SCHEDULE TO CLAUSE 52.28 GAMING

1.0 Objectives
None specified.

2.0 Prohibition of a gaming machine in a shopping complex
Installation or use of a gaming machine as specified in Clause 52.28-4 is prohibited on land described in Table 1 below.

<table>
<thead>
<tr>
<th>Name of shopping complex and locality</th>
<th>Land description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Seymour Shopping Centre, Seymour</td>
<td>20 Tallarook Street, 2 Bishop Street and 29 Wallis Street, Seymour</td>
</tr>
<tr>
<td>Coles Supermarket Complex, Kilmore</td>
<td>97 Clarke Street, Kilmore</td>
</tr>
<tr>
<td>Wellington Square Shopping Complex, Wallan</td>
<td>81-99 High Street, Wallan</td>
</tr>
</tbody>
</table>

3.0 Prohibition of a gaming machine in a strip shopping centre
A gaming machine as specified in Clause 52.28-5 is prohibited in all strip shopping centres on land covered by this planning scheme.

4.0 Locations for gaming machines
None specified.

5.0 Venues for gaming machines
None specified.

6.0 Application requirements
None specified.

7.0 Decision guidelines
None specified.