



## GAMING MACHINE REFORM PACKAGE - TRADING SCHEME INFORMATION PROVIDED AS AT 30 NOVEMBER 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 4,985**.
- Quarantine and storage provisions have also resulted in a reduction of machines in operation from **5,022 to 4,581**.

<b>LICENCES</b>	
Number of Licensees as at 31 August 2015	<b>39</b>
Licences Cancelled or Surrendered	<b>7</b>
Current Number of Gaming Machine Licensees - Clubs (Class C)	<b>27</b>
Current Number of Gaming Machine Licensees - Hotels/Taverns (Class B)	<b>5</b>
Current Number of Gaming Machine Licensees - Total	<b>32</b>
<b>AUTHORISATION CERTIFICATES (i.e. Venues)</b>	
Number of Authorisation Certificates as at 31 August 2015	<b>58</b>
Authorisation Certificates Cancelled or Surrendered	<b>6</b>
Current Number of Authorisation Certificates - Clubs (Class C)	<b>47</b>
Current Number of Authorisation Certificates - Hotels/Taverns (Class B)	<b>5</b>
Current Number of Authorisation Certificates - Total	<b>52</b>
<b>AUTHORISATIONS (To operate a gaming machine under an Authorisation Certificate)</b>	
Number of Authorisations as at 31 August 2015	<b>5022</b>
Authorisations Forfeited on Confirmation of Trade	<b>37</b>
Authorisations Surrendered	<b>0</b>
Authorisations Cancelled	<b>0</b>
Current Number of Authorisations	<b>4985</b>
<b>GAMING MACHINES</b>	
Gaming Machines as at 31 August 2015	<b>5022</b>
Gaming Machines Forfeited with Trade	<b>36</b>
Gaming Machines in Quarantine	<b>163</b>
Gaming Machines in Storage	<b>115</b>
Authorisations Without Machines	<b>127</b>
Current Number of Gaming Machines in Operation	<b>4581</b>