

Market Announcement

3 June 2020

BMG Resources Limited (ASX: BMG) – Trading Halt (2+2)

Description

The securities of BMG Resources Limited ('BMG') will be placed in trading halt at the request of BMG, pending it releasing an announcement regarding a capital raising. Unless ASX decides otherwise, the securities will remain in trading halt until the earlier of the commencement of normal trading on Wednesday, 10 June 2020 or when the announcement is released to the market.

Issued by

Sandra Wutete

Senior Adviser, Listings Compliance (Perth)



BMG Resources Limited

ACN 107 118 678

3 June 2020

Ms Madeleine Green
Senior Adviser, Listing Compliance (Perth)
ASX Compliance Pty Ltd
Level 40, Central Park
152-158 St Georges Terrace
PERTH WA 6000

By email: Madeleine.Green@asx.com.au
tradinghaltsperth@asx.com.au

Dear Ms Green,

BMG RESOURCES LIMITED – REQUEST FOR TRADING HALT

Pursuant to Listing Rule 17.1, BMG Resources Limited (ASX Code: BMG) (**Company**) requests a halt in trading of its securities, two consecutive trading halts are being requested.

The Company advises that:

1. the trading halt is required to facilitate an orderly market in the Company's securities pending an announcement regarding a proposed capital raising;
2. two consecutive trading halts are being requested for the purpose of considering, planning and executing the capital raising.
3. the trading halt is requested to commence pre-market open on Wednesday, 3 June 2020;
4. it anticipates that the trading halt will remain in place until the earlier of the commencement of trading on Wednesday, 10 June 2020 or the release of an announcement regarding a proposed capital raising;
5. the event which the Company expects will end the trading halt is the announcement referred to in paragraph 1 above; and
6. the Company is not aware of any reason why the trading halt should not be granted.

Yours sincerely

A handwritten signature in black ink, appearing to read 'Sm', written over a light blue horizontal line.

Sean Meakin
Company Secretary