Table 21.14-- TIMESHARE PROPERTIES AND UNITS, BY ISLAND: 2013 AND 2014

Subject	State total	Oahu	Hawaii	Kauai	Maui
2013					
Properties 1/ Registered units 3/ Operated units 4/	2/ 63	2/ 14	2/ 14	17	18
	2/ 10,405	2/ 3,552	2/ 1,680	2,377	2/ 2,796
	2/ 10,389	2/ 3,536	2/ 1,680	2,377	2/ 2,796
Properties 1/	60	13	13	17	17
Registered units 3/	10,514	3,715	1,652	2,302	2,845
Operated units 4/	10,647	3,669	1,652	2,481	2,845

^{1/} Includes any property which contains one or more operated timeshare units. Data were obtained directly from the Hawaii Tourism Authority summary information on properties with operated units. For the data years prior to 2013, the *Data Book* tables included any property with registered timeshare units. Therefore, *Data Book* tables with data prior to 2013 are not comparable to those displaying data from 2013 and onward.

- 2/ Revised from previous Data Book.
- 3/ The number of units registered included those that were available for sale in a timeshare program (as well as those already sold in such a program).
- 4/ There was a change in the reporting procedure from the 2009 data and onward. The number of units operated represented the units that were in use. Certain timeshares properties have the ability to split a given registered timeshare unit into more than one operated visitor unit (i.e. it may be possible for a two-bedroom unit to be rented as two keys: one studio unit and one 1-bedroom unit). Operated units were defined as number of salable keys that were operated for visitor use. In some cases, the number of operating units exceed the number of registered units for a given timeshare property. This change in reporting procedure resulted in a higher inventory count for certain timeshare properties, but did not necessarily reflect a change in the physical plant.

Source: Hawaii Tourism Authority, Tourism Research, 2014 Visitor Plant Inventory http://www.hawaiitourismauthority.org/default/assets/File/2014%20Visitor%20Plant%20Inventory%20 Report%20%28FINAL%29.pdf> accessed May 12, 2015.