



**THE ACCIDENT REHABILITATION AND COMPENSATION
INSURANCE (MOTOR SPIRITS EXCISE DUTY) ORDER 1996**

MICHAEL HARDIE BOYS, Governor-General

ORDER IN COUNCIL

At Wellington this 9th day of September 1996

Present:

HIS EXCELLENCY THE GOVERNOR-GENERAL IN COUNCIL

PURSUANT to section 109 of the Accident Rehabilitation and Compensation Insurance Act 1992, His Excellency the Governor-General, acting by and with the advice and consent of the Executive Council, hereby makes the following order.

ORDER

1. Title and commencement—(1) This order may be cited as the Accident Rehabilitation and Compensation Insurance (Motor Spirits Excise Duty) Order 1996.

(2) This order shall come into force on the 1st day of October 1996.

2. Amount of motor spirits excise duty payable to Corporation—For the purposes of section 109 of the Accident Rehabilitation and Compensation Insurance Act 1992, the amount to be paid from the Crown Bank Account to the Accident Rehabilitation and Compensation Insurance Corporation in respect of the year ending with the 30th day of June 1997 is hereby determined as \$64.305 million (inclusive of goods and services tax).

3. Revocation—The Accident Rehabilitation and Compensation Insurance (Motor Spirits Excise Duty) Order 1995* is hereby revoked.

MARIE SHROFF,
Clerk of the Executive Council.

*S.R. 1995/121

EXPLANATORY NOTE

This note is not part of the order, but is intended to indicate its general effect.

This order determines the amount, in respect of the year ending 30 June 1997, which is to be transferred from the Crown Bank Account to the Accident Rehabilitation and Compensation Insurance Corporation. The prescribed amount is \$64.305 million (inclusive of goods and services tax) which represents 2 cents per litre of the excise duty payable on motor spirits.

Issued under the authority of the Acts and Regulations Publication Act 1989.

Date of notification in *Gazette*: 12 September 1996.

This order is administered in the Accident Rehabilitation and Compensation Insurance Corporation.