

GAMING MACHINE REFORM PACKAGE - TRADING SCHEME INFORMATION PROVIDED AS AT 31 MARCH 2019

• 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.

NOTE: the scheme was temporarily suspended on 4 March 2019 resuming on 2 April 2019 as per section 10T of the *Gaming Machine Act 2004*.

- Through forfeitures imposed on trades and authorisations surrendered, the scheme has resulted in a reduction in the number of machine authorisations by **1010** (from **5,022 to 4,012**).
- Quarantine and storage provisions (37), together with forfeitures and surrenders (1010) and disposals (110) has resulted in a reduction of gaming machines in operation by **1157** (from **5,022 to 3,865)**.

LICENCES	
Number of Licensees as at 31 August 2015	39
Licences Cancelled or Surrendered	8
Current Number of Gaming Machine Licensees - Clubs (Class C)	26
Current Number of Gaming Machine Licensees - Hotels/Taverns (Class B)	5
Current Number of Gaming Machine Licensees - Total	31
AUTHORISATION CERTIFICATES (i.e. Venues)	
Number of Authorisation Certificates as at 31 August 2015	58
Authorisation Certificates Cancelled or Surrendered	9
Authorisation Certificates Approved (Eastlake Gungahlin)	1
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	5022
Authorisations Forfeited on Confirmation of Trade	93
Authorisations Surrendered	917
Authorisations Cancelled	0
Current Number of Authorisations	4012
GAMING MACHINES	
Gaming Machines as at 31 August 2015	5022
Gaming Machines Forfeited with Trade	1010
Gaming Machines in Quarantine	0
Gaming Machines in Storage	37
Authorisations in Storage (without machine)	0
Authorisations in Quarantine (without machine)	0
Authorisations Without Machines (Unused Authorisations)	110
Current Number of Gaming Machines in Operation	3865

Venue Listing					
Trading Name	Maximum number of Authorisations	Number of Authorisations Held	Number of Gaming Machines in Operation		
Ainslie Football & Social Club	216	140	127		
Austrian Australian Club	17	17	15		
Belconnen Bowling Club	15	11	11		
Belconnen Soccer Club Hawker	67	39	39		
Belconnen Soccer Club McKellar	77	77	77		
Burns Club	143	106	106		
Calwell Club	109	87	86		
Canberra Bowling Club	11	11	11		
Canberra Club Barton	15	15	15		
Canberra Club Manuka	60	45	0		
Canberra Deakin Football Club	40	32	32		
Canberra Irish Club	36	23	23		
Canberra Labor Club	302	246	246		
Canberra Racing Club	14	0	0		
Canberra Tradesmen's Union Club	420	309	309		
Chisholm Sports Club	165	101	100		
City Labor Club	62	61	61		
Eastlake Football Club	100	80	80		
Ginninderra Labor Club	107	85	85		
Gungahlin Club	141	103	103		
Gungahlin Lakes Golf & Community					
Club	245	203	203		
Harmonie German Club	32	26	26		
Hellenic Club in the City	52	32	32		
Hellenic Club of Canberra	274	204	204		
Italo Australian Club	60	0	0		
Lanyon Valley Rugby Union & Amateur					
Sports Club	154	100	100		
Magpies Sports Club	49	0	0		
Magpies Belconnen Golf Club	118	98	63		
Mawson Club	165	135	134		
Murrumbidgee Country Club	8	8	8		
National Press Club of Australia	8	0	0		
Raiders Belconnen	168	156	153		
Raiders Gungahlin	258	233	214		
Raiders Weston	102	102	102		
Southern Cross Club	315	272	272		
Southern Cross Club Jamison	176	110	110		
Southern Cross Club Yasht Club	214	172	172		
Southern Cross Club Yacht Club	0	0	0		
Spanish Australian Club	14	14	14		
Sports Club Kaleen	65	30	29		
The RUC at Turner	62	40	40		
Town Centre Sports Club	201	160	160		
Tuggeranong Valley Rugby Union Club	251	214	188		
Weston Creek Labor Club	62	44	44		

Yowani Country Club	26	21	21			
Hotels/Taverns						
Civic Pub	10	10	10			
Kambah Inn	10	10	10			
Kingston Hotel	10	10	10			
Mercure Canberra	10	10	10			
Statesman Hotel Motel	10	10	10			
Totals:	5246	4012	3865			