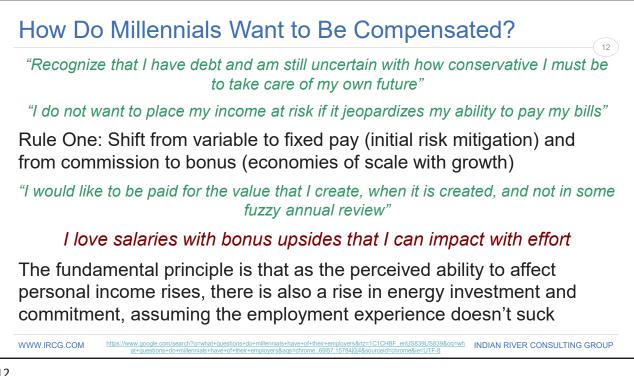


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| All are exchanging impacted value for compensation | | | | | |
|----------------------------------------------------|----------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| | Salary | Commission | Bonus | Profit or Gain Share | |
| Description | Fixed amount paid in equal amounts regularly during the year. | Percentage of a revenue stream (e.g. 5% of sales or GP). | Fixed or other amount not directly tied to revenue stream (e.g. % of salary). | Payouts based on team performance. | |
| Pro | Reliable income provided regularly. Does not scale as an expense with revenue | Variable cost that scales with dollars coming in. Simple to understand and often requires little managerial intervention. | Ties pay to managerial defined objectives. Provides flexibility relative to risk and reward. Mitigates pay inflation. | Encourages enterprise view of the business. Can be used as golden handcuffs. | |
| Con | Fixed cost that does not decrease during a downturn. Some argue it sub-optimizes motivation. | Locks in cost ratio as expense scales with revenue. Can lead to defensive mind set. Often does not differentiate GP\$s. Main contributor to appreciating pay. | Requires management defined goals and more administratively burdensome. Can be difficult to transition to from commission when pay levels are high. | Collective approach viewed by some as demotivating (free rider). Invites scrutiny of spending. Often not found attractive withou other pay mechanisms | |

Definitely Worth It for the Top 10% of the Recruits that Are Important to Retain Salary Plus Bonus Design Principles

Employee market value compensation is defined by skills and capabilities by competition between their alternatives

Get some data on total market value (W-2 or T-4) by positions and skill sets, starting with the NAW cross-industry compensation study

Determine how much of the total compensation market value should be at risk, and using a \$50,000/year total compensation example

- 80% fixed and 20% at risk would be a salary of \$40k and target bonus of \$10k, perhaps \$5K / quarter, broken down into a specific commercially valued output
- The bonus has an agreed payout range, often from 80% of the target up to 120% of target, but often is wider, so there is some potential upside to offset risk

The valuable part is the discussion on selecting the right targets

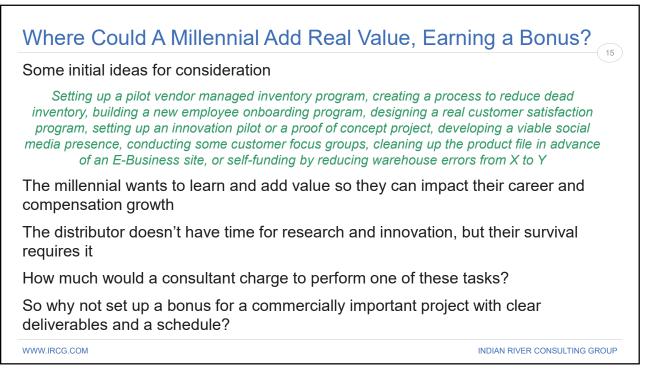
https://www.shrm.org/resourcesandtools/tools-andsamples/toolkits/pages/designingincentivecompensation.asp

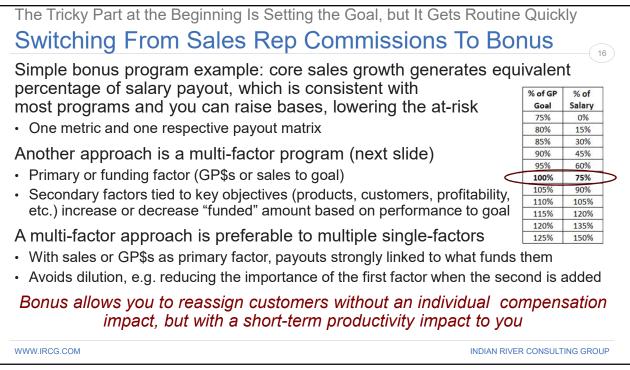
WWW.IRCG.COM

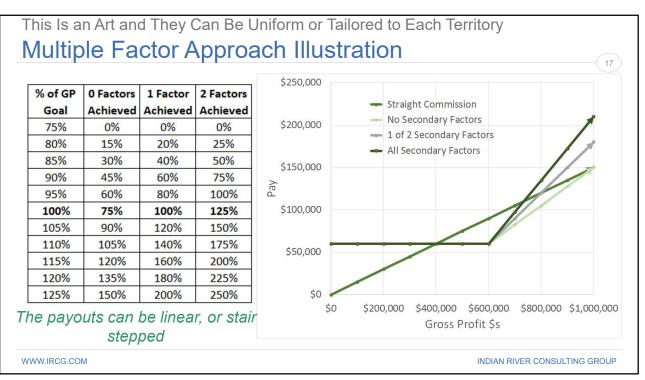
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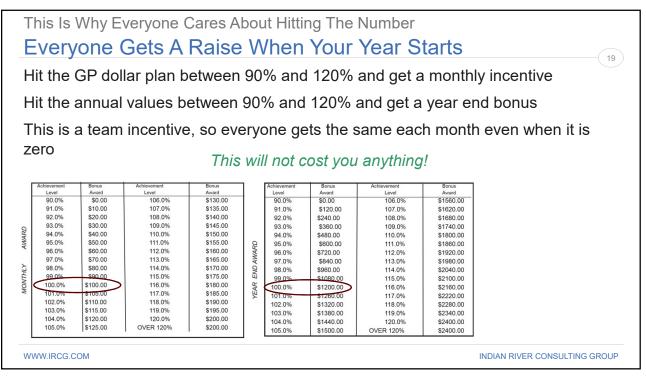
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This Is Extra Credit for Those Going Further with This 18 Above goal could also be commission Target compensation % of # of Secondary Factors Met Prior year total earnings = \$120,000 GP\$s to 0 1 2 • New salary = \$90,000 (75%)* <80% 0% 0% 0% 85% 80% 75% 80% Target bonus = \$30,000 (25%) 90% 80% 90% 100% Goal 100% 85% 100% 115% 110% 110% 90% 130% • GP\$ (primary) = \$1.5M 120% 95% 120% 145% • GP% = 25% New customer GP\$ = \$250K Example 2 Example 1 Actual GP\$ = \$1.65M (110%) Actual GP\$ = \$1.35M (90%) GP% = 27%GP% = 27%* Salaries can adjust *New customer GP*\$ = \$200*K New customer GP*\$ = \$300*K* automatically to 75% of total *Payout* = \$33,000 (110% of target) Payout = \$30,000 (100% of target) earnings every six months WWW.IRCG.COM INDIAN RIVER CONSULTING GROUP





| | | ue exchange, and this is so ingrained nt most can't even see it | l in mar | | |
|------------------------------------------------------|---------------|--------------------------------------------------------------------|---------------|--|--|
| Ten Things that Millennials Want from Their Employer | | | | | |
| Value | Your Score | Value | Your Score | | |
| 1. Corporate learning | | 6. Strong Manager / Employee Relationships | | | |
| 2. Purpose | | 7. Innovation | | | |
| 3. Culture | | 8. Room to fail | | | |
| 4. Flexibility | | 9. Volunteer opportunities | | | |
| 5. (REAL) Responsibilities | | 10. Snacks and puppies | | | |
| Score | | Score | | | |
| 11. Compensation (Review the int | formation | from these links and learn how to play) | | | |
| Team discuss the article and then a | llocate 1 | -10 points to each & find ways to improve you | ur score | | |

