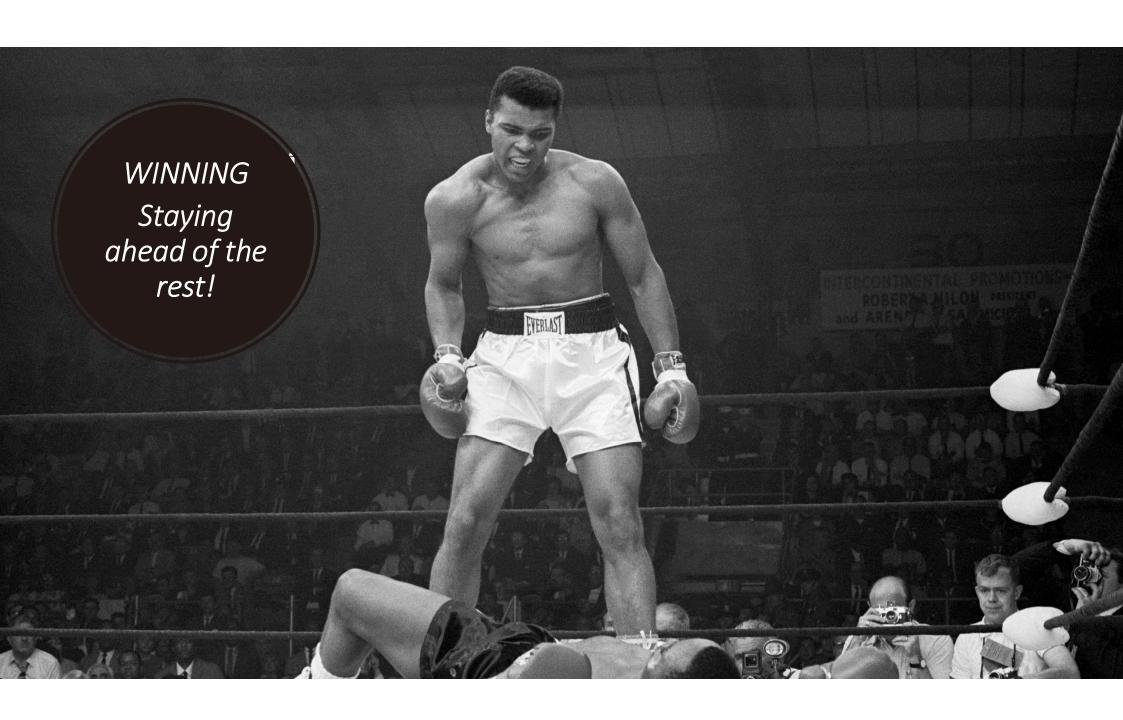
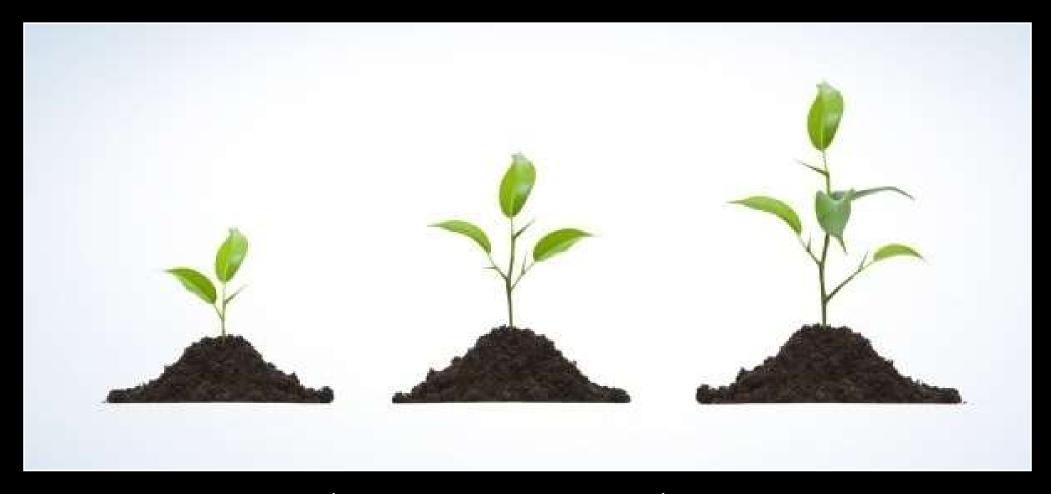


DEVELOPING A COMPETITIVE STRATEGY

CMAA NATIONAL MANAGERS CONFERENCE – 28TH JUNE 2023

LIVERPOOL CATHOLIC CLUB





Strategic Planning: Long Term Value Generation

AGENDA

The Situation

- The Macros
- A Low Growth World
- Market Share Battle
- Business Drivers
- Expense Pressure Case Study

The Customer Experience

- Understand your Customer
- Know your Market

The Tools and the Process

- Quantitative
- Qualitative

Strategy Development

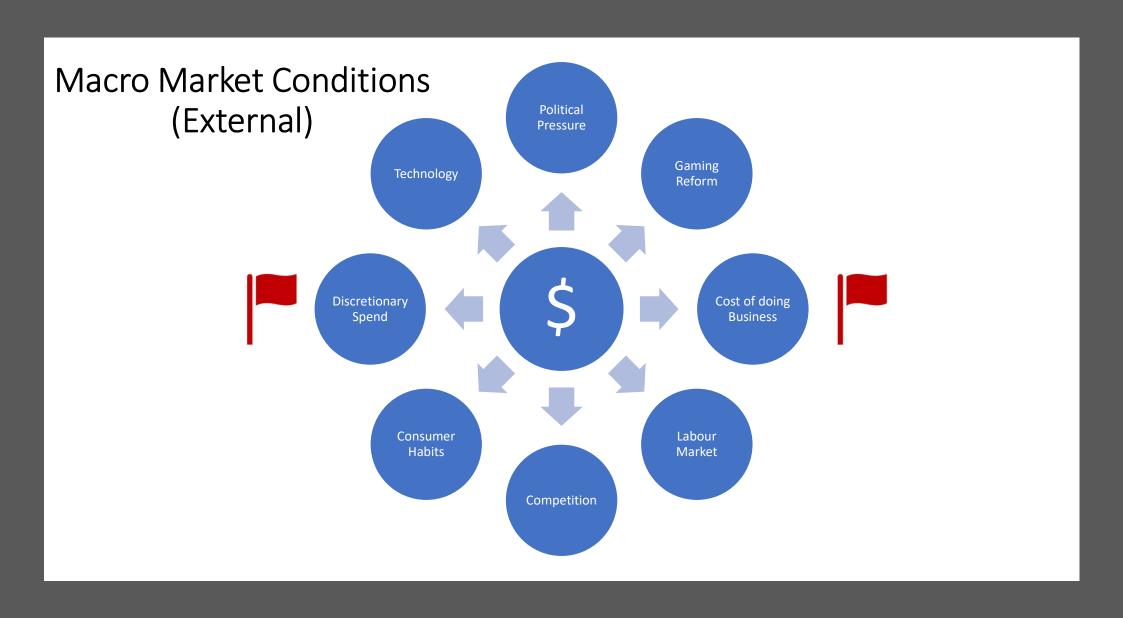
2050 - Who wins?

- 'The Customer Experience' will always be <u>the</u> key driver
 - Core business product & service offerings that are not only relevant BUT providing a distinct competitive advantage
- Operating cost impacts and changed consumer habits will bookend two forms of Club models – with an exposed 'no man's land' in between:
 - A 'right sized' modern & efficient hospitality venue – assisted by technology (e.g., a standalone and well run local 'pub' style club)
 - Satellite Clubs that are aligned to their local markets - benefitting from consolidated head office environments that are driving efficiencies

- Core & Non-core assets generating acceptable commercial returns
 - Business units and floor areas generating yield and contributing to a positive cash flow



 A smaller, better trained, culturally driven and more productive workforce – earning more \$/hour





Key Planning Assumption: A Low (or No) Growth World

- Revenue Stagnant
- Business Costs up
 - COGS
 - CAPEX (Build, EGMs)
 - OPEX (electricity, insurance)
 - Labour
- Profit Down
- Consumer costs up
 - Interest rates/rents
 - Expenses/inflation
- Discretionary spend down



Question:

How Do We Compete in a Low or No Growth World?

Market Share Battle

Innovate or Amalgamate (or both)



Change from "We think" to "We know"

Do the Work

BUSINESS DRIVERS

ARE WE WINNING?

Are our core business product & service offerings relevant

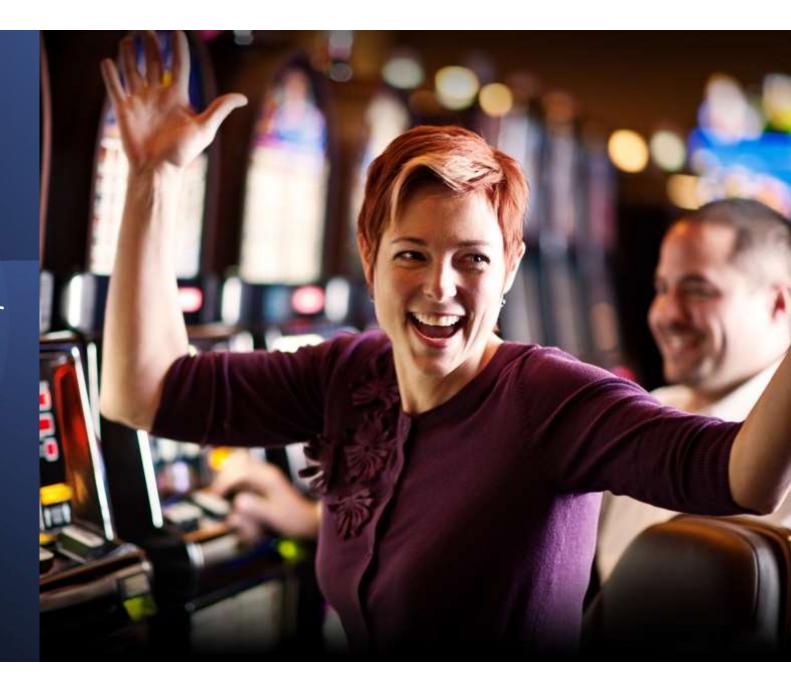
AND

providing us with a distinct competitive advantage?

Gaming

Core Business DriverCompetencyFocus

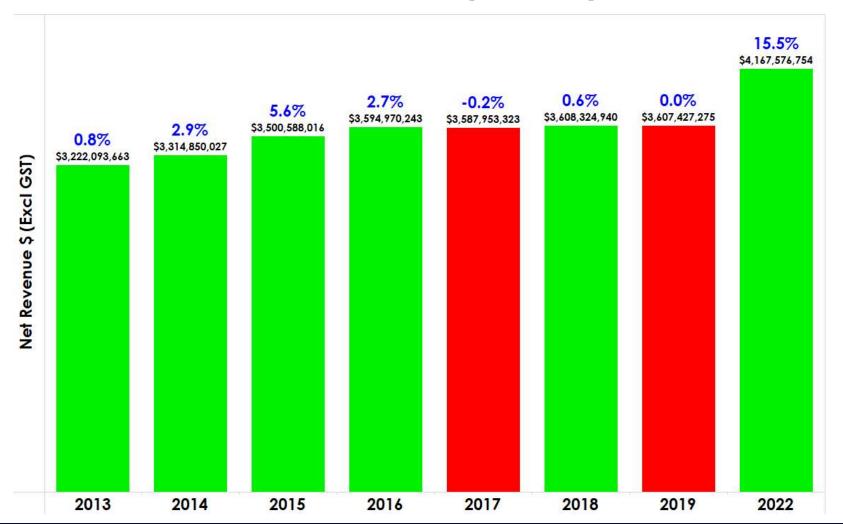
Double Down (Responsibly)



Total NSW Gaming Market Update



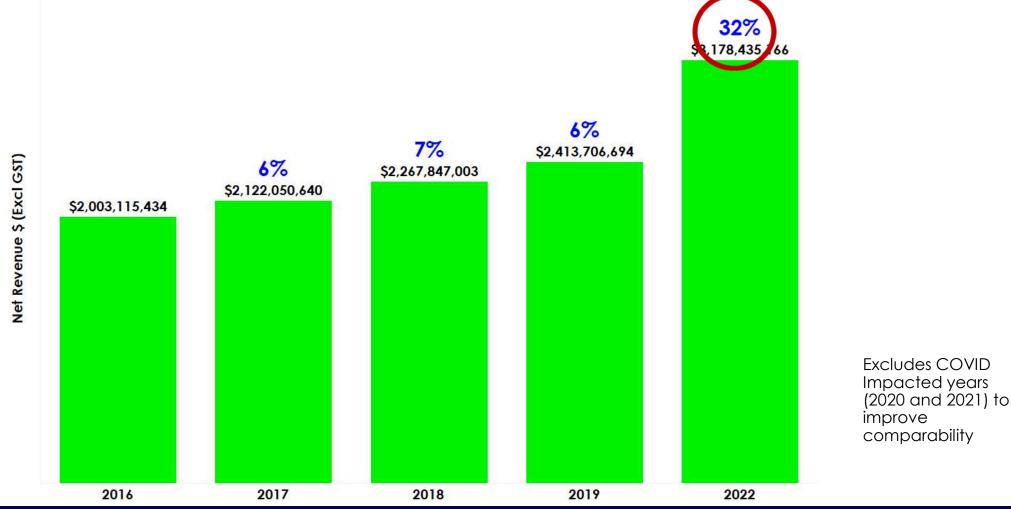
NSW Clubs – Total Net Revenue Trend (Excl GST) – Calendar Years



Excludes COVID Impacted years (2020 and 2021) to improve comparability

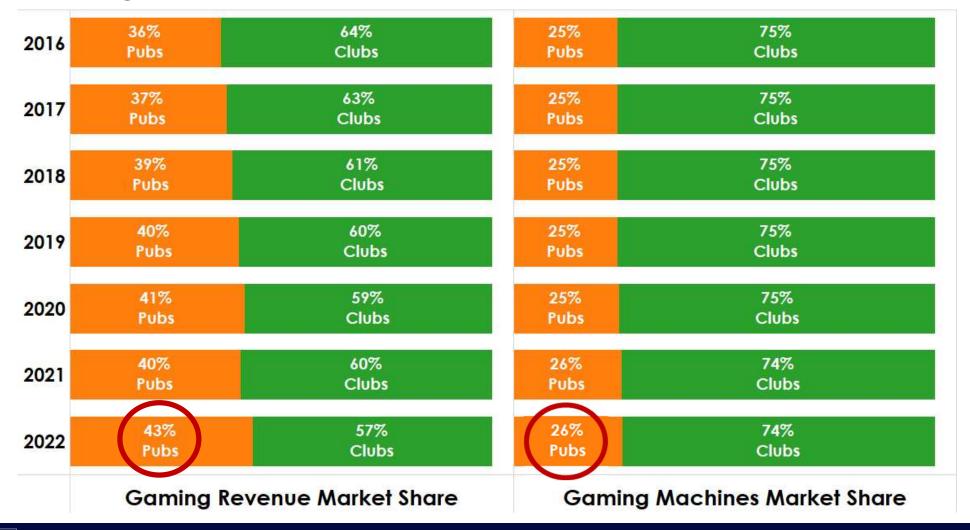


NSW Pubs – Total Net Revenue Trend (Excl GST) – Calendar Years





NSW Gaming Market Share





BUSINESS DRIVERS

ARE WE WINNING?

GAMING

What is 1 market share point worth in NSW?

BUSINESS DRIVERS

ARE WE WINNING?

GAMING

What is 1 market share point worth in NSW?

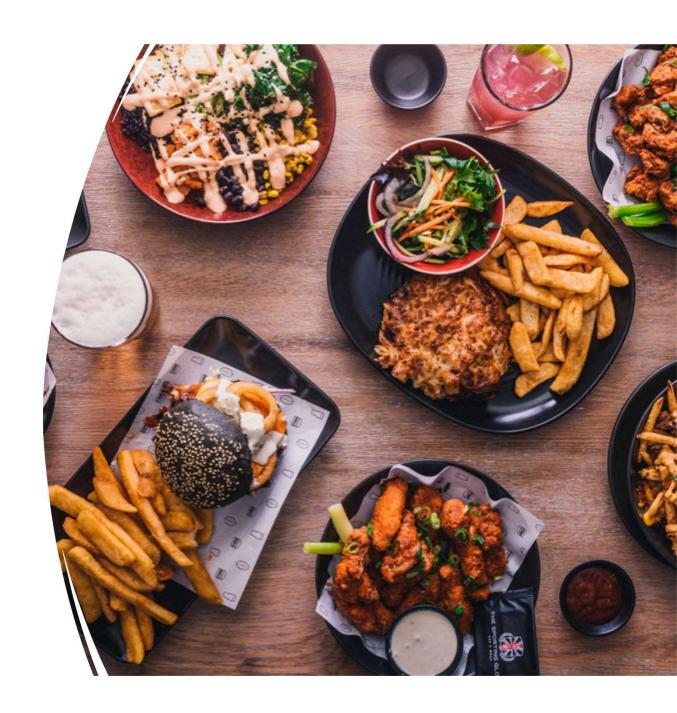
\$80M

Food & Beverage

- No 1 Driver of Visitation & Enjoyment
- Point of Difference

"Brings the community together"

(Danny Myer: Union Square Hospitality Group)



The business of food is tough

- Majority (in house) are losing \$
- Very small net profits at best
- Critical shortages of key skilled staff
- Visitations & volumes have not recovered
- Core costs have increased significantly
- Cost of living crisis discretionary spend
- Profitability trap financial losses
- Consumer expectations have increased
- Structural change? Irreversible?

• Holistic consideration & strategic merits



Case Study

Modelling of Club Cash Profitability in an Environment of Low Revenue Growth and Persistent Cost Inflation



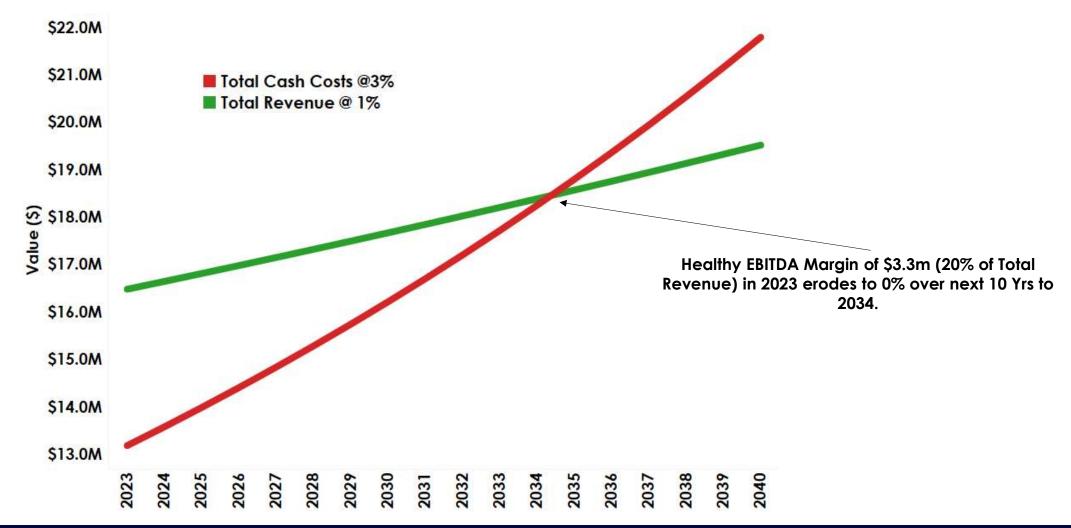
Scenario 1:

Total Revenue Growth of 1% per annum compounding Total Cash Expense Growth of 3% per annum compounding Starting EBITDA of \$3.3m (20% of Total Revenue)

Gaming: 68% revenue and 98% EBITDA

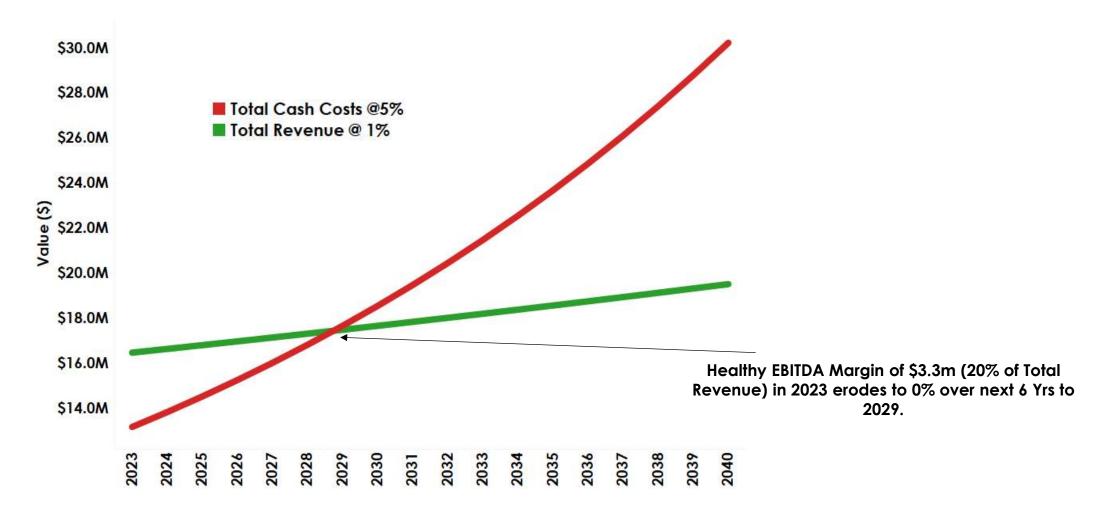


Revenue Growth @ 1% and Cash Expense Growth @ 3% p.a.





Revenue Growth @ 1% and Cash Expense Growth @ 5% p.a.





Drive EBITDA

- Intensify Focus on Core Business
- Scrutinize Costs & Inefficiencies with Vigilance
- Eliminate 'Lazy' Balance Sheet Components
- Regular Board Update

EBITDA% range	Financial condition	
> 25%	Business flourishing – ability to reinvest and reinvent as required.	
15%-25%	Solid financial position – needs to critically evaluate capital purchases.	
10%–15%	Stable financial position – sufficient cash flow to maintain current business operations. May find it difficult to reinvest and reinvent as required.	
5%-10%	Financial distress - changes required to ensure viability.	
0%-5%	Serious financial distress – serious questions as to whether the club can operate as a going concern.	



The Customer Experience

"Hi Barry and so nice to see you again.....great watching the Tigers get up on the weekend......and who is this joining you this evening?"

Know thy customer...or thy simply won't exist!

86% pay more for a better customer experience.





89% will begin doing business with a competitor following a poor customer experience.









New and Emerging Attract & Hold

Loyal & Traditional Protect & Enhance

Do we thoroughly understand:

- Key markets and their needs & wants?
- Competencies & key business drivers?
- Performance gaps?



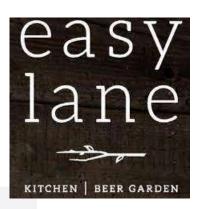
Hospitality trends are driven by society's evolving needs

- Authenticity of Product
- Nature & Natural Elements
- Local & Community
- Convenience & Flexibility
- Sustainability & Environment
- Health & Wellness
- Inclusivity & Diversity
- Online and Digital World
- Sense of Belonging
- Safety & Comfort

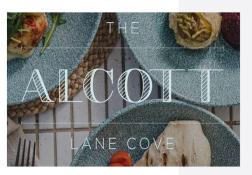








BRANDING & POSITIONING













KNOW WHAT IS COMING



CURIOSITY & LEARNING

















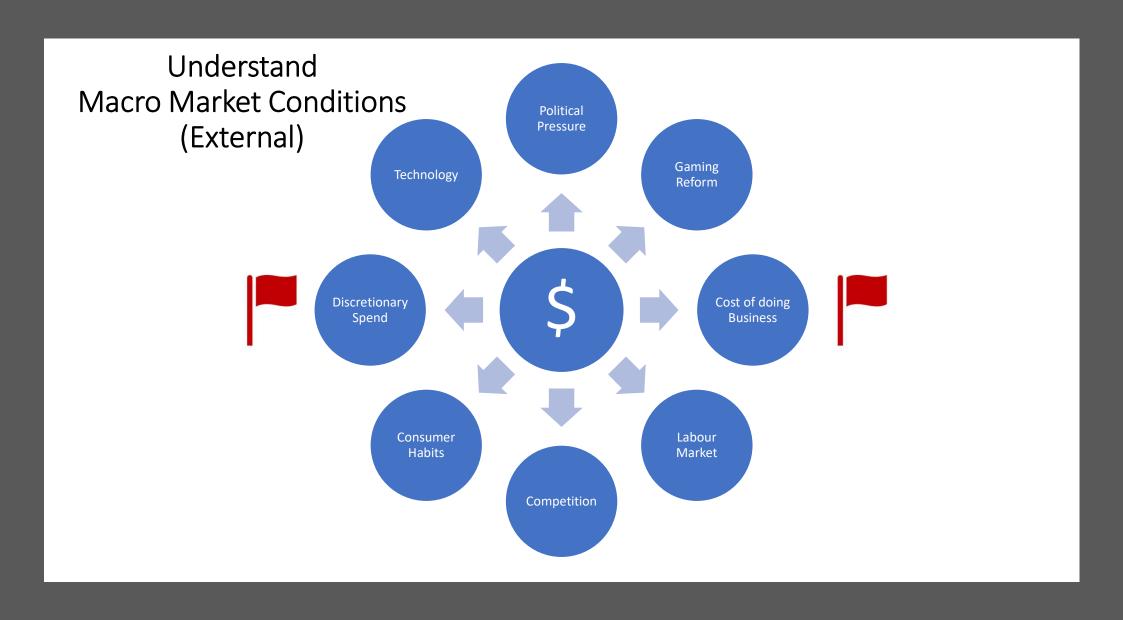


London Learning Tour

Diverse Food and Beverage inspiration - Casual dining focus Sept 26 – Oct 2, 2023

6 days – 25+ venues – 10 locations

Casual, Fast Casual and Elevated Casual Dining – Sports & Esports Bars – Restaurants – Exhibitions & Conferences – Breweries & Distilleries – Markets – Food Halls – Cafes – Urban Farms & Nurseries – Premium Bars - Food X Retail precincts - Gastropubs



Understand Critical Success Factors (Internal)

Importar	nce Internal Factors P	erformance
10	Physical design / intimacy / M.A.L (music, air cond, lighting)	5
10	Superior customer service culture (attitude, product knowledge)	6
10	Quality and relevance of product (Local, consistent etc)	5
10	Family friendly environment	6
10	Safety / comfort / convenience	6
8	Branding - marketing	2
8	Value of offer	7
8	Car park	10
6	IT systems - efficiency - seamless experien (especially payment, gaming)	oce 5



Change from "We think" to "We know"

The Tools & Process



Understand the Vision – The Why?

Data Driven Insights (Quantitative)

Source References:

- Gaming, carded gaming
- Membership
- POS
- Surveys
- Financials (P&L, Cash Flow & BS)
- Licensing
- F&B industry
- Competitive data
- Demographics, Socioeconomics, Spending Power
- Town planning & infrastructure

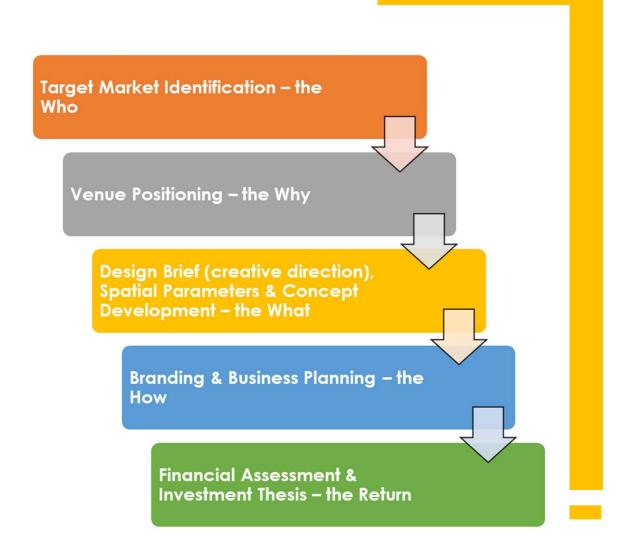


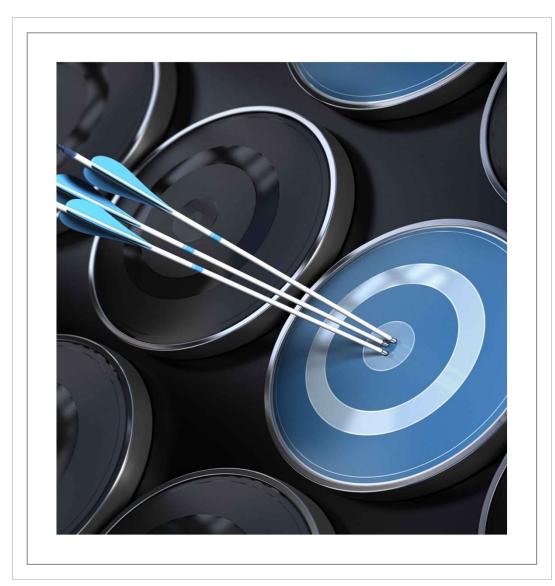


Experiential & Observational (Qualitative)

- Board/Mgt Knowledge
- Focus Group Insights member & non-member
- Organisational Culture
- Community
- Operational Competency and Capability
- Competitive Assessment
- Market Trends & Consumer Behaviours

Develop the Competitive Strategy





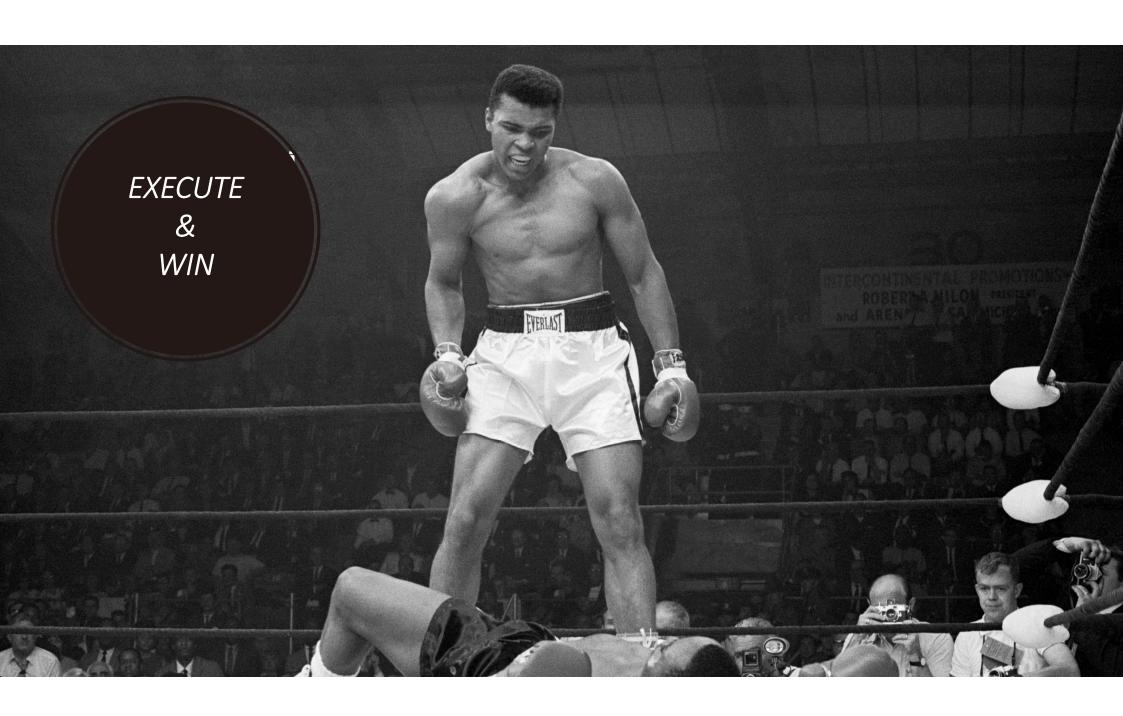
Develop the Competitive Strategy

Expanding the business without losing focus on the core operations

and/or

Enhancing new market opportunities that are complementary to the core business

Complementary Diversification





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