# **Cheers! - A Celebration Of Sharing Happiness**





# **Agenda**















### Introduction

- Cheers! is a pioneering opportunity to **bring people together like never imagined before**, by expanding a proven & classic concept, to join forces with modern technology platforms.
- It empowers FL3 business owners to offer their services to a completely new range of customers in cost effective & accelerated manner, by allowing them to expand in fast growing world of netizens.
- It will launch state of the art mobile & web application for both FL3 & FL4 consumers, having a host of features that are over & beyond anyone in current landscape has to offer.
- While this solution resolves chronic challenges faced by FL3 businesses, it also open up innovative prospects for FL4 consumers to connect not just with friends & family, but also to make new friends having shared interests & thought process.
- The idea is simple but so powerful, having potential to change hospitality business forever.

And we are just warming up!



## **Range of Solutions**

## Challenges



### Solutions





- Low margins of operation when utilizing traditional delivery models
- No avenues for cost effective event arrangement or promotion
- Obligation of menu costing without future benefits
- No tangible advantages of higher spend & lockdown sensitivities





Higher benefits & financial control with reduced expenses

Economical means of social event organization & rapid marketing

Use based costing, with exciting offers & guaranteed cashback

More value for money & standardization of health & wellness

# **Revenue Model**

Revenue Category & Phases	Details	Costing & Revenue	Notes
Average Customers per FL3	Assuming 3 years old business	10,000	Market trend
Retained customers	Average regular customers - 15%	1,500	Market trend
Booze Share Target	Drink Sharing - 25% of Regular Customers	375	
	Drink Sharing - 10% of Remaining Customers	850	
Drink Sharing	Total customer target per FL3	1,225	Minimum target for FL4 Customers Per FL3
	Average per sale spend per month	₹2,500	- Control of the cont
Earning = 4% sale value	Monthly sale value	₹ 30,62,500	
	Booze Share Revenue (4%)	₹ 1,22,500	Details available if needed
Drink Offering	Total customer target per FL3 - 5% members	61	
Earning = 37% sale value	Average per sale spend per month	₹500	
Customers = 5% of total members	Booze Share Revenue (37%)	₹11,331	Details available if needed
Delivery	Total customer target per FL3 - 10% members	123	
Earning = 5% sale value	Average per sale spend per month	₹500	
Customers= 10% of total members	Booze Share Revenue (5%)	₹3,063	Details available if needed
Total Earning Per FL3 Per Month		₹ 1,36,894	Expense of about ₹111 per member per montl
Phase 1 Target - First 6 months	Earning per month at the end of <b>Phase 1</b>	₹ 68,44,688	50 FL3 Per Location i.e. 61250 FL4 Customers at end of phase
Next 5 Phases 6 Months Each Phase	Earning per month at the end of <b>Phase 6</b>	₹ 2,73,78,750	5 Per Month i.e. 30 FL3 Per Phase: Total 200 2.45L FL4 Customers at end of phase 6 (3 years
	Growth Plan For Simultaneous	Launch in 10 Cities	
Launch Target - 10 locations	Earning per month at the end of Phase 6 across 10 locations	₹ 27,37,87,500	Parallel launch at 10 locations 24.5L FL4 Customers



## **Project Plan - 6 Waves**





### **Future Vision**

- \* Cheers! Hangout for close friends & family & personalized theme based offers, events & alerting
- \* Multi-tier membership with range of features as remote connect, year-end party, hotel booking etc.
- ❖ Patent, Sponsored Event Services, E-KYC
- Pricing diversification, Pan-India launch, Integration with other popular apps
- ❖ Data science & analytics, Supply-chain services
- **Streaming services, Overseas launch, Integration with other apps**
- FL3 appraisal & customer rating, FLXC support



## **Question & Answers**

