



The Rank Group Plc ("Rank" or "Group")

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15 October 2026

Q1 2026/27 trading update

Continued revenue growth

Group overview: Group like-for-like ('LFL') Net Gaming Revenue ('NGR') for the first quarter ended 30 September 2026 ('Q1') grew 5% to £216.1m. On a channel basis, digital LFL NGR was up 6% with venues LFL NGR up 5%.

LFL NGR	Q1 2026/27 £m	Q1 2026/27 YoY change
Digital	64.9	6%
Grosvenor venues	108.1	6%
Mecca venues	32.2	0%
Enracha venues	10.9	7%
Group	216.1	5%

Digital LFL NGR growth of 6% was driven by 6% growth in the UK business, reflecting strong performance from our core customer base, notably the Mecca brand online which grew 7%. The UK business continues to demonstrate resilient customer metrics despite the higher tax regime introduced in April 2026 and reduced above-the-line marketing spend. Our focus on the customer proposition and overall marketing spend balance remains a priority as the wider digital landscape continues to reset. International Digital NGR grew 4%.

Grosvenor venues LFL NGR grew 6%, with a 1% increase in visits and a 5% increase in spend per visit.

At a product level, gaming machines revenue grew 14%, underlining our confidence in further improvement as we optimise the performance of the machine estate. Table gaming revenue grew 3% and electronic gaming grew 5%.

During the quarter we closed three venues in Swansea, Reading Central and Sunderland which were no longer economically viable in the medium term.

Mecca venues LFL NGR growth was flat in the period. Customer visits were down 3% on prior year, with spend per visit up 3%. The prolonged period of hot weather in the UK was a significant contributor to the softness in customer visits to Mecca venues.

Enracha venues continued to perform well with Q1 LFL NGR growth of 7%, driven by 11% growth in electronic gaming.

Outlook

The Group has made a strong start to the new financial year and, based on the current industry tax regime in the UK, is confident of delivering Group LFL operating profit in line with market expectations for the current year.

Richard Harris, Chief Executive, said:

"I am pleased with the revenue growth we have seen in the first quarter, particularly the progress we continue to make in terms of gaming machine performance in Grosvenor and the resilience of our UK digital business.

"Speculation regarding the upcoming Budget continues to weigh heavily on investor sentiment, but our message has been clear: any increase to Machine Games Duty will increase costs, reduce venue viability, lead to venue closures and job losses, reduce tax receipts and halt investment. HM Treasury recognised these economic arguments last year and, with the right conditions, we believe our casinos and bingo clubs can play an important role in the Government's growth agenda."

Notice of Results

Rank will announce its interim results for the six months ended 31 December 2026 on 28 January 2027.

Ends

Contacts:

Rank

David Williams – corporate affairs & investor relations

david.williams@rank.com

Media Enquiries:

FTI Consulting LLP (PR adviser to Rank)

Edward Bridges

Matthew Young

Tel: +44 7768 216607

Tel: +44 7929 396411

Photos available from www.rank.com

Notes to editors:

1. Like-for-like ('LFL') excludes the effects of club closures, foreign exchange movements, business disposals and new markets that have not been open for more than 12 months.
2. Net Gaming Revenue ('NGR') represents gross gaming revenue less customer incentives.
3. All comparisons are with the same period in 2025/26.
4. Q1 is for the period 1 July to 30 September.