



GAMING MACHINE REFORM PACKAGE - TRADING SCHEME INFORMATION PROVIDED AS AT 30 SEPTEMBER 2017

- 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 by **37** (from **5,022** to **4,985**).
- Quarantine and storage provisions have also resulted in a reduction of machines in operation by **473** (from **5,022** to **4,549**).

LICENCES	
Number of Licensees as at 31 August 2015	39
Licences Cancelled or Surrendered	7
Current Number of Gaming Machine Licensees - Clubs (Class C)	27
Current Number of Gaming Machine Licensees - Hotels/Taverns (Class B)	5
Current Number of Gaming Machine Licensees - Total	32
AUTHORISATION CERTIFICATES (i.e. Venues)	
Number of Authorisation Certificates as at 31 August 2015	58
Authorisation Certificates Cancelled or Surrendered	8
Current Number of Authorisation Certificates - Clubs (Class C)	45
Current Number of Authorisation Certificates - Hotels/Taverns (Class B)	5
Current Number of Authorisation Certificates - Total	50
AUTHORISATIONS (To operate a gaming machine under an Authorisation Certificate)	
Number of Authorisations as at 31 August 2015	5,022
Authorisations Forfeited on Confirmation of Trade since 31 August 2015	37
Authorisations Surrendered	0
Authorisations Cancelled	0
Current Number of Authorisations	4,985
GAMING MACHINES	
Gaming Machines as at 31 August 2015	5,022
Gaming Machines Forfeited with Trade	37
Gaming Machines in Quarantine	0
Gaming Machines in Storage	97
Authorisations in Storage (without machine)	0
Authorisations in Quarantine (without machine)	163
Authorisations Without Machines (Unused Authorisations)	176
Current Number of Gaming Machines in Operation	4,549