

Zambia

Gaming Machines (Prohibition) Act, 1974

Chapter 92

Legislation as at 31 December 1996

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Gaming Machines (Prohibition) Act, 1974

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Zambia

Gaming Machines (Prohibition) Act, 1974

Chapter 92

Commenced on 22 February 1974

[This is the version of this document at 31 December 1996.]

[Act No. 2 of 1974; 13 of 1994]

An Act to repeal the Gaming Machines Act and to prohibit the keeping of gaming machines.

1. Short title

This Act may be cited as the Gaming Machines (Prohibition) Act.

2. Interpretation

In this Act, unless context otherwise requires—

"**gaming machine**" means a machine for playing a game of chance, being a game which requires no action by any player other than the actuation or manipulation of the machine.

3. Penalty for keeping gaming machine for the purpose of gaming

(1) Any person who, not being the holder of a casino licence under the Casino Act—

- (a) keeps; or
- (b) allows to be kept;

on any premises a gaming machine for the purpose of gaming shall be guilty of an offence and liable to a fine not exceeding ten thousand penalty units or to imprisonment for a period not exceeding one year, or to both.

(2) When any person is convicted of an offence under the provisions of sub-section (1), the court by which he is convicted shall, in addition to any fine or imprisonment imposed under subsection (1), order the forfeiture to the Government of the gaming machine which was the subject-matter of the offence.

[As amended by Act [No. 13 of 1994](#)]

[[Cap. 157](#)]

4. Repeal of Cap. 431 of the 1971 edition

The Gaming Machine Act is hereby repealed.