TABCORP

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19 February 2004

To: Australian Stock Exchange
Companies Announcements Platform
20 Bridge Street
Sydney NSW 2000

TABCORP HALF YEAR RESULTS PRESENTATION

Please find attached the presentation regarding TABCORP's Half Year Results ended 31 December 2003 to be presented later today by Matthew Slatter, Managing Director and Chief Executive Officer.

This presentation will be webcast on TABCORP's website at **www.tabcorp.com.au**

Peter Caillard
Executive General Manager –
Corporate, Legal & Compliance

Enc.

TABCORP Holdings Limited

Half Year Results

19 February 2004

TABCORP

Agenda

- Matthew Slatter
  - Key features
- David Elmslie
  - Financial performance
- Matthew Slatter
  - Performance in current half
  - 2004 outlook

Key features

- Net profit after tax (before goodwill and non recurring items) up 20.6% on pcp to $173.2 million
- Increased interim dividend from 33 cents to 35 cents per share on pcp
- Net operating revenue from wagering and network games increased 7.6% on a pro forma basis
- Victorian gaming revenue trending upwards in last 4 months of the period
- All four casino properties recorded strong overall performance
- Integration of Jupiters with Vic, NSW and Qld businesses producing synergies/efficiencies better than expected

Financial performance

	6 months to 31 Dec 2002	6 months to 31 Dec 2003[1]	% change
Net operating revenue ($m)	983.1	1,118.5	13.8
Net profit after tax			
- Before goodwill amort^{n} and non-recurring items ($m)	143.6	173.2	20.6
- Before non-recurring items ($m)	134.5	155.4	15.5
- Basic ($m)	131.2	155.4	18.4
Earnings per share			
- Before goodwill amort^{n} and non-recurring items (cents)	38.8	45.3	16.8
- Before non-recurring items (cents)	36.3	40.6	11.9
- Basic (cents)	35.4	40.6	14.7
Dividends per share[2] (cents)	33.0	35.0	6.1

Notes:
[1] Actual results for 6 months ended 31 December 2003 include a contribution from Jupiters for 2 months
[2] Fully franked

Summary divisional results

$m	Actual 6 months to 31 Dec 2003[1]	Pro forma 6 months to 31 Dec 2002[2]	Pro forma 6 months to 31 Dec 2003[2]	% Change
Net operating revenue				
Wagering & Network Games	253.3	270.3	290.7	7.6
Gaming	428.7	458.6	435.8	(5.0)
Casinos	432.4	583.9	619.2	6.0
EBITA[3]				
Wagering & Network Games	46.6	47.9	55.0	14.8
Gaming	108.8	116.2	110.2	(5.2)
Casinos	136.1	153.2	188.1	22.8

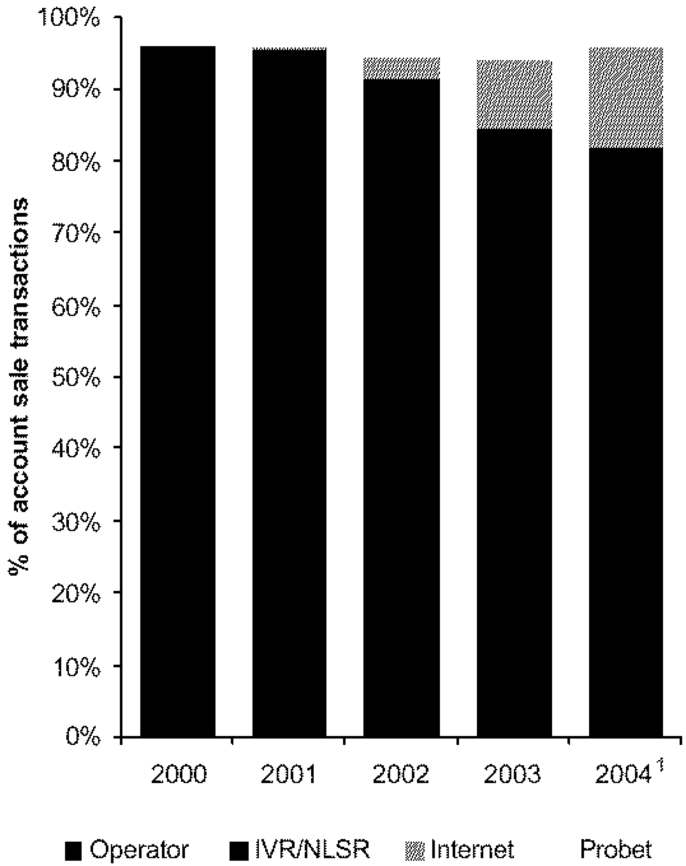
Notes:
[1] Actual results for 6 months ended 31 December 2003 include a contribution from Jupiters for 2 months
[2] Pro forma results include a contribution from Jupiters for 6 months in the current and prior periods
[3] 6 months to 31 December 2002 excludes non-recurring expenses of $1.8 million in write downs relating to Qld properties, restructuring costs of $0.5 million and provisions relating to surplus lease space of $2.0 million

Wagering and Network Games – Key features

- Net operating revenue increased 7.6% to $290.7m on a pro forma basis
- Revenue growth in all racing codes
- Rugby World Cup drove 23.7% increase in sportsbetting revenue
- Keno now in 2,004 venues nationally following Jupiters merger
- 23.1% increase in Trackside revenue
- Agency refurbishment program continues
- Jupiters International revenue increased to $9.8m from $1.9m in pcp
- Increasing customer take-up of lower-cost distribution channels

Wagering and Network Games – Key features

Breakdown of account sales



Notes
1 Figures for the 6 months ended 31 December 2003

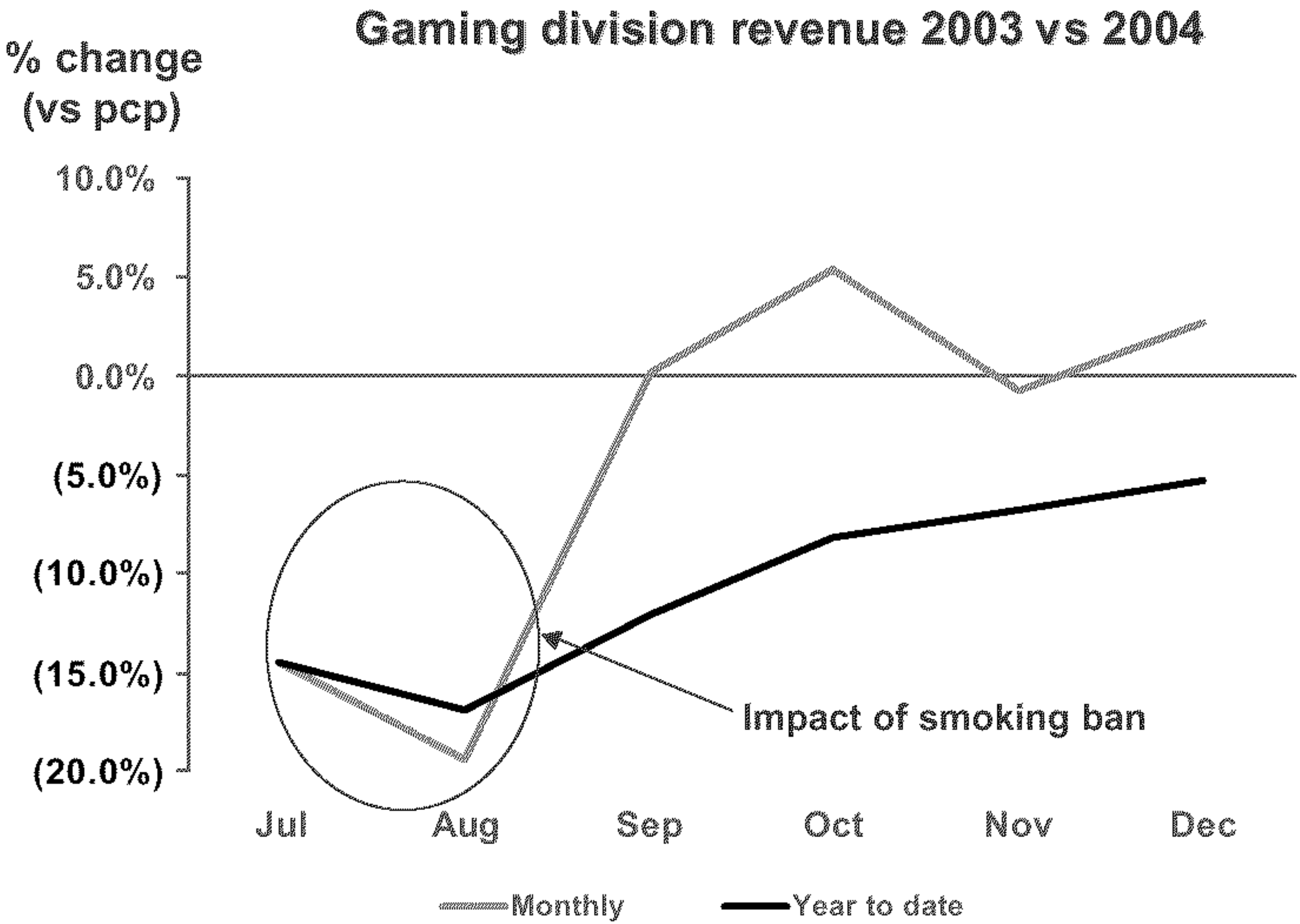
Lower cost distribution

- 69.6% increase in number of internet bets processed
- Continuing enhancement of internet site
- Self-service phone betting more user-friendly
- Trials underway on new Retail Wagering Terminal (RWT)
  - $21.3m investment, approximately 800 machines
  - Two new bet types
  - Improved functionality
- Extended operator hours in conjunction with $10 minimum bet in February 2004

Gaming – Key features

- Net operating revenue $435.8m, down 5.0% on a pro forma basis
  - Victorian gaming down 5.3%
  - Qld monitoring up 10.2%
- Effective cost control with operating expenses down 2.7%
- Introduction of Cash Express Hyperlink machines
  - 215 rolled out across 26 venues
  - total of 502 machines expected to be operational in February 2004
- Market share improvement to 49.1% for December 2003

Gaming – Key features



Gaming – Key features

- Venue upgrades
  - 20 venues refurbished
  - Stoney's Club (Darley FC) opened with 40 EGM's
  - 198 venues (of 270) have now been modified with our 'Optimum (Grade 4)' smoking area solution
- Customer service
  - 'Capitalising on New Customers' training program introduced
  - Venue Performance Standards at record levels of compliance

Casinos – Key features

- Net operating revenue $619.2m, up 6.0% on a pro forma basis
- All properties recorded strong overall revenue growth with above theoretical win rates in the rebate play business
- Strong improvements in hotel performance
- NSW Casino Control Authority triennial review gave a positive assessment of TABCORP's management

Casinos – Key features

- Products
  - New table game and electronic gaming products
  - Improved product 'mix'
- Facility improvement
  - Extensive refurbishment program in all properties
  - Qld Government announces extension of Gold Coast Convention and Exhibition Centre

Casinos – Star City licence review

- NSW Casino Control Authority triennial review represents positive recognition of TABCORP casino management approach and capabilities
  - *"a thorough, comprehensive and impressive (compliance) system which is overseen in a highly competent and focused manner"*
  - Rated by AUSTRAC as *"benchmark cash dealer amongst casinos"*
  - Star City casino *"continues to make a significant contribution to the recreational opportunities for the many residents and tourists who enjoy this form of entertainment"*

-NSW Casino Control Authority

TABCORP social responsibility

Responsible gambling

- Proactive strategies to address problem gambling
- Research focus
- KPMG audit of compliance with TABCORP Responsible Gambling Code found:
  - High level of compliance overall, behaviour change a weakness
  - Self-exclusion concerns
  - Inconsistent practice in terms of documentation of written procedures in venues
- TABCORP to implement:
  - Change management process
  - Review of self-exclusion
  - New service standards, venue awareness program

Community support

- Renewed sponsorship for Life Saving Victoria
  - 12 months
  - Raising awareness of water safety measures
- Local community support through Tabaret Community Assistance Program
  - Regional, suburban communities
  - Community safety focus
- $31.4m to Community Support Fund in Victoria Jul-Dec '03
- Jupiters Casino Community Benefit Fund
- Star City local community support program

Integration of the Jupiters group

- All business units integrated
- Jupiters' corporate office functions integrated into TABCORP Corporate
- Annual synergies/efficiencies identified are $24.6m, $14.4m above the Jupiters' scheme booklet estimate
- The 2004 expected synergies/efficiencies are $9.5m comprising
  - Corporate $4.8m
  - Townsville $1.9m
  - Other $2.8m
- $20.5m of synergies/efficiencies expected to be achieved in the year ending 30 June 2005
- Annual synergies/efficiencies identified do not include any synergies/efficiencies with respect to Caesar's Entertainment managed properties (Gold Coast and Treasury)

Integration of the Jupiters group

- Discussions continue with Caesar's Entertainment on the future management arrangements for Conrad Jupiters and Conrad Treasury Casinos
- Post implementation review conducted by Deloitte
- Project team continues to drive completion of integration with a focus on casinos 'best practice'

Financial Performance

Financial performance

$m	6 months to 31 Dec 2002	6 months to 31 Dec 2003	% change
Net operating revenue	983.1	1,118.5	13.8
Other revenue[2]	7.5	10.1	35.9
Taxes on gambling	(306.1)	(322.6)	5.4
Operator commissions	(146.0)	(144.9)	(0.7)
Racing industry fees	(66.0)	(68.6)	4.0
Other operating expenses[1]	(195.8)	(258.8)	32.2
Depreciation and amortisation	(45.3)	(49.0)	8.2
EBITA[1]	231.4	284.7	23.1
Goodwill amortisation	(9.1)	(17.8)	96.5
EBIT[1]	222.3	266.9	20.1
Net interest expense	(24.5)	(35.6)	45.7
Profit after tax before non-recurring items[1]	134.5	155.4	15.5
Non-recurring items net of tax	(3.3)	-	-
Profit after tax	131.2	155.4	18.4
EBITA[1] / Net operating revenue (%)	23.5	25.4	
Net interest cover[1] (x)	9.1	7.5	

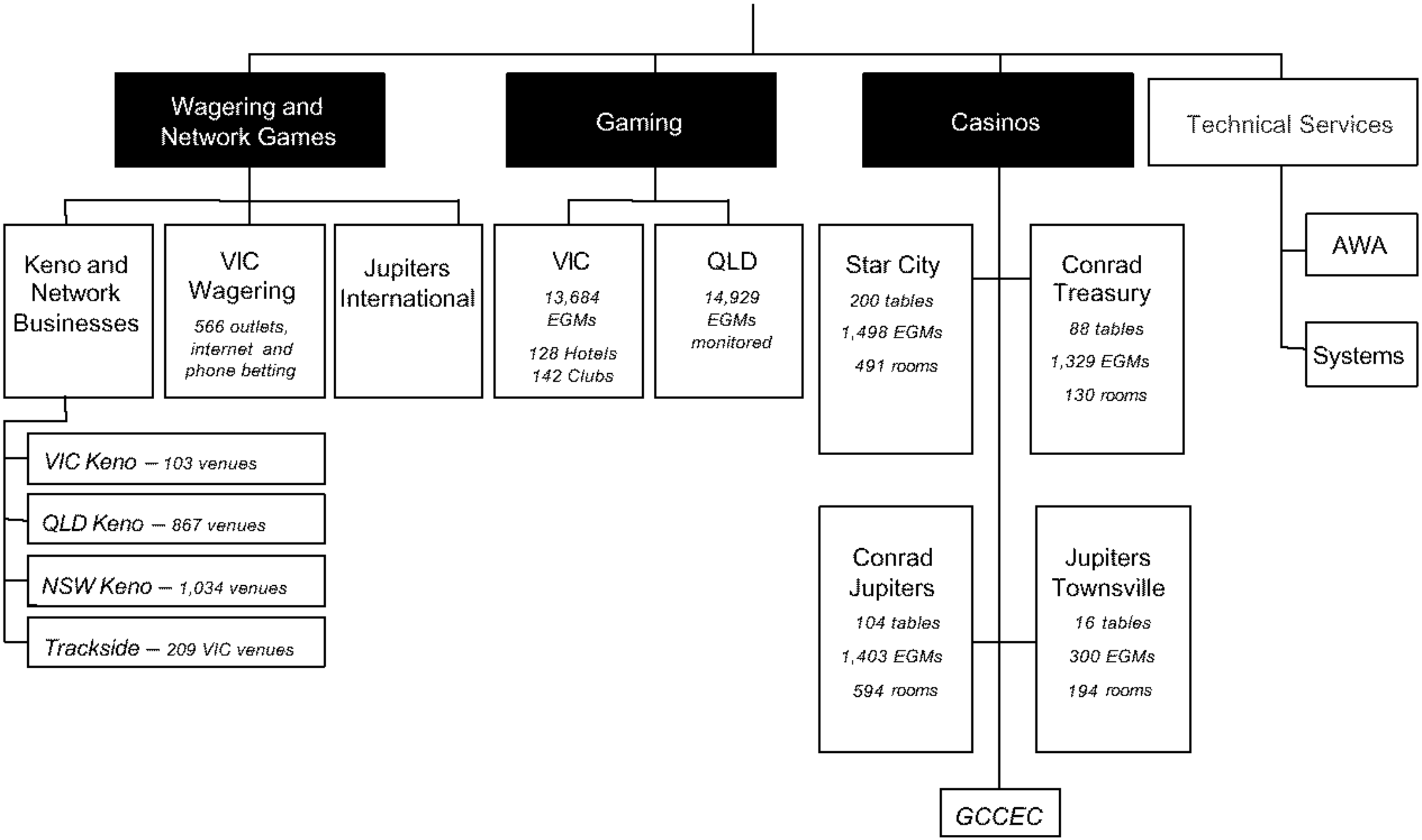
Notes:

[1] 6 months to 31 December 2002 excludes non-recurring expenses of $1.8 million in write downs relating to Qld properties, restructuring costs of $0.5 million and provisions relating to surplus lease space of $2.0 million

[2] Excludes interest income and includes the net proceeds and the written down values from the sale of non-current assets

Group structure

TABCORP



Segmented earnings

$m	W&NG	Gaming[1]	Casinos[2]	Unallocated	Total
6 mths to 31 Dec 2003					
Operating revenue	253.3	428.7	432.4	4.1	1,118.5
Other revenue[3]	6.2	1.0	1.6	1.3	10.1
Total revenue	259.5	429.7	434.0	5.4	1,128.6
EBITA	46.6	108.8	136.1	(6.8)	284.7
Goodwill	(2.0)	(0.5)	(15.3)	-	(17.8)
EBIT	44.6	108.3	120.8	(6.8)	266.9
6 mths to 31 Dec 2002					
Operating revenue	223.5	449.2	310.4	-	983.1
Other revenue[3]	3.5	1.3	2.6	0.1	7.5
Total revenue	227.0	450.5	313.0	0.1	990.6
EBITA	37.5	115.3	84.1	(5.5)	231.4
Goodwill	(0.1)	-	(9.0)	-	(9.1)
EBIT	37.4	115.3	75.1	(5.5)	222.3

Notes:

[1] 6 months to 31 December 2002 excludes non-recurring expenses of $1.8 million in write downs relating to Qld properties

[2] 6 months to 31 December 2002 excludes non-recurring expenses of $0.5 million relating to restructure costs and $2.0 million relating to surplus lease space

[3] Excludes interest income and includes the net proceeds and written down values from the sale of non-current assets

Wagering & Network Games – Financial data

$m	Actual 6 months to 31 Dec 2003[1]	Pro forma 6 months to 31 Dec 2002[2]	Pro forma 6 months to 31 Dec 2003[2]	% change
Revenue from ordinary activities	259.5	280.2	302.2	7.9
R.I., taxes & op. commissions	(162.6)	(172.1)	(179.1)	4.1
Other operating expenses	(42.8)	(50.4)	(57.2)	13.6
Depreciation & amortisation	(7.5)	(9.8)	(10.9)	11.4
EBITA	**46.6**	**47.9**	**55.0**	**14.8**
EBITA/ Net operating revenue (%)	*18.4*	*17.7*	*18.9*	

Notes:
[1] Actual results for 6 months to 31 December 2003 include a contribution from Jupiters for 2 months
[2] Pro forma results include a contribution from Jupiters for 6 months in the current and prior periods

Wagering & Network Games – Financial data

$m	Actual 6 months to 31 Dec 2003[1]	Pro forma 6 months to 31 Dec 2002[2]	**Pro forma 6 months to 31 Dec 2003[2]**	**change**
Net operating revenue				**%**
Racing				
Thoroughbred	154.9	150.9	154.9	2.6
Harness	30.9	29.3	30.9	5.2
Greyhound	32.6	30.1	32.6	8.6
Total racing	218.4	210.3	218.4	3.8
Sportsbet	5.4	4.4	5.4	23.7
Keno	17.0	46.5	48.3	3.9
Jupiters International	3.7	1.9	9.8	406.6
Other	8.8	7.2	8.8	22.5
Total net operating revenue	253.3	270.3	290.7	7.6
Other revenue	6.2	9.9	11.5	16.6
Revenue from ordinary activities	259.5	280.2	302.2	7.9
Meetings	*2,873*	*2,822*	*2,873*	*51*
Retail outlets				
TAB agencies/PubTABs	*566*	*589*	*566*	*(23)*
Keno outlets	*2,004*	*1,961*	*2,004*	*43*

Notes:

[1] Actual results for 6 months to 31 December 2003 include a contribution from Jupiters for 2 months

[2] Pro forma results include a contribution from Jupiters for 6 months in the current and prior periods

Gaming – Financial data

$m	Actual 6 months to 31 Dec 2003[1]	Pro forma 6 months to 31 Dec 2002[2]	**Pro forma 6 months to 31 Dec 2003[2]**	**% change**
Revenue from ordinary activities	429.7	460.3	436.9	(5.1)
Taxes & operator commissions	(290.8)	(306.7)	(290.8)	(5.2)
Other operating expenses[3]	(16.8)	(22.2)	(21.6)	(2.7)
Depreciation & amortisation	(13.3)	(15.2)	(14.3)	(5.9)
EBITA[3]	**108.8**	**116.2**	**110.2**	**(5.2)**
EBITA[3]/ Net operating revenue (%)	*25.4*	*25.4*	*25.3*	

Notes:
[1] Actual results for 6 months to 31 December 2003 include a contribution from Jupiters for 2 months
[2] Pro forma results include a contribution from Jupiters for 6 months in the current and prior periods
[3] 6 months to 31 December 2002 excludes non-recurring items of $1.8 million in write downs relating to Qld properties

Gaming – Financial data

$m	Actual 6 months to 31 Dec 2003[1]	Pro forma 6 months to 31 Dec 2002[2]	**Pro forma 6 months to 31 Dec 2003[2]**	**change**
Net operating revenue				**%**
Victorian network				
Hotels	282.5	301.8	282.5	(6.4)
Clubs	141.8	146.4	141.9	(3.1)
Qld monitoring & other	4.4	10.4	11.4	10.2
Total net operating revenue	428.7	458.6	435.8	(5.0)
Other revenue	1.0	1.7	1.1	(35.9)
Revenue from ordinary activities	429.7	460.3	436.9	(5.1)
EGMs (period end) (VIC)	*13,684*	*13,749*	*13,684*	(65)
EGMs (period end) (QLD)	*14,929*	*14,402*	*14,929*	527
Venues (VIC)	*270*	*271*	*270*	(1)
Venues (QLD)	*310*	*307*	*310*	3
$NMR/EGM (daily avge) (VIC)	*225*	*237*	*225*	(12)

Notes:
[1] Actual results for 6 months to 31 December 2003 include a contribution from Jupiters for 2 months
[2] Pro forma results include a contribution from Jupiters for 6 months in the current and prior periods

Casinos – Financial data

$m	Actual 6 months to 31 Dec 2003[1]	Pro forma 6 months to 31 Dec 2002[2]	**Pro forma 6 months to 31 Dec 2003[2]**	**% change**
Revenue from ordinary activities	434.0	588.4	622.8	5.8
Taxes	(83.3)	(109.2)	(114.3)	4.7
Other operating expenses[3]	(186.5)	(284.7)	(283.2)	(0.6)
Depreciation & amortisation	(28.1)	(41.3)	(37.2)	(9.8)
EBITA[3]	**136.1**	**153.2**	**188.1**	**22.8**
EBITA[3]/ Net operating revenue (%)	*31.5*	*26.2*	*30.4*	

Notes:

[1] Actual results for 6 months to 31 December 2003 include a contribution from Jupiters for 2 months

[2] Pro forma results include a contribution from Jupiters for 6 months in the current and prior periods

[3] 6 months to 31 December 2002 excludes non-recurring items of $2.0 million provision in respect of sub-lease liability and $0.5 million in restructure costs

Casinos – Financial data

$m	Actual 6 months to 31 Dec 2003[1]	Pro forma 6 months to 31 Dec 2002[2]	**Pro forma 6 months to 31 Dec 2003[2]**	**% change**
Net operating revenue				
Table games				
Rebate play	19.8	21.4	29.8	39.3
Other	195.9	235.4	244.7	3.9
Total tables	215.7	256.8	274.5	6.9
EGMs & other	147.9	225.9	236.6	4.7
Total gaming	363.6	482.7	511.1	5.9
Accommodation	24.9	30.0	35.1	17.1
Food & Beverage and other	43.9	71.2	73.0	2.5
Total operating revenue	432.4	583.9	619.2	6.0
Other revenue	1.6	4.5	3.6	(20.4)
Revenue from ordinary activities	434.0	588.4	622.8	5.8
Overall win/table/day ($)	*3,737*	*3,421*	*3,704*	*8.3*
NMR/EGM/day ($)	*300*	*274*	*285*	*4.0*
Occupancy (%)	*78.2*	*69.0*	*73.4*	*4.4*

Notes:
[1] Actual results for 6 months to 31 December 2003 include a contribution from Jupiters for 2 months
[2] Pro forma results include a contribution from Jupiters for 6 months in the current and prior periods

Casinos – Net operating revenue

$m	Actual 6 months to 31 Dec 2003[1]	Pro forma 6 months to 31 Dec 2002[2]	**Pro forma 6 months to 31 Dec 2003[2]**	**% change**
Star City				
Table games				
PGR	50.6	49.2	50.6	2.9
MGF	121.5	114.1	121.6	6.5
EGMs & other gaming	102.2	101.2	102.2	1.0
Non-gaming	47.5	45.9	47.4	3.5
Total Star City	321.8	310.4	321.8	3.7
Jupiters casinos				
Rebate play	19.8	21.4	29.8	39.3
Other table games	23.8	72.1	72.5	0.7
EGMs & other gaming	45.7	124.7	134.4	7.8
Non-gaming	21.3	55.3	60.7	9.7
Total Jupiters casinos	110.6	273.5	297.4	8.8
Total casinos	432.4	583.9	**619.2**	**6.0**

Notes:
[1] Actual results for 6 months to 31 December 2003 include a contribution from Jupiters for 2 months
[2] Pro forma results include a contribution from Jupiters for 6 months in the current and prior periods

TABCORP Group - Financial position

$m	As at 31 Dec 2002	**As at 30 Jun 2003**	**As at 31 Dec 2003**
Current assets	155.3	158.4	303.0
Licences/management agreement	1,031.3	1,081.8	1,122.4
Goodwill	301.8	292.9	1,320.8
Property, plant & equipment	783.2	759.2	1,483.8
Other non current assets	107.7	107.2	203.6
Total assets	2,379.3	2,399.5	4,433.6
Total liabilities	1,059.9	1,079.6	2,562.3
Shareholders' funds	1,319.4	1,319.9	1,871.3
Net debt	695.9	647.1	1,791.8
Shares on issue	365.6	365.6	415.3
Capital expenditure[1]	27.2	56.4	57.2
Net debt / Equity (%)	52.7	49.0	95.8

Notes:
[1] Capital expenditure represents 6 months

Focus for FY2004 and Outlook

Focus for FY2004

- Continue to maximise synergies/efficiencies through the integration of Jupiters
- Cultural integration and building people capability
- Customer focus and execution of brand strategy
- Implementation of identified responsible gambling initiatives
- Conclusion of negotiations with Caesar's Entertainment on casino management agreement
- Victorian gaming and wagering licences renewal
- Completing identified 2004 divisional business strategies
- Continuing to monitor developments in relation to Tab Limited and a further announcement will be made in the event of any material developments

Conclusion

- Existing businesses performing well and have robust growth
- Have undertaken significant investment in capabilities which will allow us to take advantage of future opportunities
- Integration of Jupiters ahead of schedule and synergy/efficiency targets
- Strong start to second half, with Gaming division revenue up 6.6% on a pro forma basis, for the period 1 January 2004 to 14 February 2004
- NPAT (pre goodwill and non-recurring items) for the full year currently expected to be 20% to 25% above prior year
- Increased geographic and business diversity
- Positive regulatory/compliance performance
- Continuing to monitor developments in relation to Tab Limited
- We will continue to challenge ourselves to be . . . .

Australia's Premier Gambling and Entertainment Group