

GAMING MACHINE REFORM PACKAGE - TRADING SCHEME INFORMATION PROVIDED AS AT 1 MAY 2026

- A scheme to allow the trading of gaming machines commenced on 31 August 2015. The scheme enables clubs to better manage their machine numbers in line with business needs.
- Through forfeitures imposed on trades and authorisations surrendered, the scheme has resulted in a reduction in the number of machine authorisations by **1532** (from **5,022** to **3,490**).
- Quarantine and storage provisions (42), together with forfeitures and surrenders (1532) and disposals (85) has resulted in a reduction of gaming machines in operation by **1659** (from **5,022** to **3,363**).

LICENCES	
Number of Licensees as at 31 August 2015	39
Licences Cancelled or Surrendered	14
Current Number of Gaming Machine Licensees - Clubs (Class C)	21
Current Number of Gaming Machine Licensees - Hotels/Taverns (Class B)	3
Current Number of Gaming Machine Licensees - Total	24
AUTHORISATION CERTIFICATES (i.e. Venues)	
Number of Authorisation Certificates as at 31 August 2015	58
Authorisation Certificates Cancelled or Surrendered	19
Authorisation Certificates Approved	2
Current Number of Authorisation Certificates - Clubs (Class C)	38
Current Number of Authorisation Certificates - Hotels/Taverns (Class B)	3
Current Number of Authorisation Certificates - Total	41
AUTHORISATIONS (To operate a gaming machine under an Authorisation Certificate)	
Number of Authorisations as at 31 August 2015	5022
Authorisations Forfeited on Confirmation of Trade	106
Authorisations Surrendered	1426
Authorisations Cancelled	0
Current Number of Authorisations	3490
GAMING MACHINES	
Gaming Machines as at 31 August 2015	5022
Gaming Machines Forfeited with Trade	1532
Gaming Machines in Quarantine	0
Gaming Machines in Storage	42
Authorisations in Storage (without machine)	0
Authorisations in Quarantine (without machine)	0
Authorisations Without Machines (Unused Authorisations)	85
Current Number of Gaming Machines in Operation	3363

Venue Listing			
Trading Name	Maximum number of Authorisations	Number of Authorisations Held	Number of Gaming Machines in Operation
Ainslie Football & Social Club	216	127	127
Belconnen Bowling Club	15	11	8
Belconnen Soccer Club McKellar	77	71	53
Burns Club	143	110	110
Burns Golf Club Belconnen	118	64	64
Calwell Club	108	79	79
Canberra Club Barton	15	15	15*
Canberra Club Manuka	60	41	0
Canberra Deakin Football Club	40	29	29
Canberra Irish Club	36	20	20
Canberra Labor Club	302	238	238
Canberra Racing Club	14	0	0
Canberra Tradesmen's Union Club	420	278	278
Chisholm Sports Club	164	0	0
City Labor Club/Central Social Club	73	61	61
Eastlake Football Club	100	74	74
Ginninderra Labor Club	107	85	83
Gungahlin Club	141	95	95
Gungahlin Lakes Golf & Community Club	244	190	190
Harmonie German Club	32	25	25
Hellenic Club in the City	52	21	21
Hellenic Club of Canberra	274	199	199
Italo Australian Club	60	0	0
Lanyon Valley Rugby Union & Amateur Sports Club	154	90	90
Magpies Sports Club	49	0	0
Mawson Club	164	134	134
Murrumbidgee Country Club	8	8	8
Raiders Belconnen	167	155	155
Raiders Gungahlin	257	216	216
Raiders Weston	102	101	101
Southern Cross Club	314	211	211
Southern Cross Club Jamison	176	100	100
Southern Cross Club Tuggeranong	213	151	151
Spanish Australian Club	14	14	14
The RUC at Turner	62	37	31
Town Centre Sports Club	201	180	133
Tuggeranong Valley Rugby Union Club	251	206	206
Weston Creek Labor Club	62	24	24

Hotels/Taverns			
Civic Pub	10	10	10
Kingston Hotel	10	10	10
Mercure Canberra	10	10	0
Totals:	5035	3490	3363

* All 15 machine are understood to be non-operational following damage to the premises, but are yet to be formally disposed of.