BIG MOUNTAIN RESORT

DECEMBER 2020 | SPRINGBOARD







PRICING STRATEGY







AGENDA

PRESENTATION

- Objectives
- Recommendation
- Analysis and key findings
- Conclusion

Q & A

OBJECTIVES



Examine the adequacy of current pricing strategy of charging a premium on average prices



Inform resort distribution analysis

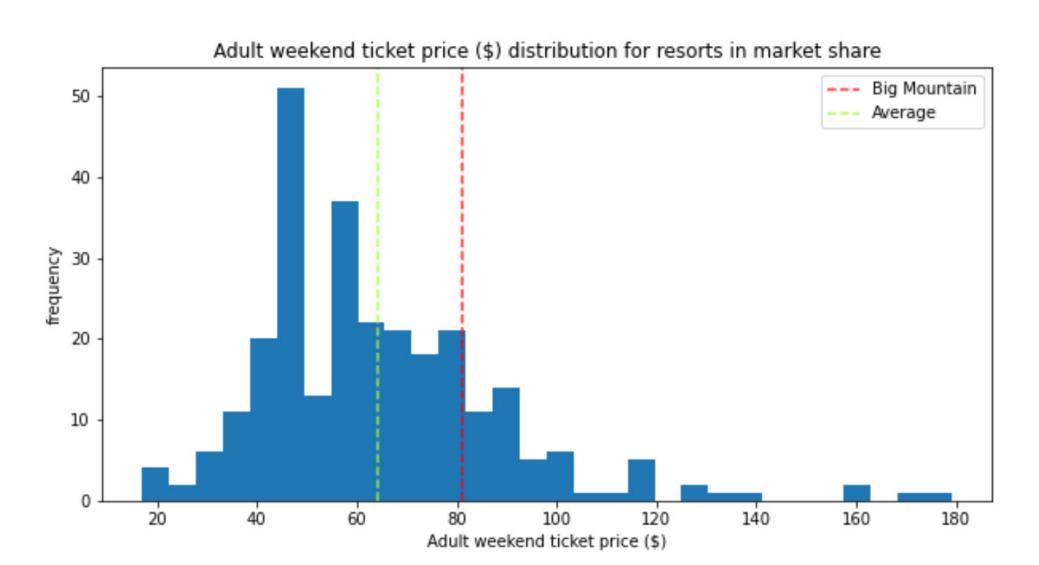


Identify driving forces of adult weekend ticket prices



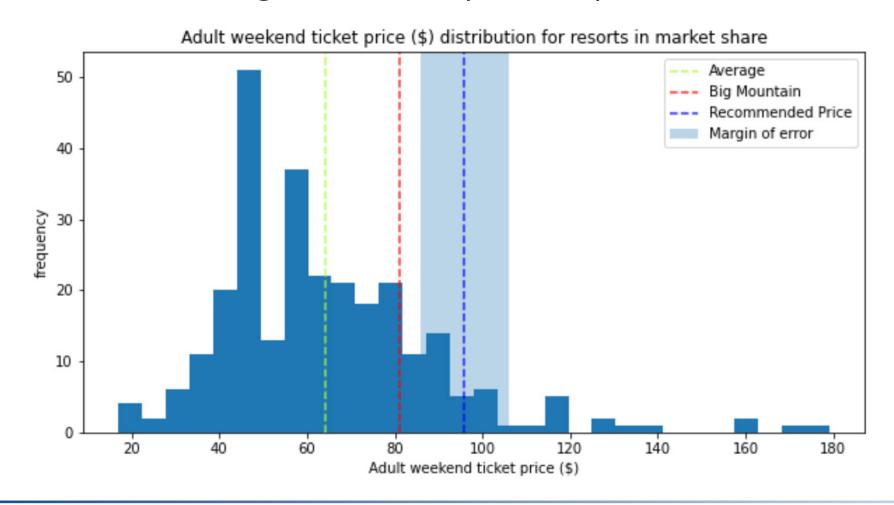
Evaluate proposed changes

CURRENT PRICING STRATEGY



RECOMMENDATIONS

Model justified adult weekend ticket price at \$95.87 with \$10.39 margin of error (\$85.48)

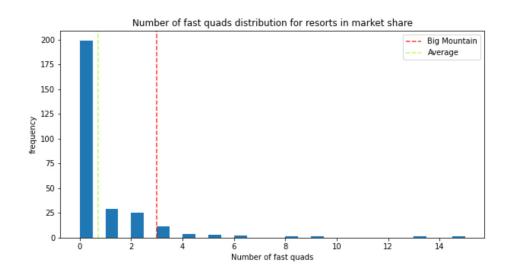


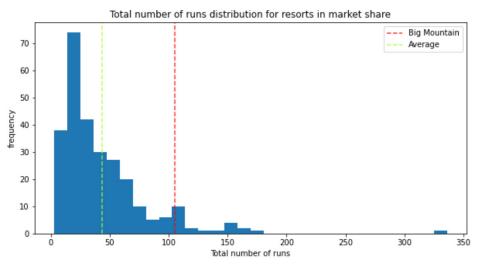
ANALYSIS: WHAT WE LOOKED AT

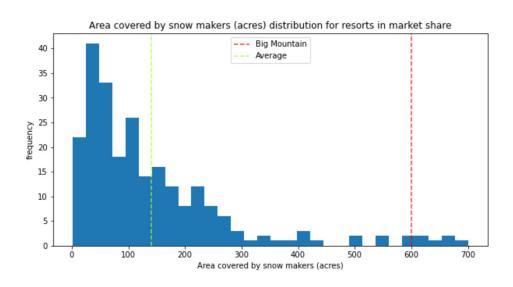
- Number of trams
- Area covered in lights for night skiing
- Summit elevation
- Total chairs
- Years open for operation
- Longest run in miles
- Skiable terrain in acres

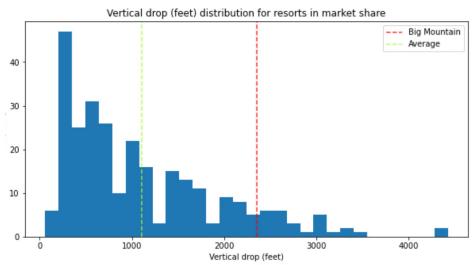
- Area covered by snow making machines
- Number of runs
- Vertical drop
- Number of terrain parks
- Number of fast chairs
- Annual average snowfall
- Projected days open

KEY FINDINGS: 4 DRIVERS









RESULTS: PROPOSED CHANGES

SCENARIO 1: ADDITIONAL CHAIR

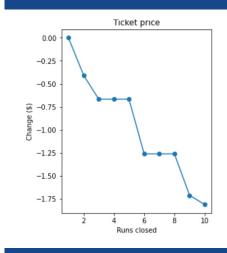
- +\$0.29 ticket price
- +\$507,246 gross revenue
- -\$1.54M operating costs
- = \$1.03M net loss

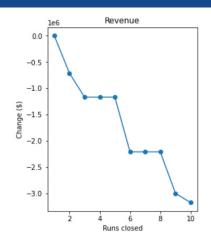
SCENARIO 3:

+1 CHAIR, +1 RUN, +150 FT. DROP

- +\$8.61 ticket price
- +\$15,065,471 gross revenue
- -\$X operating costs

SCENARIO 2: CLOSING RUNS





SCENARIO 4:

LONGEST RUN +0.2mi, SNOW MAKING AREA +4 ac

- +\$0.00 ticket price
- +\$0.00 gross revenue
- -\$X operating costs

CONCLUSIONS







MODEL

- Assumes other resort prices are fair market prices
- Evaluate changes and their impact on ticket prices
- Further improved with additional data

TICKET PRICE

- Model estimated \$95.87 ticket price, with \$10.39 margin of error (\$85.48)
- Based on Big Mountain
 Resort's fast 4 person
 chairlifts, total runs, area
 covered by snow making,
 vertical drop

CHAIRLIFT

- Does not offset \$1.54M operating cost
- Costs may be recouped with an extra run, adding 150 ft.in vertical drop