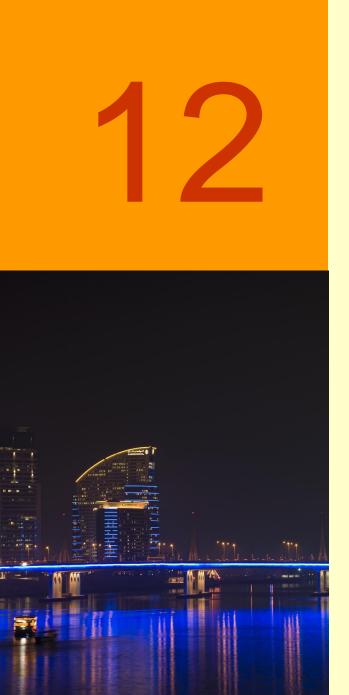


## **Chapter Twelve**

## **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**



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

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#### A coupon accompanies this informational Gold Bond advertisement.



### **Percentage of Sales with a Coupon**

Product category	% of sales using manufacturer's coupon
<ul> <li>Disposable diapers</li> </ul>	17.1%
<ul> <li>Detergents</li> </ul>	15.0%
<ul> <li>Meal starters</li> </ul>	14.2%
<ul> <li>Dough products (refrigerated)</li> </ul>	13.6%
Cereal	13.4%
<ul> <li>Wrapping materials, bags</li> </ul>	12.8%
<ul> <li>Oral hygiene products</li> </ul>	11.7%
<ul> <li>Household cleaners</li> </ul>	11.7%

Source: AC Nielson Scantrack, Santella & Associates, August 2009

## **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	Percent Redeemed
<ul> <li>Instant redeemable</li> </ul>	39.3%
<ul> <li>Bounce-back</li> </ul>	17.2%
<ul> <li>Instant redeemable – cross ruff</li> </ul>	17.1%
Electronic shelf	10.2%
<ul> <li>Electronic checkout</li> </ul>	7.8%
<ul> <li>In-pack</li> </ul>	5.8%
<ul> <li>On-pack</li> </ul>	4.7%
<ul> <li>Direct mail</li> </ul>	3.5%
Handout	3.1%
<ul> <li>Free-standing inserts</li> </ul>	1.3%

Source: Santella & Associates, August 2009

## **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

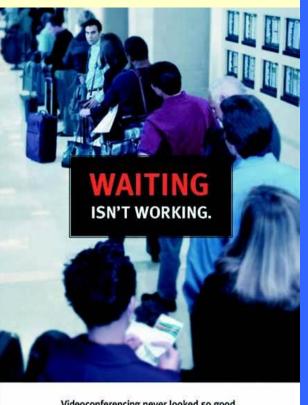
### FIGURE 12.5

#### **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

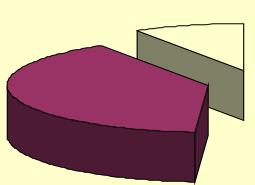
#### Problems with price-off

- 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%



51%

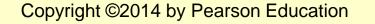
Consumer unaware item was on sale.

Consumer would have purchased item anyway 40%

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

# **Overlays and Tie-Ins**

- Overlay
  - 2 or more promotions
- Intra-company tie-in
  - Products within a company
- Inter-company tie-in
  - Partnering with another company







Two great products...one

Tyson

Chicken great meal.

Chicken

### **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<sup>nd</sup> 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

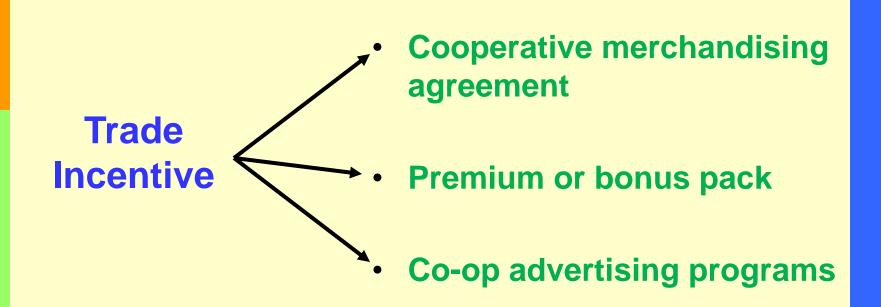
## Trade Allowance Complications

- 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 Trade Incentives



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

