

# **Macao Gaming Show opens in style as organisers set new records**

Macao – 18 November 2014: Jay Chun, chairman of trade body MGEMA, welcomed the international gaming community to the second Macao Gaming Show (MGS) which opened this morning (18 November 2014) at The Venetian, Macao.

The official opening ceremony, which was attended by guests and members of the world's media, featured prominent gaming dignitaries, representing influential organisations including MGEMA, Gaming Inspection and Coordination Bureau (DICJ), Macao Trade and Investment Promotion Institute (IPIM), Macao Foundation, Macau Government Tourist Office (MGT0), General Association of Administrators and Promoters for Macau Gaming Industry, Associação de Mediadores de Jogos e Entretenimento de Macau, Macau Jockey Club, Macau Slot, and Macau (Yat Yuen) Canidrome Company.

A busy stream of visitors in the first hour of the exhibition opening augured well for the second edition of MGS which comprises a record 146 exhibiting companies, a 30% increase on the 2013 figures.

Macao Gaming Show, which includes six product sectors comprising Gaming Equipment & Accessories, Gaming Promoters & VIP Clubs, Casino Fixtures & Fittings, Promotional Services & Memorabilia, Food & Beverage and Entertainment & Performance, also features the Macao Gaming Summit, a three day conference programme focusing on key gaming topics and how they impact both established and emerging gaming jurisdictions including Japan, Laos, Cambodia, Vietnam, Korea, Sri Lanka as well as Macao.



MGS Opening Ceremony