



BANG & OLUFSEN
ANNUAL REPORT 2018/19
11 JULY 2019

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AGENDA

- **Key highlights**

- Regional development
- Financial highlights
- Strategy and outlook
- Questions & answers

DISAPPOINTING YEAR BUT WE EXPECT PROFITABLE GROWTH IN 2019/20

Negative impact of slower than expected transition of sales and distribution network to more retail-focused model

Fewer product launches, adversely impacted revenue

Positive EBIT due to asset-light operating model despite of revenue shortfall

Negative free cash flow due to high inventory level as a result of lower than expected revenue

FULL YEAR 2018/19

REVENUE

DKK 2,838m

-13.6% growth
(-12% in LC)

EBIT MARGIN

2.1%

FREE CASH FLOW

DKK -272m

OUTLOOK 2019/20

REVENUE

SINGLE DIGIT
GROWTH

EBIT MARGIN

ABOVE 2018/19

FREE CASH FLOW

POSITIVE

FULL YEAR | AFFECTED BY NECESSARY CHANGES TO THE BUSINESS

MAIN REASONS FOR REVENUE DECLINE

- The change towards a retail-driven model in distribution is taking longer than expected and had a greater impact on performance than anticipated
- Fewer product launches combined with 2017/18 being supported by discontinued products and new product launches
- Lower sales of TV's than anticipated in H2 2018/19

REVENUE, DKK m



RESETTING GO-TO-MARKET APPROACH TO A RETAIL-DRIVEN MODEL

BRAND

- Several brand collaborations and partnerships e.g. RIMOWA, David Lynch, Airlines

PRODUCTS & INNOVATION

- Development of product pipeline for 2019/20
- Development of cross-product platforms to be used in launches in 2019/20 and onwards
- Introduced Google Assistant and Airplay 2

DISTRIBUTION & CHANNELS

- More direct engagement with mono- and multibrand retailers
- New partners in China, North America, Australia and New Zealand
- New eCom platform, driving revenue and data insights

COMPETENCIES & PROCESSES

- Strengthening Executive Management Board
- New regional management in US and in EMEA
- Upscaling digital competencies

Q4 | HEADWIND IN STAGED AND ON-THE-GO CATEGORIES

Q4 RESULTS

REVENUE

DKK 618m

-25.5% growth
(-23% in LC)

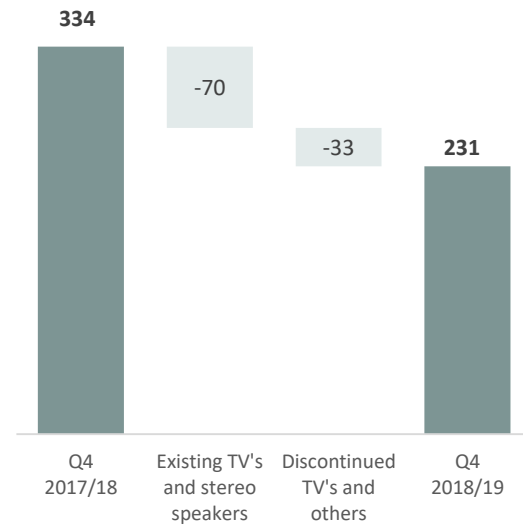
EBIT MARGIN

-10.7%

FREE CASH FLOW

DKK -69m

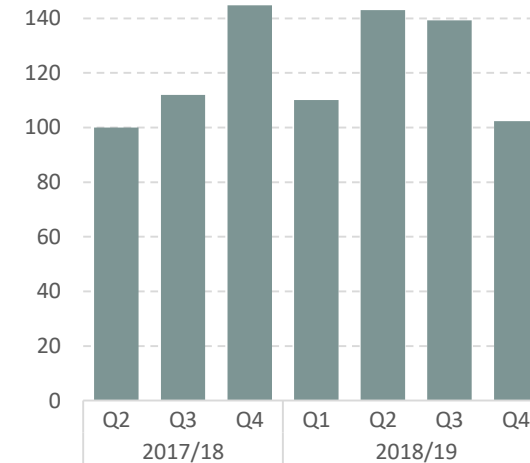
STAGED, DKK m



- Staged was impacted by lower sales of TV's in the existing portfolio and stereo speakers
- Discontinued TV's supported revenue in 2017/18 by DKK 33m

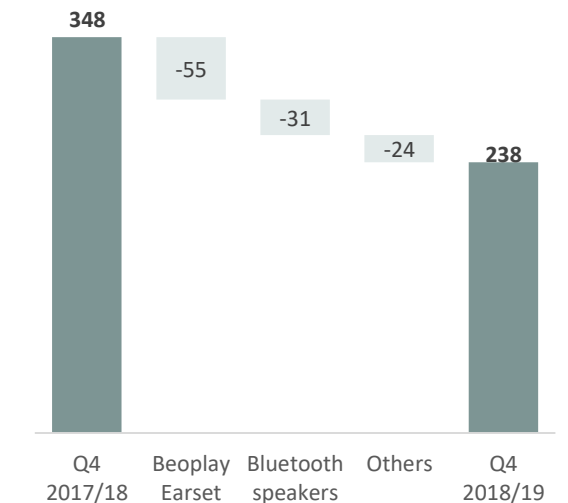
TV SELL-OUT

(Index Q2 17/18=100) ----- Existing portfolio*



- Sell-out of TV's in the existing portfolio fell in Q4 compared to previous quarters
- The combination of high inventories and weak sell-out at retail adversely impacted the sell-in during the quarter

ON-THE-GO, DKK m



- One-off year-over-year effect from Beoplay Earset
- Decline in sales of Bluetooth speakers
- On-the-go furthermore impacted by high inventory at retail level

* Sell-out data on existing TV portfolio is based on warranty registrations

AGENDA



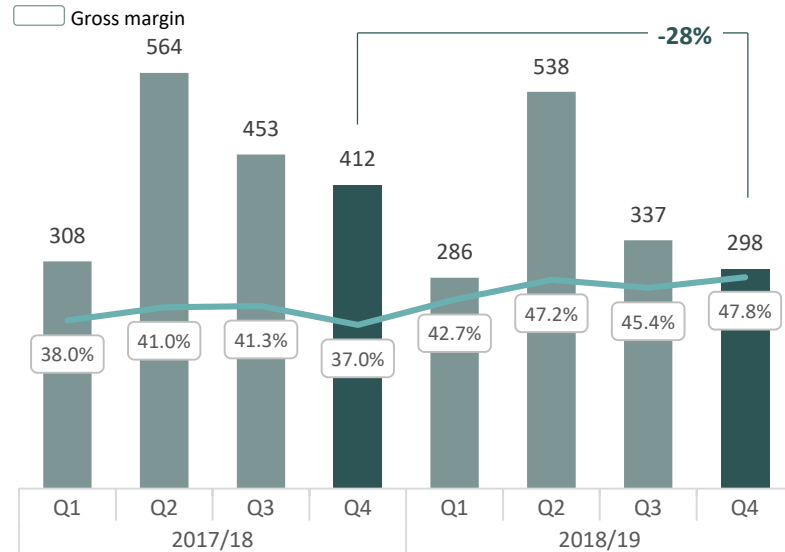
- Key highlights

- **Regional development**

- Financial highlights
- Strategy and outlook
- Questions & answers

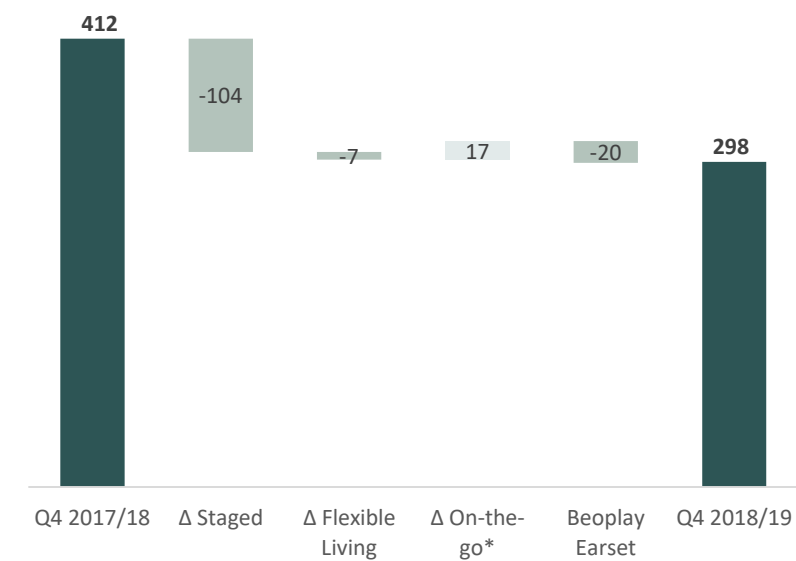
SEGMENTS | EMEA

REVENUE AND GROSS MARGIN, DKKm



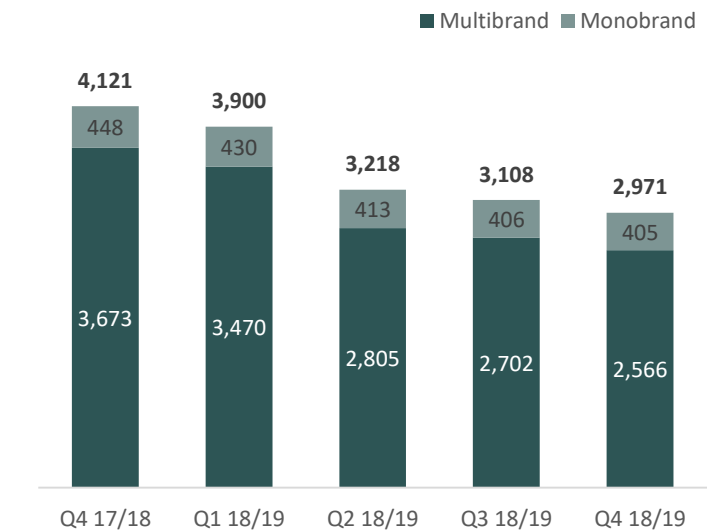
- Revenue impacted negatively by lower sales of Staged products in the monobrand channel
- Improved gross margin lifted by product mix and FX
- Compensation related to Beoplay Earset impacted gross margin negatively by 2.5pp

REVENUE DEVELOPMENT, DKKm



- Staged revenue impacted by
 - Lower sales of existing TV portfolio and stereo speaker
 - 2017/18 supported by discontinued TV's
- Year-over-year impact on Beoplay Earset of approx. DKK 20m
- On-the-go excluding Beoplay Earset was up

POINTS OF SALE

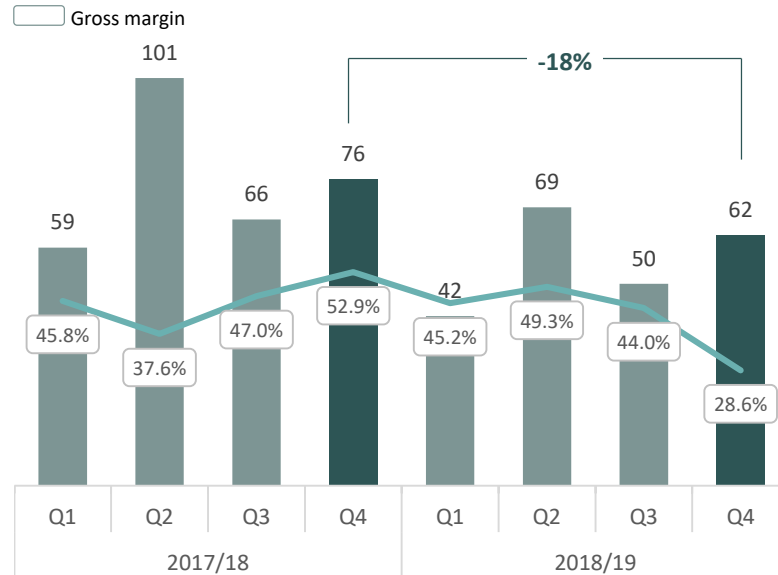


- Monobrand transition continued, with focus on building key clusters in urban locations across Europe
- Multibrand transformation continued with the main priority on establishing luxury-lifestyle retail channels and ensuring a more branded retail execution

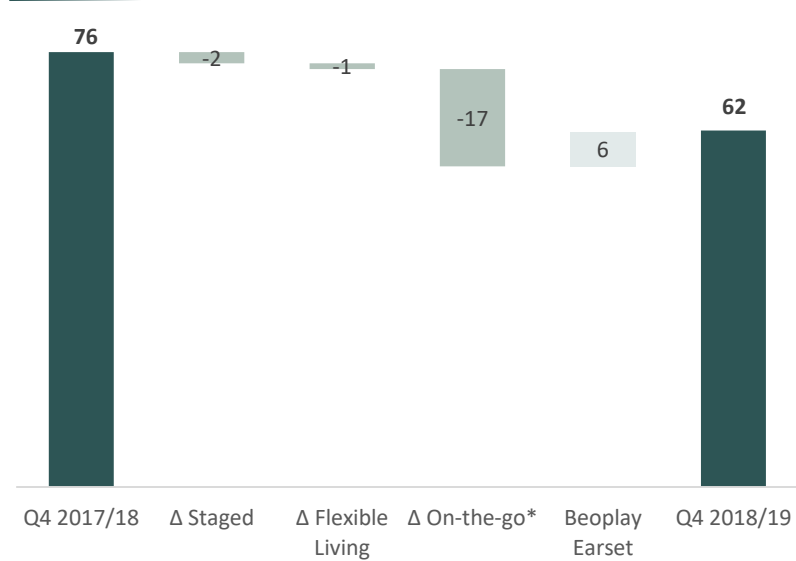
* Excluding one-off related to Beoplay Earset

SEGMENTS | AMERICAS

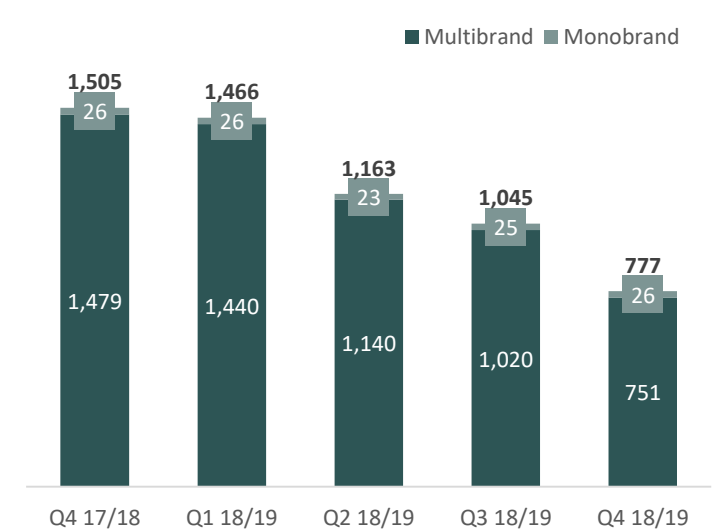
REVENUE AND GROSS MARGIN, DKKm



REVENUE DEVELOPMENT, DKKm



POINTS OF SALE



- Sales to the multibrand network was adversely impacted by the transition of the sales and distribution network
- Gross margin was impacted by approx. 16.7pp negatively due to the sale of Beoplay Earset to a US retailer at a discount

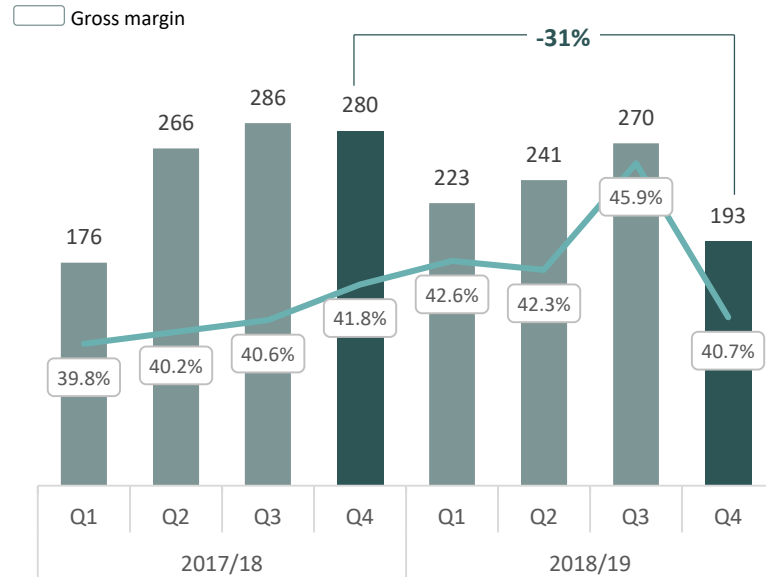
- Revenue decline primarily related to On-the-go
- On-the-go negatively impacted by lower demand from multibrand network
- Positive revenue impact from sale of Beoplay Earset to a US retailer

- Further reductions in non-performing multibrand points of sale
- US cluster partner opened new monobrand store in La Jolla (CA)

* Excluding one-off related to Beoplay Earset

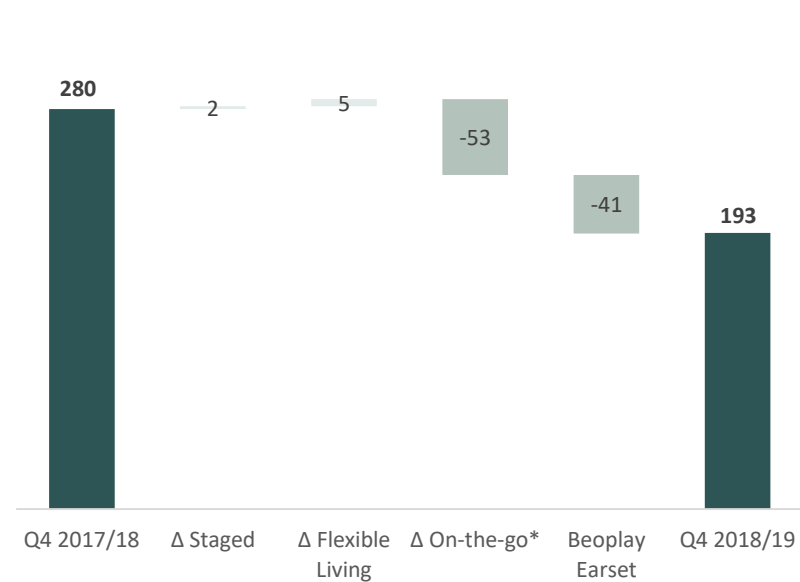
SEGMENTS | ASIA

REVENUE AND GROSS MARGIN, DKKm



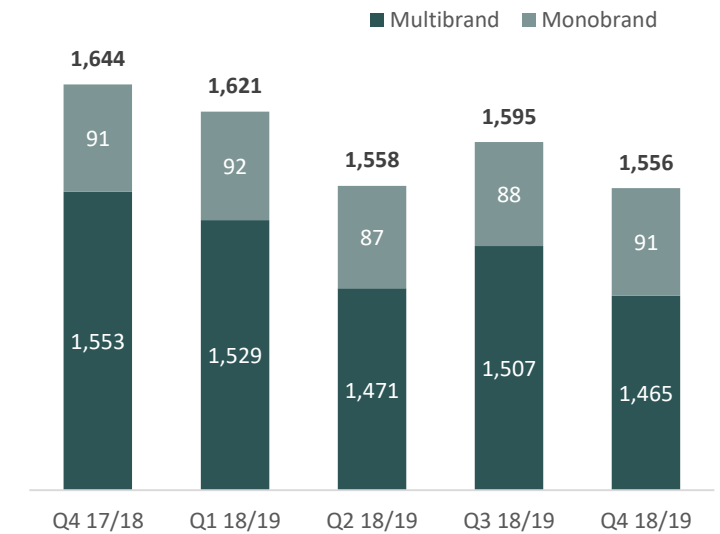
- Revenue growth impacted by sell-in in Q3 and sales and distribution transition in Australia and New Zealand
- The decline in gross margin related to compensation on Beoplay Earset, which impacted gross margin negatively by approx. 3.4pp

REVENUE DEVELOPMENT, DKKm



- Impact year-over-year from Beoplay Earset
- For both earphones and headphones, higher sell-in earlier in the year increased inventories at retail level which had subsequent negative impact on demand in the fourth quarter of the year
- Bluetooth speakers declined by 16% compared to the same quarter last year

POINTS OF SALE

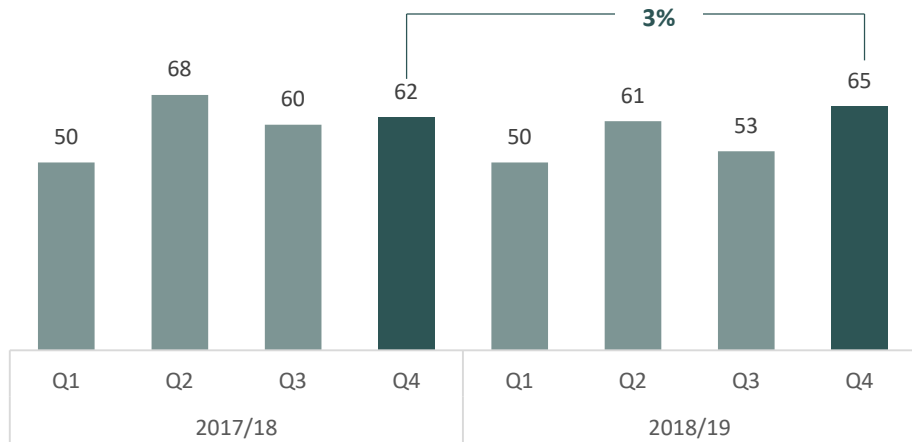


- New monobrand stores opened in China, New Zealand and Vietnam
- Exhibition of Bang & Olufsen in MixC (Chinese Luxury lifestyle mall) exposed the brand to 14 key multibrand retailers representing 143 points of sale

* Excluding one-off related to Beoplay Earset

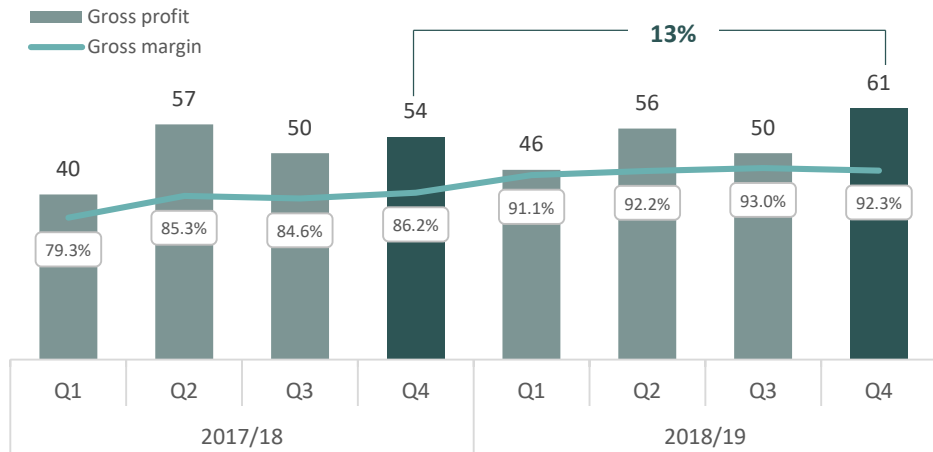
SEGMENTS | BRAND PARTNERING & OTHER ACTIVITIES

REVENUE, DKKm



- Higher income from Brand Partnering
- Aluminium production for third-parties continued the declining trend seen in the previous quarters

GROSS PROFIT AND MARGIN, DKKm



- Margin increase primarily a consequence of Brand Partnering accounting for a larger part of the segment

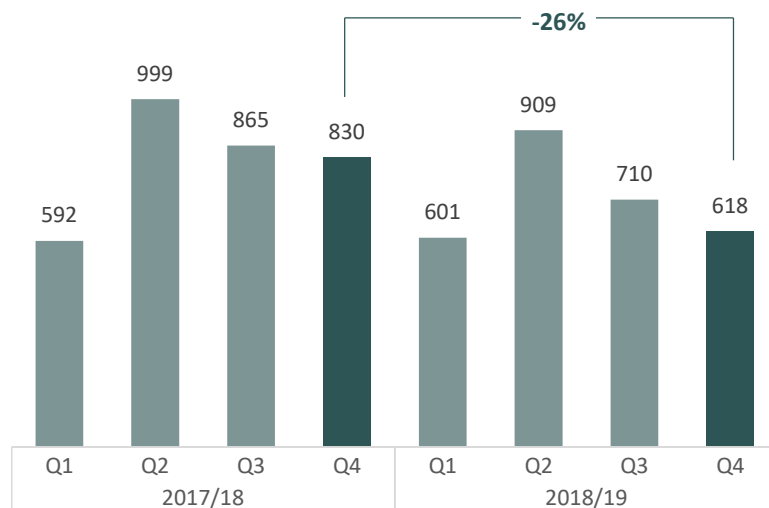


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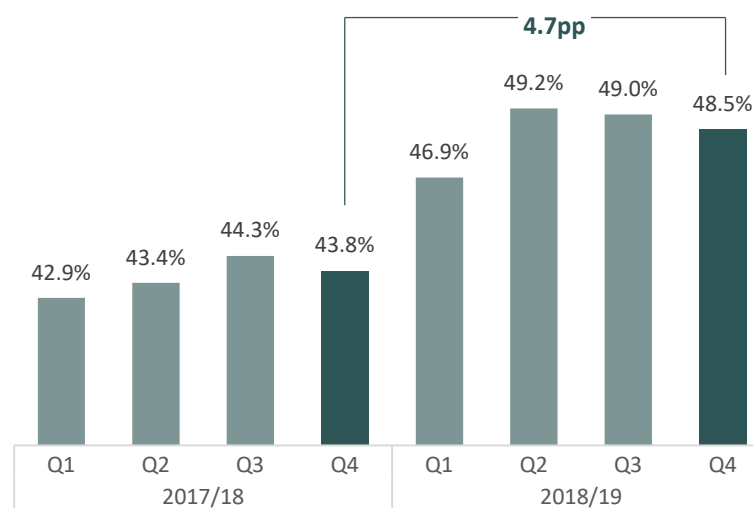
REVENUE AND PROFITABILITY

REVENUE, DKK m



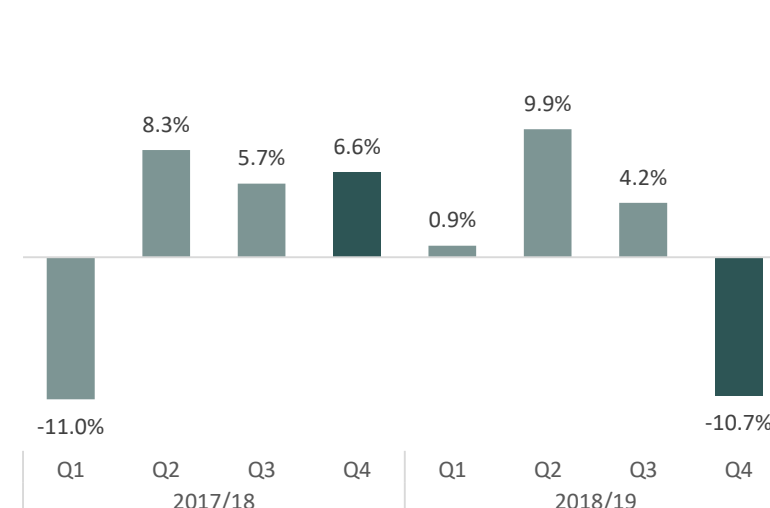
- Lower sales of existing TV portfolio and stereo speakers and Q4 2017/18 supported by sales of discontinued TV's
- Normalising inventory at retail level
- One-off related to Beoplay Earset
- Lower sales of Bluetooth speakers

GROSS MARGIN



- Excluding effects of Beoplay Earset, all product categories delivered higher gross margin
- One-off related to Beoplay Earset reduced gross margin by 2.5pp
- FX lifted the margin by 3.6pp in the quarter

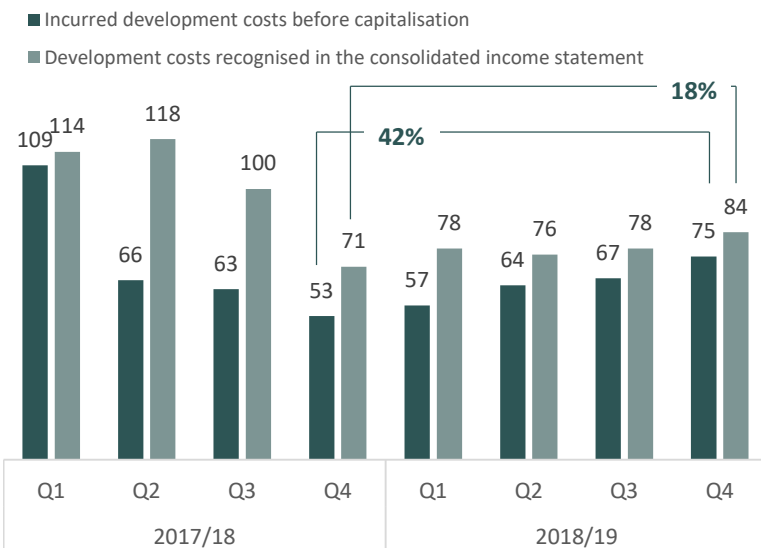
EBIT MARGIN



- EBIT margin was impacted negatively by
 - Lower gross profit
 - Higher capacity costs related to investments in product development, as well as marketing and distribution costs

CAPACITY COSTS

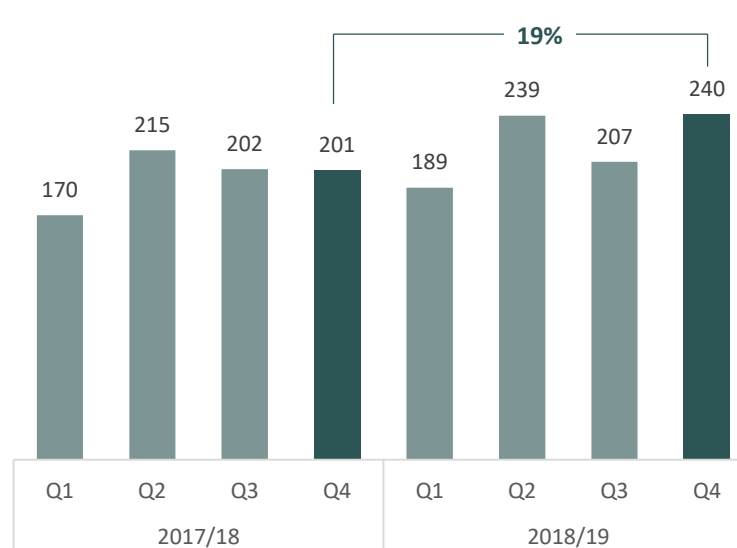
DEVELOPMENT COSTS, DKK m



- Incurred development costs reflect investments into:
 - Cross-product platforms on which future products will be based
 - Product pipeline for 2019/20

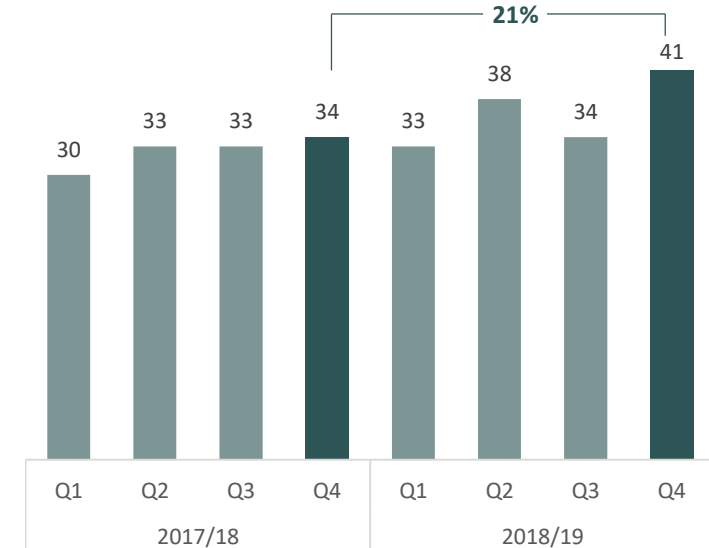
DISTRIBUTION

AND MARKETING COSTS, DKK m



- Investments into demand driving activities:
 - Branded spaces and stores
 - Regional marketing activities
 - Digital media

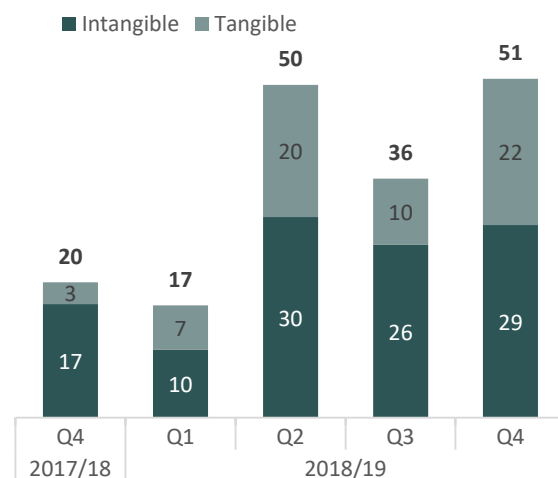
ADMINISTRATION COSTS, DKK m



- Increase in Q4 primarily related to activities supporting the transformation process

BALANCE SHEET AND CASH FLOW HIGHLIGHTS

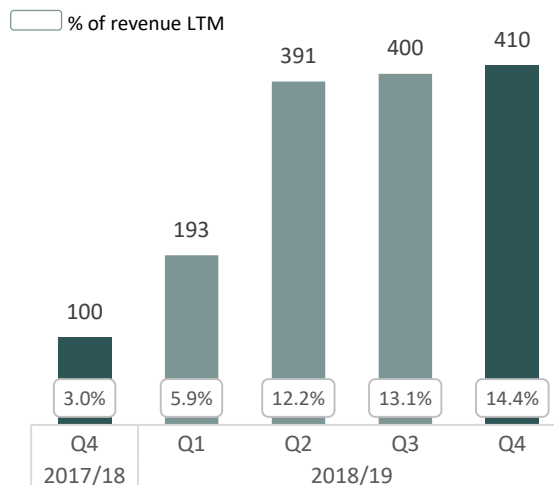
CAPEX, DKKm



Increased capex in Q4 reflects:

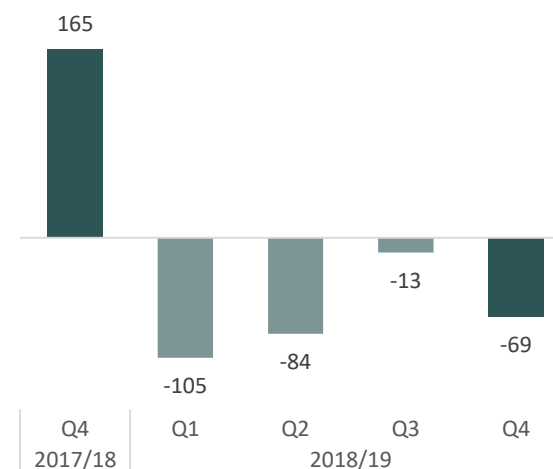
- Investments into new product platforms
- More products under development for 2019/20 launch

NWC, DKKm



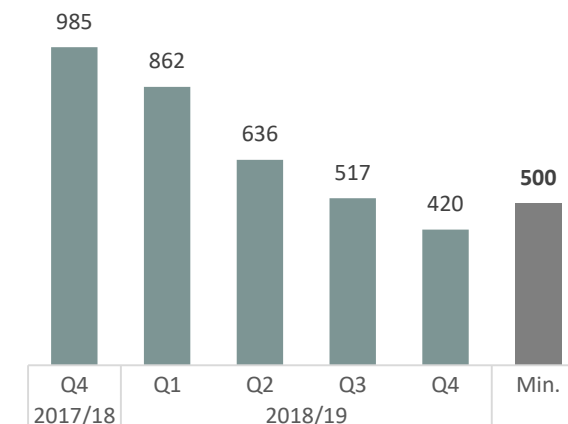
- Net working capital impacted by higher inventory in the quarter
- Increase in inventory due to lower sales than expected

FREE CASH FLOW, DKKm



- Free cash flow in Q4 primarily impacted by:
 - Lower earnings
 - Increased inventory
 - Higher capex compared to Q4 17/18

NET CASH POSITION, DKKm



- Reduction reflects negative free cash flow and share buyback
- Share buyback programme was terminated on 26 March 2019

AGENDA

A pair of Bose headphones is shown resting on a textured, light-colored surface. The headphones are dark-colored with a prominent Bose logo on the ear cup. The background is a soft, out-of-focus texture, possibly a fabric or a wall.

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KEY STRATEGIC PRIORITIES 2019/20



BRAND

- Drive brand awareness across all touchpoints through improved content creation, localised go-to-market approach and insights-driven activities
- Maintain and develop partnerships and collaborations with technology and lifestyle brands to amplify brand experience and awareness and get access to complementary technology



PRODUCTS & INNOVATION

- Successfully launch of 2019/20 products across all categories, including already announced Beovision Harmony
- Complete cross product platforms and maintain innovation focus on future product pipeline



DISTRIBUTION & CHANNELS

- *EMEA*: Create clusters of stores in key locations and enhance consistency in mono- and multibrand and online. Normalise retail inventory levels
- *Americas*: Build presence in key urban areas across the USA and Canada within mono- and multibrand
- *ASIA*: Grow key countries through partners and ensure new store openings over the coming years. Normalise retail inventory levels



COMPETENCIES & PROCESSES

- Enhance data insight, including sell-out performance, and improve demand planning to help fuel growth
- Strengthen consumer-facing digital touchpoints and Group IT infrastructure

OUTLOOK FOR 2019/20

OUTLOOK

Revenue growth

Single digit
in constant currencies

EBIT margin

Above 2018/19

Free cash flow

Positive

MAIN ASSUMPTIONS

- Normalisation of inventory at retail level expected to impact mono- and multibrand in the first half of 2019/20
- Supported by product launches mainly impacting H2 and especially Q4
- Supported by higher revenue
- Improved gross margin excl. FX
- FX headwind of approx. 2pp
- IFRS 16 to lift margin by approx. 1pp
- Ambition to reduce net working capital, however expected to be negatively impacted by seasonality and product launches in H1 2019/20
- Brand partnership with HARMAN expected to become fully cash positive during Q2 2019/20
- IFRS 16 expected to have a positive effect on free cash flow of approx. DKK 30m



QUESTIONS?