

BIF – Issuance of units

6 June 2024

This notice is given under NZX listing Rule 3.13.2 and relates to the issue of ordinary units in the Booster Innovation Fund (BIF) under the terms of the trust deed.

Section 1: Issuer information	
Name of issuer	Booster Innovation Fund
NZX ticker code	BIF
Class of financial product	Ordinary units
ISIN	NZBIFE0004S9
Currency	NZD
Section 2: Capital change details	
Number issued/acquired/redeemed	12,229
Nominal value (if any)	N/A
Issue/acquisition/redemption price per security	\$1.5488
Nature of the payment	Cash
Amount paid up (if not in full)	Fully paid
Percentage of total class of Financial Products issued	0.097% (as a percentage of the units on issue at the end of the previous day)
For an issue of Convertible Financial Products or Options, the principal terms of Conversion or the Option	N/A
Reason for issue and specific authority for issue	BIF is a continuous issuer of units under the clause 5.1 of the trust deed.
Total number of Financial Products of the Class after the issue (excluding Treasury Stock) and the total number of Financial Products of the Class held as Treasury Stock after the issue	12,682,043
In the case of an acquisition of shares, whether those shares are to be held as treasury stock	N/A
Specific authority for the issue, acquisition, or redemption, including a reference to the rule pursuant to which the issue, acquisition, or redemption is made	Continuous issuer of units under clause 5.1 of the trust deed.
Terms or details of the issue, acquisition, or redemption (for example: restrictions, escrow arrangements)	Units rank pari passu with existing units.
Date of issue/acquisition/redemption	Effective date of application 4 June 2024, with number of redeemed units confirmed 2 business days later on 6 June 2024

Section 3: Authority for this announcement and contact person	
Name of person authorised to make this announcement	Gary Scott
Contact phone number	04 894 4300
Contact email address	gary.scott@booster.co.nz
Date of release through MAP	6 June 2024