

Monthly Return for Collective Investment Scheme listed under Chapter 20 of the Exchange Listing Rules (other than listed open-ended Collective Investment Scheme) on Movements in Units

For the month ended:	30 June 2023	Status:	New Submission
To : Hong Kong Exchanges	and Clearing Limited		
Name of Scheme:	Champion Real Estate Investment Trust		
Date Submitted:	05 July 2023		

## I. Movements in Interests

1. Stock code	02778		
		No	. of units
Balance at close of preceding month		5,990,682,244	
Increase / decrease (-)			
General Meeting appro	val date (if applicable)		
Balance at close of the	month		5,990,682,244

## **II. Details of Movements in Units**

(A). Unit Options (under Unit Option Schemes of the Scheme) Not applicable

(B). Warrants to Issue Units in the Scheme which are to be Listed Not applicable

(C). Convertibles (i.e. Convertible into Units in the Scheme which are to be Listed) Not applicable

(D). Any other Agreements or Arrangements to Issue Units in the Scheme which are to be Listed, including Options (other than under Unit Option Schemes) Not applicable

(E). Other Movements in Units Not applicable

## III. Remarks (if any)

Submitted by:	Hau Shun, Christina
Title:	Executive Director and Chief Executive Officer - Eagle Asset Management (CP) Limited (as Manager of Champion Real Estate Investment Trust)
	(Director, Secretary or other Duly Authorised Officer)

Notes

- 1. SEHK refers to Stock Exchange of Hong Kong.
- 2. If there is insufficient space, please submit additional document.
- 3. In the context of repurchase of units:
  - . "stock code of units issuable (if listed on SEHK)" should be construed as "stock code of units repurchased (if listed on SEHK)"; and
  - . "issue and allotment date" should be construed as "cancellation date"
- 4. In the context of redemption of units:
  - . "stock code of units issuable (if listed on SEHK)" should be construed as "stock code of units redeemed (if listed on SEHK)"; and
  - . "issue and allotment date" should be construed as "redemption date"