

**Investor Conference** 

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### Merchandising

**Merchandise Model** 

Strengthening the Ways in Which RadioShack Does Business

The CE Marketplace and RadioShack's Approach

**Long-Term Sales Drivers** 



## **Strengthening Merchandising Better Ways of Doing Business**

#### **Pre-2002**

 Merchandise Planning Driven Yearly

 Catalog Focused Merchandising

#### **Today**

- Merchandise Planning Driven Seasonally
  - Spring
  - Fall
- Customer Focused Merchandising

### **Strengthening Merchandising Better Ways of Doing Business**

#### **Pre-2002**

- Merchandise Planning Driven Yearly
- Catalog Focused Merchandising
- Static Catalog
- Static Pricing
- Formula Price

### **Today**

- Merchandise Planning Driven Seasonally
  - Spring
  - -Fall
- Customer Focused Merchandising
- Fluid Catalog
- Fluid Pricing
- Market Pricing

## **Strengthening Merchandising Better Ways of Doing Business**

#### **Pre-2002**

Formula Buying (Red Book)

- Administering SKUs and Orders
- Focus on History

### **Today**

- Dynamic Buying
  - Buying to ROS
  - Driving Trends
- Category Management
- Focus on Consumer Demands, Brand Positioning ex:
  - Digital End Products
  - Accessories Supporting Them
  - Products Consumers Give Us Credit For



Competitive Set Recognizes the Value of Our Core Accessory and Battery Business

Solution: Organizational Focus, Innovation, Depth of Stock, and Advertising

### The Consumer Electronics Marketplace and RadioShack's Approach

Competitive Set Recognizes the Value of Our Core Accessory and Battery Business

Solution: Organizational Focus, Innovation, Depth of Stock, and Advertising

**Innovation and Speed to Market in Our Core Area** 

Solution: 1st or 2nd to Market in Businesses Identified with RadioShack



- Micro RC trend spotted in January '02
- Research conducted to shape entire program
- Zip Zaps brand identity developed
- Key licenses secured
- Complete 23 SKU assortment developed
- Shaq product spokesperson







# Industry Unit Sales of Selected Consumer Electronics – 2003 through 2005

	YOY Increase		
Category	<u>′03E</u>	′04E	′05E
Digital Cameras	22%	17%	12%
DVD Players	11%	8%	10%
Portable Computing (PDA's)	12%	45%	30%
Wireless Accessories	8%	10%	10%

Sources: CEA; eBrain Market Research; eTForecasts, Gartner DataQuest

### **Summary: Merchandising Priorities**

- Dominate Routine Electronic Needs (e.g. specialty batteries, accessories, inkjet)
- 2. Be Famous for Families' Unique Wants or Small Leading Edge Items
- 3. Manage Business Through Innovation, Sound Processes and Great People

