## Chapter Twelve

## Sales Promotions

## Dubai Shopping Festival

- Annual month-long festival
- Sponsorships and sales promotions
- Raffles and contests to win cars, gold and other prizes
- Concerts, fireworks, and other shows add to spectacle


## Sales Promotions

## Chapter Objectives

1. What are the differences between consumer and trade promotions?
2. How can the various forms of consumer promotions help to pull consumers into the stores and push products onto the store shelves?
3. How do different types of customers respond to consumer promotions?
4. What types of trade promotions can help push products onto retailers' shelves and eventually to end users?
5. What concerns exist for manufacturers considering trade promotions programs?
6. What issues complicate international sales promotions programs?

## Sales Promotions

## Chapter Overview

- Consumer promotions
- Individuals/businesses that use product
- Trade promotions
- Directed to channel members
- Possible erosion of brand equity
- Can differentiate a brand
- Use varies - product life cycle


## FIGURE 12.1

## Types of Consumer Promotions

- Coupons
- Premiums
- Contests and sweepstakes
- Refunds and rebates
- Sampling
- Bonus packs
- Price-offs



## Coupons

- 300 billion printed
- 2.5 billion redeemed ( $0.85 \%$ )
- Average value was $\$ 1.55$
- Savings of $\$ 3.87$ billion
- Coupon usage
- $80 \%$ of households use
- $2 / 3$ willing to switch brands


## Coupon Distribution

- Manufacturers issue about 80\%
- Freestanding inserts - 90\%
- Freestanding and print most popular
- Consumer makes conscious effort to clip
- Create brand awareness
- Encourage purchase next trip to store
- Digital coupons growing in popularity
- Users more affluent, better educated


## FIGURE 12.2

## Methods of Distributing Coupons

MUNEH MORE FLAVOR. MUNEH MORE FUN.


- Print media
- FSI
- Direct mail
- On- or in-package
- In-store
- Scanner-delivered
- Digital
- Employee delivered

A coupon accompanies this informational Gold Bond advertisement.


## Percentage of Sales with a Coupon

## Product category

\% of sales using manufacturer's coupon

- Disposable diapers
- Detergents
- Meal starters
- Dough products (refrigerated)
- Cereal
- Wrapping materials, bags
- Oral hygiene products
- Household cleaners
17.1\%
15.0\%
14.2\%
13.6\%
13.4\%
12.8\%
11.7\%
11.7\%


## Types of Coupons

- Instant redemption
- Lead to trial purchases
- Bounce-back
- Encourages repeat purchases
- Scanner-delivered
- Encourages brand switching
- Cross-ruffing



## Coupon Redemption Rates

Type of coupon

- Instant redeemable
- Bounce-back
- Instant redeemable - cross ruff
- Electronic shelf
- Electronic checkout
- In-pack
- On-pack
- Direct mail
- Handout
- Free-standing inserts

Percent Redeemed
39.3\%
17.2\%
17.1\%
10.2\%
7.8\%
5.8\%
4.7\%
3.5\%
3.1\%
1.3\%

## Disadvantages of Coupons

- Reduced revenues
- 80\% used by brand preference consumers
- Necessary evil



## Types of Premiums



- Free-in-the-mail
- In- or on-package
- Store or manufacturer
- Self-liquidating


## Premium Offer

An ad by Haik Humble Eye Center offering a premium with the purchase of custom pair of eye glasses.


## FIGURE 12.4

## Keys to Successful Premium Programs

- Match the premium to the target market
- Carefully select the premium
- Avoid fads, try for exclusivity
- Premium reinforce the firm's product and image
- Integrate the premium with other IMC tools
- Especially advertising and POP displays
- Don't expect premiums to increase short-term profits


## Contests and Sweepstakes

- Contests
- Require activity, skill
- Can require purchase to enter
- Some states illegal
- Sweepstakes - random chance
- Must publish odds of winning
- Cannot require purchase
- Can enter as many times as desired


## Contests and Sweepstakes

- Perceived Value
- Consumers selective
- Perceived value important
- Extrinsic value - attractiveness of prize
- Intrinsic value - fun, skill
- Small, incremental rewards
- Scratch-and-win tickets


## Contests and Sweepstakes

- Internet and Social Media
- Popular venue
- Increase intrinsic value - interactive games
- Data-capturing capabilities
- Lower costs
- Goals
- Encourage traffic
- Boost sales - questionable
- Intrinsic rewards draw consumers back


## Refunds and Rebates

- Refunds - soft goods
- Rebates - hard goods
- Hassle to redeem
- Now expected by consumers
- Redemption rates
- $30 \%$ overall
- $65 \%$ for rebates over $\$ 50$


## Sampling

- Delivery of free good or service
- Business-to-business to prospects
- Service sampling
- Consumer survey
- $33 \%$ who tried a sample made purchase during shopping trip
- $58 \%$ would buy product again
- $25 \%$ bought sample instead of intended brand


## FIGURE 12.5 <br> Methods of Distributing Sampling

- In-store distribution
- Direct sampling
- Response sampling
- Cross-ruff sampling
- Media sampling
- Professional sampling
- Selective sampling


## Benefits of Sampling

- Introduce new products
- Generate interest
- Generate leads
- Collect information
- Internet sampling
- Boost sales



## Successful Sampling Programs

- Central part of IMC plan
- Encourage trial purchases
- Most effective for
- New products
- New versions of current products
- Current products to new markets
- Target right audience at right venue
- Mass sampling not cost effective


## Bonus Packs

- Extra product in special package
- Typical bonus
- 20\% to100\% percent
- Most common
- 30\% bonus



## FIGURE 12.6

## Bonus Pack Objectives

- Increase usage of a product
- Match or preempt competition
- Stockpile the product
- Develop customer loyalty
- Attract new users
- Encourage brand switching


## Price-Offs

## Temporary price reduction



## Price-Offs

- Benefits of price-offs
- Excellent for stimulating sales
- Entice trial purchases
- Lower financial risk
- Encourage brand switching
- Encourage stockpiling
- Problems with price-off
- Negative impact on profits
- Encourages greater price sensitivity
- Potential negative impact on brand image


## Impact of Price-off on Consumer Purchase

Consumer purchased because of sale price 9\%

Consumer unaware item was on sale.


Consumer would have purchased item anyway 40\%

Source: "Studies Indicate Coupons are an Effective Promotional Tool," Santella \& Associates (http://www.santella.com/coupon.htm, August 2009)

# Overlays and Tie-Ins 

Iwo great products. . one

- Overlay
- 2 or more promotions
- Intra-company tie-in
- Products within a company

- Inter-company tie-in
- Partnering with another company


## Planning Consumer Promotions



## Promotion-prone Brand-loyal Brand-preferred Price-sensitive

## Planning Consumer Promotions

- Support brand image and position strategy
- Consider target audience
- Promotion-prone consumers
- Respond to deals
- Price-sensitive consumers
- Price primary factor in purchases
- Deals that reduce price


## Planning Consumer Promotions

- Brand-loyal consumers
- Purchase only preferred brand
- Brand-preference consumers
- Small set of preferred brands
- Deals for one of preferred brands
- Varies by product
- Tendency towards one type
- Brand-preference consumers best target


## Trade Promotions

## For Manufacturers

- Account for $70 \%$ of marketing budget
- Often $2^{\text {nd }}$ largest expense
- Account for $17.4 \%$ of gross sales



## Trade Allowances

- Financial incentives to channel members
- Off-invoice allowances
- Discount
- Encourages order by channel members
- Account for $35 \%$ of all trade dollars
- Retailers reluctant to purchase off-deal
- Competitive pressure to continue


## Slotting and Exit Fees

- Slotting fees
- Funds charged by retailers to stock items
- Retailer justification
- Cost to add new products to inventory
- Requires shelf space
- Simplifies decision about new products
- Adds to bottom line
- Manufacturer objections
- Form of extortion
- Divert money from advertising and marketing
- Detrimental to small manufacturers
- Exit fees
- Monies paid to remove items from shelves


## Trade Allowance Complications

- Failure to pass allowances on to retail customers
- Only occurs $52 \%$ of the time
- Retailers like only one brand on-deal at a time
- Retailers can schedule and promote on-deal brands
- Forward buying
- Pass savings on or pocket higher margin
- Additional carrying costs
- Diversion
- Pass savings on or pocket higher margin
- Additional shipping costs


## Trade Contests

- Used to achieve sales targets
- Funds known as "spiff money"
- Rewards can be prizes or cash
- Can be designed for various channels
- Some organizations do not allow trade contests because of possible conflict of interests.


# FIGURE 12.10 <br> <br> Trade Incentives 

 <br> <br> Trade Incentives}

## - Cooperative merchandising agreement <br> Trade Incentive <br> 

Channel members must perform some marketing function to receive funds.

## Trade Incentives

- Cooperative merchandising agreement
- Formal agreement
- Popular with manufacturers
- Retailer must perform marketing functions
- Manufacturer maintains control
- Longer-term commitments
- Benefit retailers
- Schedule calendar promotions
- Premiums and bonus packs
- Free merchandise for orders


## Cooperative Advertising

- Manufacturer pays part of retailer's ad costs
- Retailer must follow specific guidelines
- No competing brands
- Retailers accrue monies
- Amount is based on sales
- Allows retailers to expand advertising
- Manufacturers gain exposure in local markets


## Trade Shows

## Business-to-Business

- Manufacturers (sellers) - Retailers (buyers)
- Display merchandise
- Seek prospects
- Compare merchandise
- Seek vendors
- Few deals finalized at trade show
- International attendees want to make deals
- Increase in international trade shows
- Regional and niche shows
- Provide better prospects
- Lower costs


## FIGURE 12.11

## Categories of Buyers at Trade Shows

- Education seekers
- Reinforcement seekers
- Solution seekers
- Buying teams
- Power buyers


## Concerns Trade Promotions

- Corporate reward structure
- Used for short-term sales goals
- Tend to be used outside of IMC Plan
- Costs
- Over-reliance to push merchandise
- Difficult to reduce - competitive pressures
- Potential erosion of brand image


# International Implications 

- Adapt to each country
- Legal restrictions vary
- Cultural values differ
- Emphasis will vary


## Integrated Campaigns in Action

## Wayport Austintatious



