the Gaming Secretariat, lay a copy of those recommendations before the Legislative Assembly if it is sitting, and if it is not then sitting, shall make public the recommendations.

Gaming
Secretariat
members

42.02(1) The Gaming Secretariat shall consist of not more than 9 members appointed by the Lieutenant Governor in Council for a term not exceeding 3 years.

(2) At least one member of the Gaming Secretariat shall be appointed from each of the following:

- (a) Members of the Legislative Assembly who are members of the governing party;
- (b) Members of the Legislative Assembly who are members of the Official Opposition;
- (c) the general public;
- (d) the Royal Canadian Mounted Police;
- (e) the Alberta Gaming Research Institute;
- (f) the Alberta Alcohol and Drug Abuse Commission;
- (g) the Child and Family Services Secretariat.

(3) The Lieutenant Governor in Council shall designate one of the members appointed from the Legislative Assembly to chair the Gaming Secretariat.

(4) A member of the Gaming Secretariat continues to hold office after the expiry of that member's term of office until

- (a) the member is reappointed,
- (b) a successor is appointed, or
- (c) a period of 3 months has elapsed,

whichever occurs first.

Staff

42.03 In accordance with the *Public Service Act*, there may

be appointed the employees required to conduct the business of the Gaming Secretariat.

Meetings **42.04** The Gaming Secretariat shall meet at least 6 times in the first year after the coming into force of this Act and at least 4 times in each of the following calendar years.

By-laws **42.05(1)** The Gaming Secretariat may make by-laws for the conduct of its business and affairs.

(2) The *Regulations Act* does not apply to the by-laws of the Gaming Secretariat.

Annual report **42.06(1)** Before June 30 in each year, the chair of the Gaming Secretariat shall submit to the Minister an annual report of the activities undertaken by the Gaming Secretariat during the previous fiscal year.

(2) The Minister shall lay a copy of the report before the Legislative Assembly if it is sitting, and if it is not then sitting, within 15 days after the commencement of the next sitting.

6 The following is added after section 46.3:

Standing Committee on Gaming

Standing Committee **46.4(1)** In this section, “Standing Committee” means the Standing Committee established under subsection (2).

(2) There is hereby established a standing committee of the Legislative Assembly called the “Standing Committee on Gaming” consisting of 9 Members of the Legislative Assembly.

(3) The membership of the Standing Committee shall include 3 Members of the Legislative Assembly who are not members of the governing party, but if there is

(a) an insufficient number of non-government members to fill the 3 positions on the Standing Committee, or

6 Standing Committee on Gaming.

- (b) an insufficient number of non-government members who are willing to fill the 3 positions on the Standing Committee,

the resulting vacant positions on the Standing Committee may be filled by Members of the Legislative Assembly who are members of the governing party.

(4) The members of the Standing Committee shall be appointed at the commencement of each session in the same way that members are appointed to other standing committees of the Legislative Assembly.

(5) The functions of the Standing Committee are

- (a) to hold public meetings with Albertans on gaming,
- (b) to complete a comprehensive review of this Act within 1 year after the coming into force of this section and every 3 years after that, and submit to the Legislative Assembly, within 3 months after beginning the review, a report that includes any amendments recommended by the Standing Committee,
- (c) to study and make recommendations regarding
 - (i) the separation of the administrative and enforcement functions of the Commission and the creation of an independent body on or before January 1, 2002, to be responsible for the enforcement of this Act,
 - (ii) the introduction of a statutory requirement to provide a proportion of revenues from the Commission or Lottery Fund for the prevention and treatment of gaming addiction,
 - (iii) the introduction of a policy requiring a proportion of revenues from the Commission or Lottery Fund to be used to support police services in preventing and fighting organized crime activities associated with gaming,
 - (iv) the economic, social, regulatory, enforcement and addictive implications of Internet gaming

and legislative strategies to respond to the growth of Internet gaming in Alberta.

(6) The Standing Committee may, without leave of the Assembly, sit during any period when the Assembly is sitting or when it is adjourned or after prorogation of a session of the Legislature.

7 This Act comes into force on January 1, 2001.

7 Coming into force.