
STATUTORY INSTRUMENTS

2012 No. 2500

EXCISE

The Machine Games Duty Regulations 2012

<i>Made</i> - - - -	<i>1st October 2012</i>
<i>Laid before the House of Commons</i> - -	<i>3rd October 2012</i>
<i>Coming into force</i> <i>for the purposes of</i> <i>Parts 1, 2, 4, 5 and</i> <i>Schedule 1</i>	<i>1st November 2012</i>
<i>for the purposes of</i> <i>Part 3 and Schedule 2</i>	<i>1st February 2013</i>

THE MACHINE GAMES DUTY REGULATIONS 2012

PART 1

1. Citation and commencement
2. (1) Parts 1, 2, 4, 5 and Schedule 1 come...
3. Interpretation
4. Delivery of information
5. Agency

PART 2

6. Application for registration
7. Registration
8. De-registration
9. Inaccuracy
10. Compulsory Registration
11. Security and United Kingdom representatives

PART 3

12. MGD returns
13. Payment of MGD by an RP
14. Notification and correction of errors

Status: This is the original version (as it was originally made).

15. Payment by an unregistered person

PART 4

16. Validation of an electronic communication
17. Electronic communication by the Commissioners

PART 5

18. General provisions
 19. Eligibility to form a group for MGD
 20. Application to form a group
 21. Effect of group membership
 22. Applications by a representative member
 23. Applications by group members other than the representative member
 24. Termination of group membership by the Commissioners
- Signature

SCHEDULE 1 — REGISTRATION FOR MGD

SCHEDULE 2 — INFORMATION TO BE CONTAINED IN AN MGD RETURN

Explanatory Note