



GAMING MACHINE REFORM PACKAGE - TRADING SCHEME INFORMATION PROVIDED AS AT 30 JUNE 2016

- 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, the scheme has resulted in a reduction in the number of machine authorisations from **5,022 to 4,989**.
- Quarantine and storage provisions have also resulted in a reduction of machines in operation from **5,022 to 4,635**.

LICENCES	
Number of Licensees as at 31 August 2015	39
Licences Cancelled or Surrendered	6
Current Number of Gaming Machine Licensees - Clubs (Class C)	28
Current Number of Gaming Machine Licensees - Hotels/Taverns (Class B)	5
Current Number of Gaming Machine Licensees - Total	33
AUTHORISATION CERTIFICATES (i.e. Venues)	
Number of Authorisation Certificates as at 31 August 2015	58
Authorisation Certificates Cancelled or Surrendered	5
Current Number of Authorisation Certificates - Clubs (Class C)	48
Current Number of Authorisation Certificates - Hotels/Taverns (Class B)	5
Current Number of Authorisation Certificates - Total	53
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	33
Authorisations Surrendered	0
Authorisations Cancelled	0
Current Number of Authorisations	4989
GAMING MACHINES	
Gaming Machines as at 31 August 2015	5022
Gaming Machines Forfeited with Trade	33
Gaming Machines in Quarantine	195
Gaming Machines in Storage	63
Authorisations Without Machines	96
Current Number of Gaming Machines in Operation	4635