RFM Metrics



RECENCY

The freshness of the customer activity, be it purchases or visits

E.g. Time since last order or last engaged with the product



FREQUENCY

The frequency of the customer transactions or visits

E.g. Total number of transactions or average time between transactions/ engaged visits



The intention of customer to spend or purchasing power of customer

MONETARY

E.g. Total or average transactions value

RFM Segments

RFM stands for **Recency**, **Frequency**, and **Monetary**, each corresponding to several key customer characteristics: days since last order, total number of orders, and Total Value life. Customers are divided into several groups per score placed on the map below, and each group is associated with one of ten customer segments.

19,820
Customers

New Customers	Champions	At Risk	Loy	/al	Segmen	t Cι ▼	ustomers
					New Cus	stomers	17.02%
					Promisin	g	12.96%
					Cannot I	ose Them	11.20%
2255					Champic	ons	10.81%
Promising 2477 Cannot Lose Them					At Risk		9.63%
	2067	1841	About T		Loyal		9.49%
	Hibernating cu	Hibernating customers		Potent	Hibernat	ing customers	8.11%
					Lost cus	tomers	7.61%
	1550				About To	Sleep	6.35%
	Lost customers				Potential	l Loyalist	5.50%
			1215	1051	Need Att	ention	1.38%
2141	1454						

RFM Analysis

Recency Frequency Monetary Segment

About To Sleep

At Risk

Cannot Lose T...

3
Average R-Score

Average F-Score

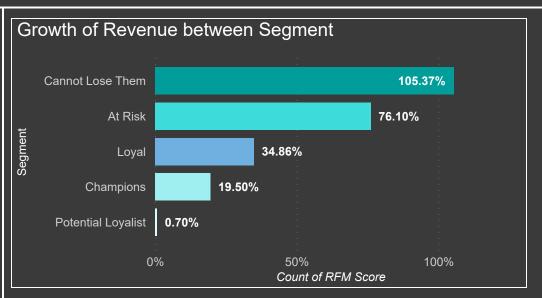
3
Average M-Score

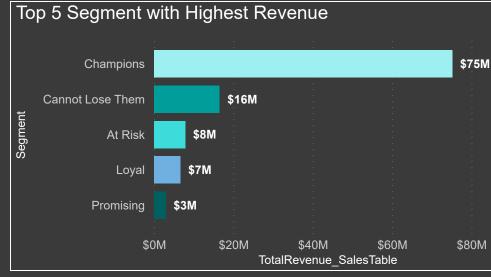
30.71% %Revenue vs LY

> 1 Recency Value

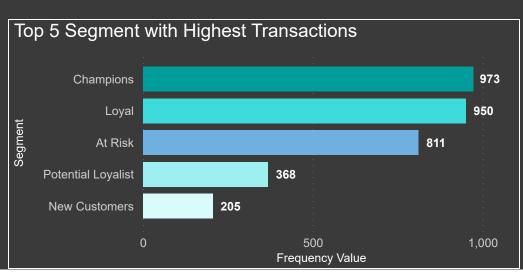
1124
Total Transactions

\$109.85M Total Revenue





Top 5 Customer with Highest Revenue \$877K Roger Harui \$854K Andrew Dixon \$842K Reuben D'sa \$817K Robert Vessa \$799K Ryan Calafato \$750K \$800K \$850K \$900K TotalRevenue SalesTable



Customer Spending

Top 5 Segment by Frequency

At Risk

Cannot Lose Them

Champions

3
Average R-Score

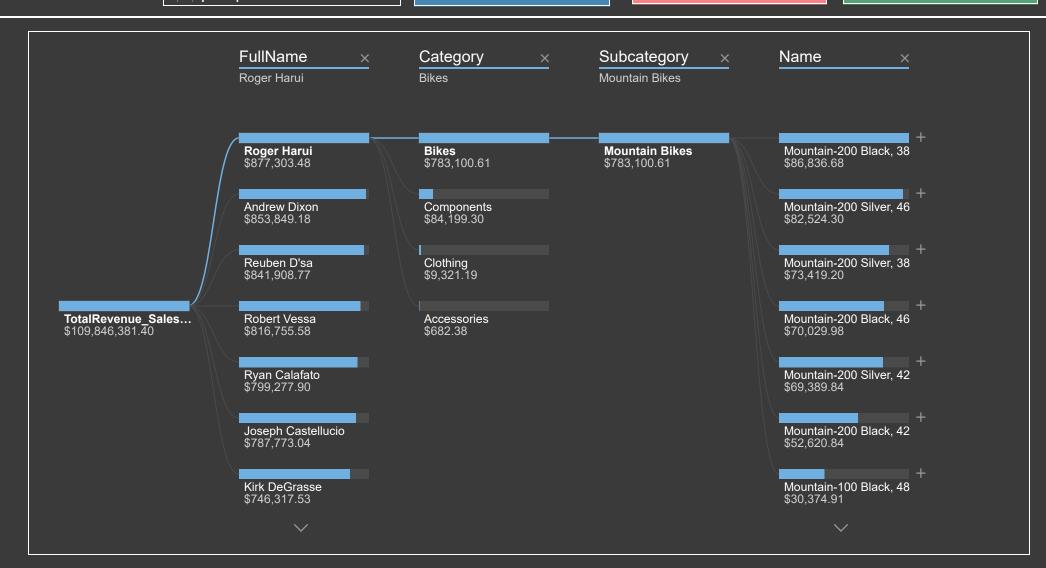
Average F-Score

3
Average M-Score

30.71% %Revenue vs LY

\$109....
TotalRevenue_SalesTable

1124
Frequency Value



Segment Popularity

Top 5 Segment by Frequency	\
☐ Helmets	
☐ Jerseys	_
☐ Mountain Bikes	

3
Average R-Score

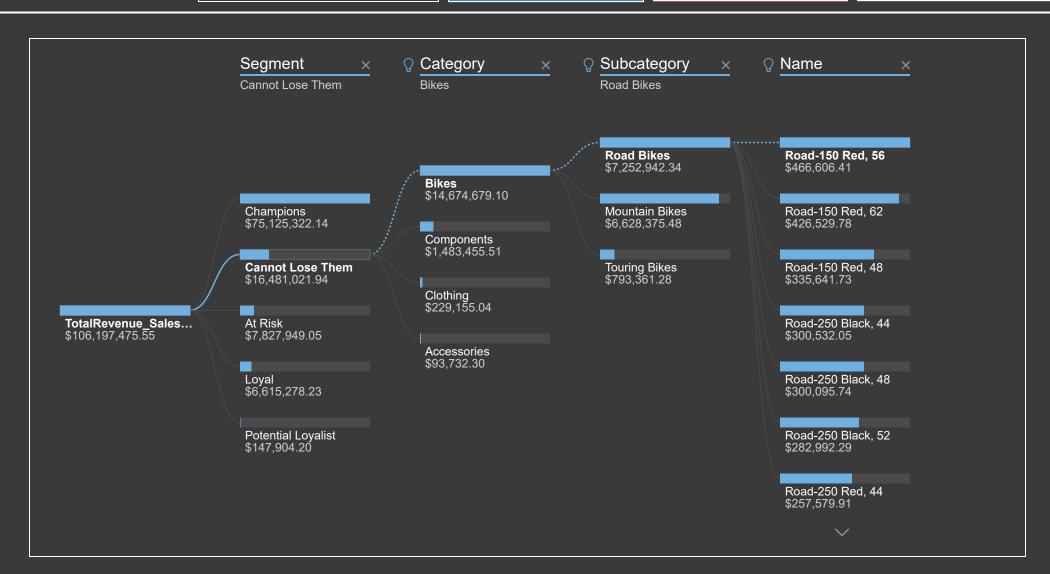
Average F-Score

Average M-Score

30.71% %Revenue vs LY

\$109....
Total Revenue

1124
Frequency Value



New Customers	Promising	Cannot Lose Th
3255	2477	2141
Champions	Loyal 1814 Hibernating customers	About To Sle 1215
2067		Potential Lo
At Risk		r otoritar E3
	1550	
	Lost customers	
		1051
1841	1454	Need Attention

Champions	Introduce new and upcoming products and drops. Reward them and help them share updates.	>
Loyal Customers	Upsell higher value products. Ask for reviews. Engage them.	>
Potential Loyalist	Offer membership / loyalty program, recommend other products.	>
New Customers	Provide on-boarding support, give them early success, start building relationship.	>
Promising	Check on their need for replenishment, ask for feedback and share the most popular products.	>
Need Attention	Make limited time offers, Recommend based on past purchases. Reactivate them.	>
About to Sleep	Share valuable resources, recommend popular products at discount, reconnect with them.	>
Can't Lose Them	Remind them about the reasons they loved your brand in the first place, rekindle the relationship.	>
At Risk	Send personalized emails to reconnect, offer renewals, provide helpful resources.	>
Hibernating	Offer other relevant products and special discounts. Recreate brand value.	>