MARK 4900

Ride On Bikes



GROUP 6



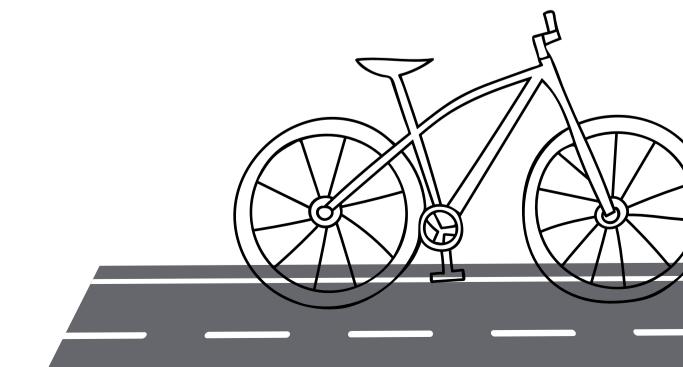
Overall Performance

Cumulative Performance Overview

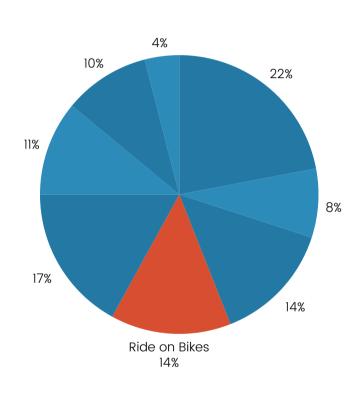
- Total Performance: 23.124
 - vs. Industry Average: 47.384
- Financial Performance: 35.475
 - o vs. Industry Average: 38.177
- Market Performance: 0.129
 - o vs. Industry Average: 0.146
- Marketing Effectiveness: 0.808
 - o vs. Industry Average: 0.820
- Investment in the Firm's Future: 3.277 ← strength
 - o vs. Industry Average: 2.960
- Creation of Wealth: 1.912 ← weakness
 - o vs. Industry Average: 3.172

Market Share:

- Overall: 9%
- Primary Segment (Recreation): 14%
- Secondary Segment (Work): 9%

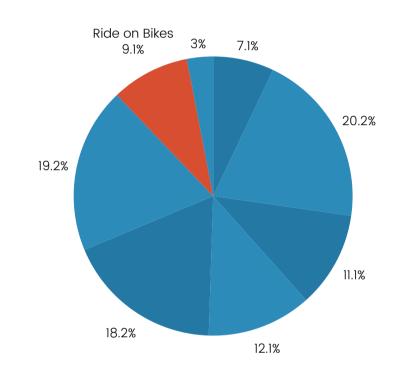


Final Market Share



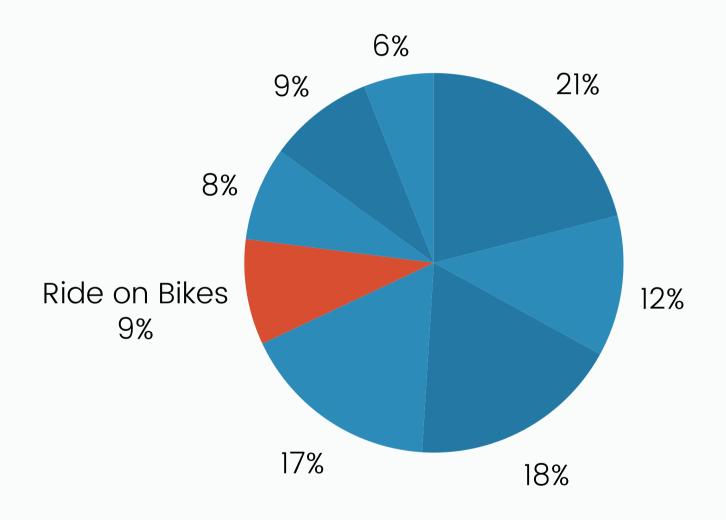
Primary Segment: **Recreation**

= 14%



Secondary Segment: Work

= 9%



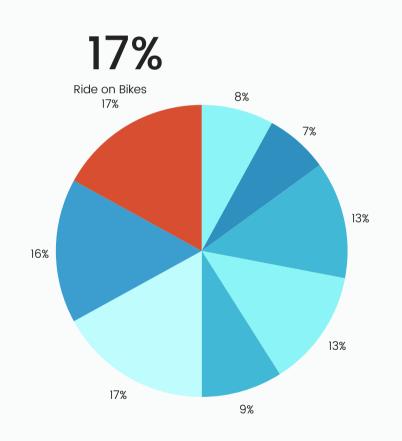
Overall Market Share:

= 9%

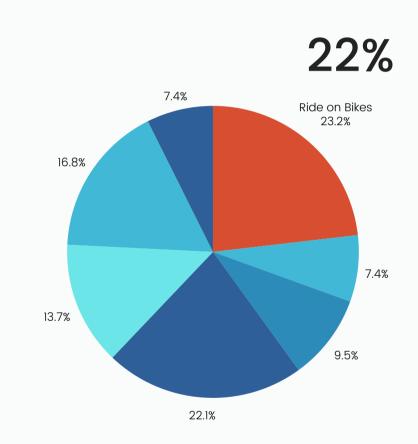
Quarter 5 Summary

- - Investment in R&D
 - enriched carbon fiber, Gears 11 speed, Large mesh basket
 - Biggest Competitor: Sonny's Cycles
 - bike designs seemed closest to customer needs and wants
 - Mistakes:
 - o not opening stores fast enough
 - o missed out on "first-mover" advantage
 - High market share in Work and Recreation





Our top segment: Mountain



Our 2nd highest segment: Work

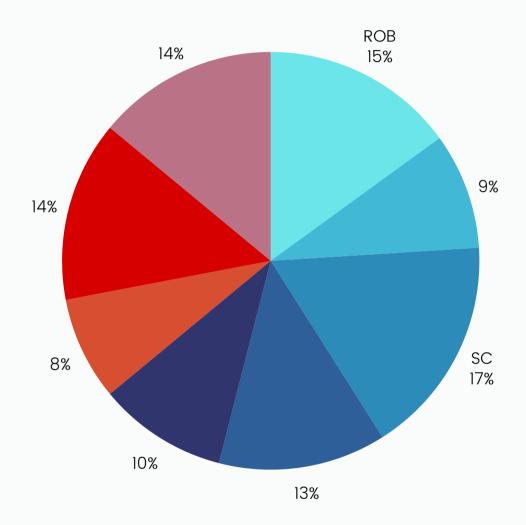


Locations

Quarter 6 Summary

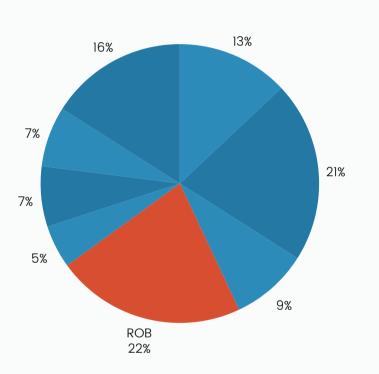


- Our Moves
 - First quarter that our operating profit was positive
 - Focused on training for sales people, resulting in a 45% ↑ in sales from Q5
 - Worked to heavily target work & mountain segments
- Competitors
 - Came in 2nd place for Total Market
 Share, behind Sonny's Cyclers
- Mistakes/Surprises
 - Excessive regional advertising



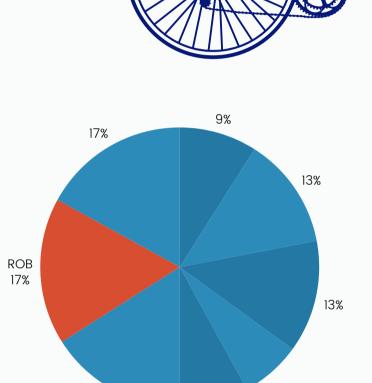
Total Market Share





Primary Segment: **Mountain**





8%

Secondary Segment: Work

Quarter 7 Summary



Our Moves

- Priced below all competitors
- Opened last two stores
- \$\preceq\$ spend on salespeople
- Modified brand to match the top competitor
- † budget for advertising

Competitors

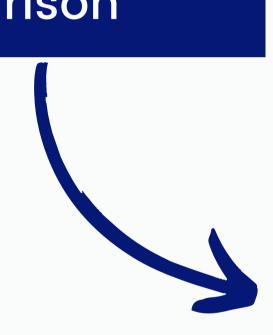
- Less variation in top MS holders
- Mirrored competitors in \$ and design

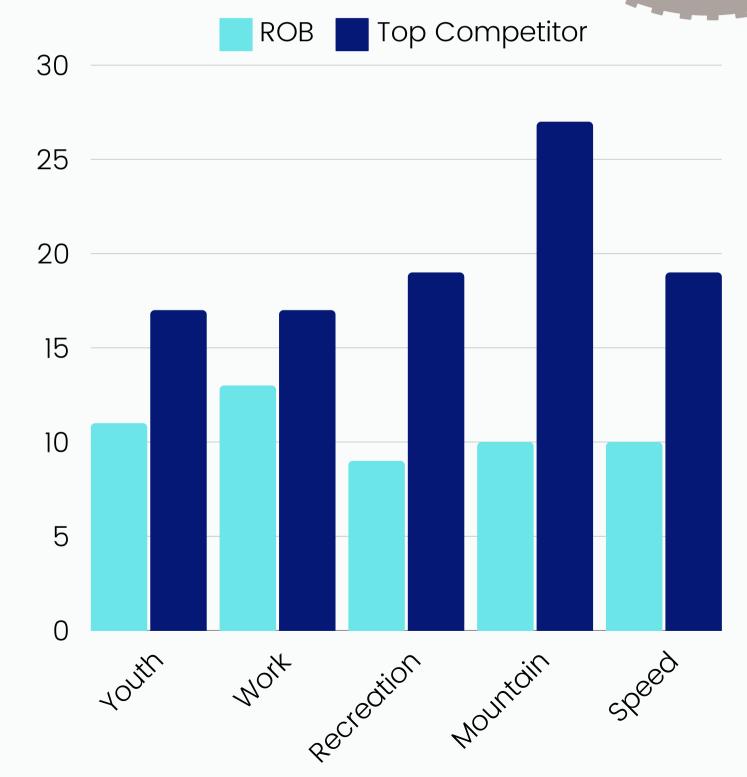
Mistakes/Surprises

- Q9 R&D Investment
- Didn't spend enough on training
- High ad spend ≠ better performance
- There can be too much advertising

Increase in sales from Q6

Q7 Market Share Comparison



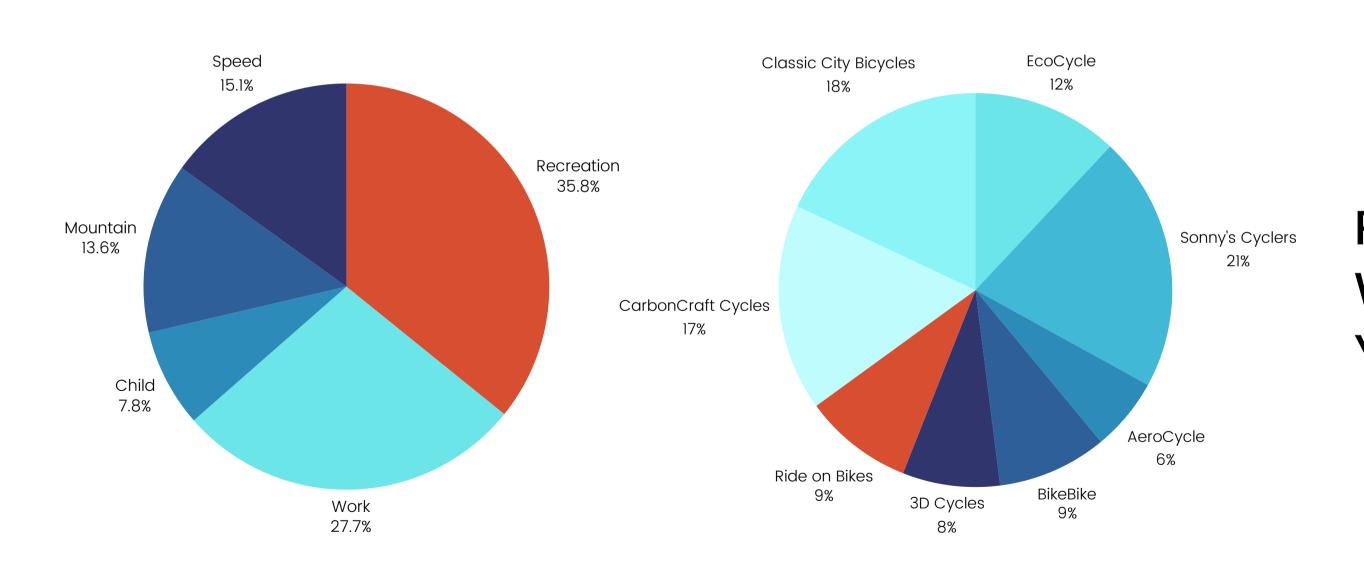


Quarter 8



- Sales & Priority
 - Recreation > Work > All
 - Salespeople & Stores Increase
 - Sales Contest
- R&D Investments
 - Work, Child & Recreation
- Competitors
 - MS & demand went down
 - Competitors added features
- Mistakes & Surprises
 - Loss of market share
 - Lower profit than projected

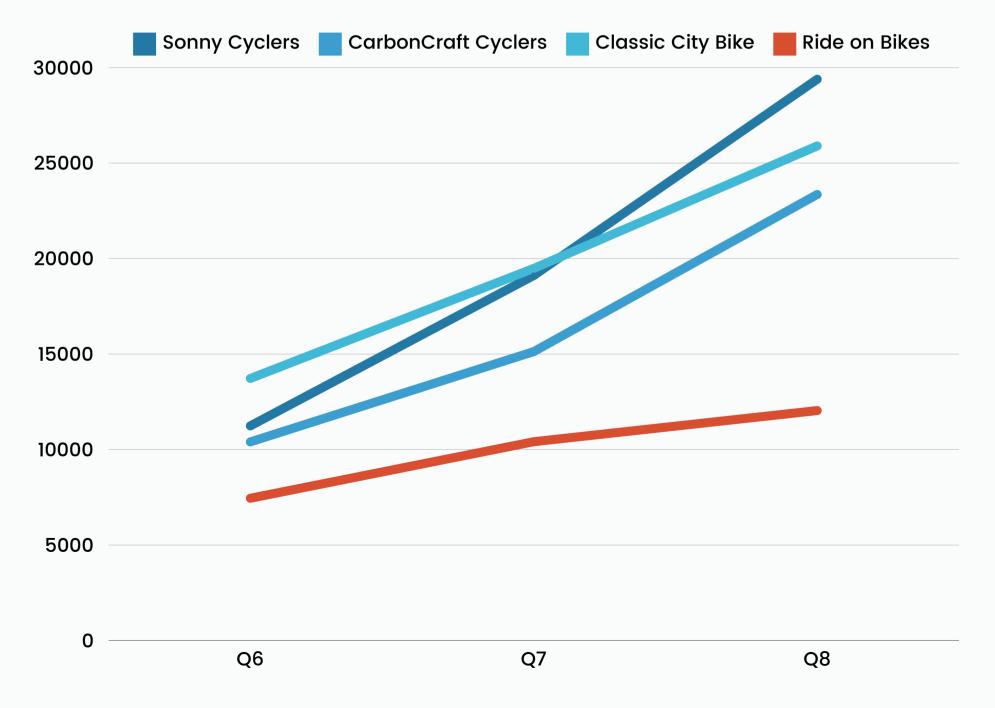




Recreation MS = 14%
Work MS = 9%
Youth MS = 8%

Key Learnings



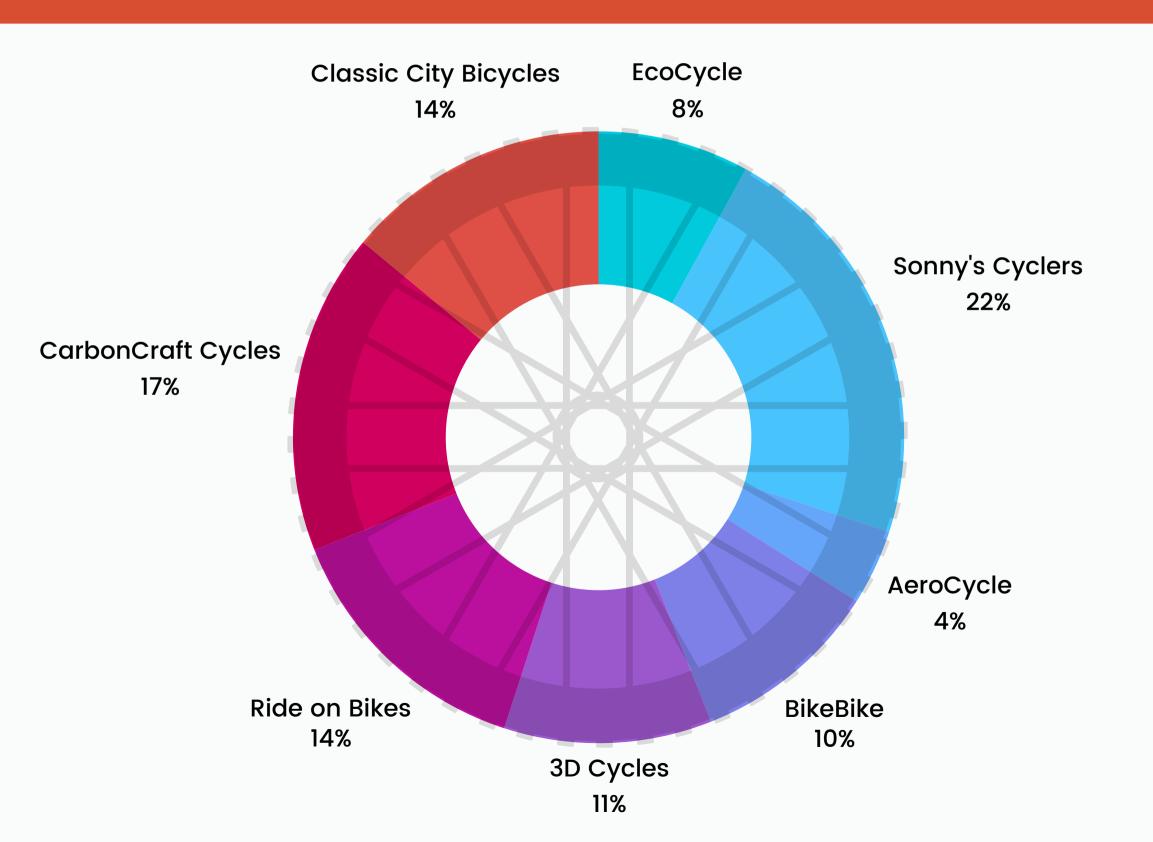


INCONSISTENT SEGMENT PRIORITIZATION

PRICED TOO HIGHLY Q1-Q3

LACK OF EARLY INVESTMENT

Key Success



TOP 3 MARKET SHARE IN A SEGMENT

segment: recreation

market share: 14%



QUESTIONS?