



Are You a Winner?

Robert Garrett, Mike Macey, Cody Philips, Mickey Whitford

Agenda



Case Background

Launching **team-based** training product (*The Win Machine*)



Individuals in team sports

To identify select stores which optimize the profit driven by consumer demand



Research & Methods

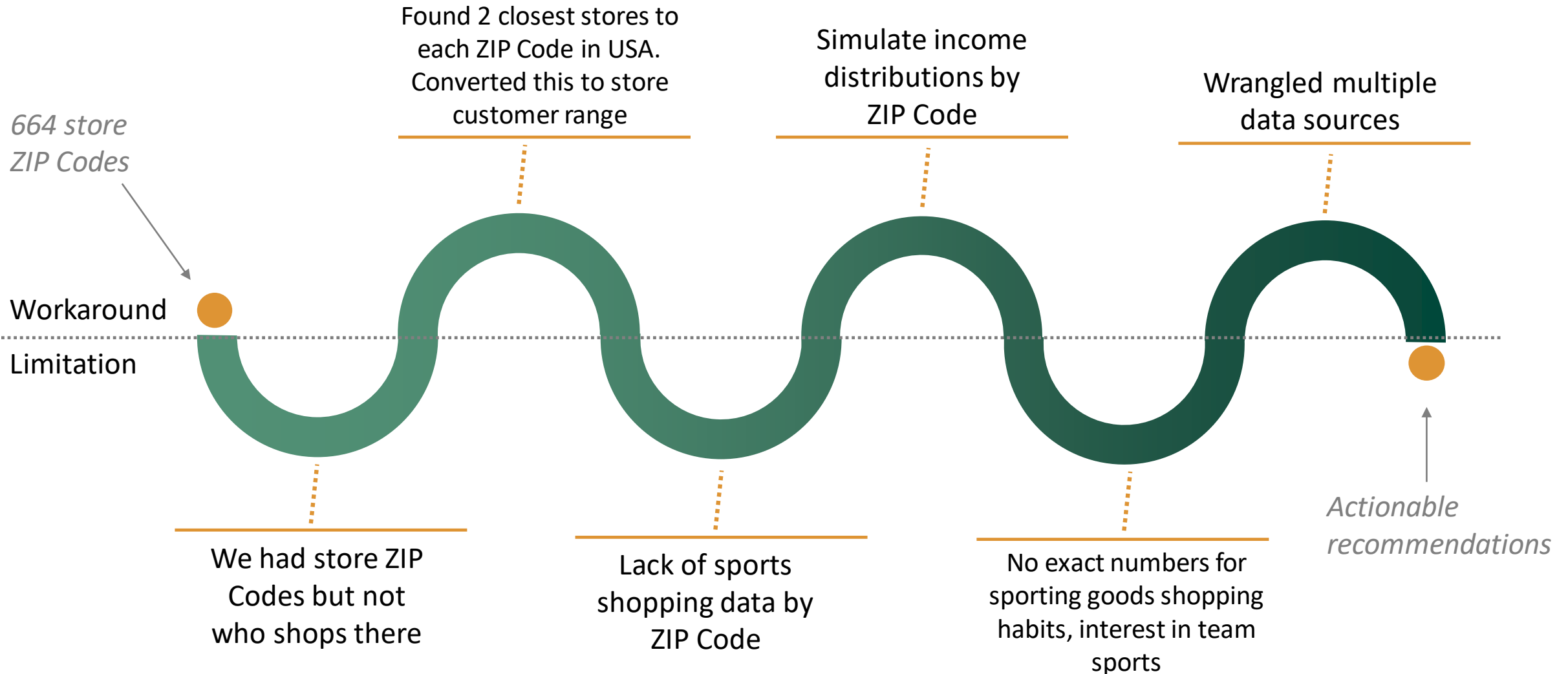
1 Researched and determined data requirements

2 Sought out accessible data and market statistics

3 Compiled data and analyzed at ZIP Code level



Data Limitations & Workarounds



By the Numbers

5,750

Number of *Win Machines* that need to be sold per store per year to break even using only direct profit

2,556

Number of *Win Machines* that need to be sold per store per year to break even assuming \$25 incremental profit

954,500

Total customers that must buy *The Win Machine* per year at the optimal level to break even (excluding incremental profit)

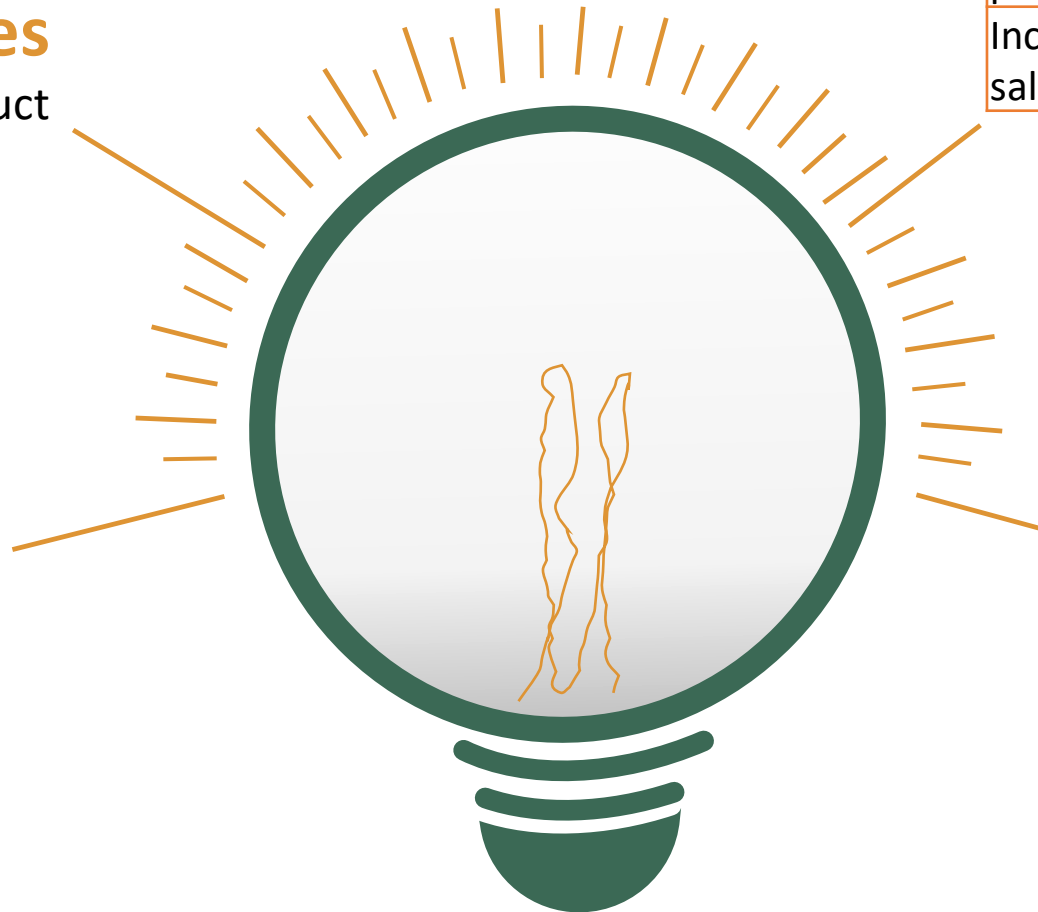
424,296

Total customers that must buy *The Win Machine* per year at the optimal level to break even (including incremental profit)

Insights

166 stores
can carry this product

Areas where **team sports** are popular also increases profit



Total Potential Profit	
No additional incremental profit per sale	\$52,892,640
Incremental profit of \$25 per sale	\$119,008,440

Areas with **high-income populations** and stores with the **widest customer reach** should bring in the most profit



Recommendations

1

Yes, Dick's Sporting Goods should carry *The Win Machine*.

2

Sell *The Win Machine* at the specified **166** stores based on **total potential profit**.

3

Tailor **marketing strategies** to ZIP Codes within the customer reach of specified stores.

