



Lottery Oversight Committee Update

May 2017



# Today's Objectives

### **Objectives for today's session:**

- i. To summarize the progress made to date against each core strategy in FY17
- i. To answer any questions you may have





# FY17 Implementation Plan (1)

KEY INITIATIVES	FY17				
	Q1	Q2	Q3	Q4	
5.1 BRAND					
1. Parent Brand Re-Appraisal					
2. Win Belief					
3. Beneficiary Program					
5.2 GAMES - INSTANTS					
1. Prize Maximization Program					
2. Establish Range and Cat Principles, Extend Core Game Strat					
3. Pre-Launch Program					
4. Review Dispenser Allocation & Pack Sizes					
5. Tailor Product Ranges					
5.2 GAMES - DRAW GAMES					
1. Brand Architecture					
2. Establish New Product Development Process (NPD)					
3. Renovate NSJ (Output of establishing NPD Process)					
4. New In State Bigger Lotto Format Game					



### **Brand - Key Initiatives**

- Engaged The Value Engineers (Camelot's cost) to develop a robust brand positioning for the Lottery to underpin the marketing plan developed for FY18
- Provided additional focus on Win Belief, including new (evidence-based) campaigns
- Brought the Beneficiary Program to life in media and with tailored, localized messages in stores
- Completed econometrics modeling to enable evidence-based decision making and evaluation of marketing activity
- Consumer Tracking study now in place to help develop future brand plans



### Games - Key Initiatives

#### **Draw Games**

- Enhancement to Natural State Jackpot game in March 2017
- Developed Regular Play strategy through "always on" media strategy to be continued through FY18
  Marketing Plan

#### Instants

- Prize maximization program established
- New Instants game design process developed and implemented
- Core game strategy developed ensuring new games are of high quality with proven customer appeal





# FY17 Implementation Plan (2)

KEY INITIATIVES	FY17				
	Q1	Q2	Q3	Q4	
5.3 MARKETING					
1. Optimize Marketing Planning and Effectiveness Process - IMAP					
2. Econometric Modelling					
3.Develop regular play and repertoire play strategy					
5.4 RETAIL					
1. Optimize Retail Distribution					
2. Perfect In Store Execution (PIE)					
3. Maximize TVM sales					
4. Key Accounts Function					
5. Value of Lottery (VOL)					
6. Segment Estate					



## Marketing - Key Initiatives

- Integrated Marketing Activity Plan (iMAP) established to provide longer term planning and timely development of high quality marketing campaigns
- Development of "always on" media strategy to provide support across games portfolio and other key messages: beneficiaries, winners
- Support to Marketing Team in the delivery of the key FY17 marketing programs
- Lead initial development of FY18 Marketing Plan to deliver high quality advertising and media plans



### Retail - Key Initiatives

- Retailer expansion Geo Mapping work conducted and established resource to follow up on behalf of the Lottery
- In-store Execution: Implemented Core 10 weekly reporting driving insight and availability of best selling instant games. The number of retailers now selling the best selling Instant games has increased from 31% to 53% from June 2016 to present day this equates to over 350 more retailers stocking the best selling games
- Key Account Manager role recruited
- New Value of Lottery story developed and implemented to explain the key benefits of being a lottery retailer
- Supported further segmentation of retailer estate to focus valuable MSR time



## **Summary**

- FY17 Net Income is on budget
- Key initiatives from the 5 year Business Plan have been implemented
- The Lottery is in a strong position moving into FY18
- Any Questions?