

GAMING MACHINE REFORM PACKAGE - TRADING SCHEME

INFORMATION PROVIDED AS AT 1 AUGUST 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 (31), together with forfeitures and surrenders (1532) and disposals (138) has resulted in a reduction of gaming machines in operation by **1701** (from **5,022** to **3,321**).

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	31
Authorisations in Storage (without machine)	0
Authorisations in Quarantine (without machine)	0
Authorisations Without Machines (Unused Authorisations)	138
Current Number of Gaming Machines in Operation	3321