# rainmaker

## **SMS**

#### **SPECIFICATIONS**



### 1. PURPOSE

By implementing a Rewards campaign, you will achieve the following objectives:

- To engage with added value seeking consumers/shoppers through incentivised engagement
- To create instant consumer gratification

- To build brand loyalty long-term
- To drive sales

# 2. LEAD TIMES

A four week/20 working days lead time from campaign start date is required to set up a campaign.

#### 3. REQUIREMENT

The following is required for a campaign to be booked and must be sent to your applicable Account Manager:

- Completed campaign brief
- · Rewards breakdown
- List of product barcode and description
- · Customer Journey Questions plus answer options to be provided to gain consumer insight

### 4. DESCRIPTION OF SMS

#### 4.1 WHY IT WILL WORK FOR YOU

- Can be used across all retailers
- Consumer pays R1,50 to enter
- · Accessible option for all LSMs
- Simple and straightforward to set up, enter and manage
- Affordable mechanic

#### **4.2 TAKE NOTE**

- Purchase cannot automatically be verified through the system, it has to be done manually
- This mechanic cannot be used for instant gratification campaigns, only for lucky draws
- No consumer research can be conducted as it is a one-way conversation

### 5. ARTWORK REQUIREMENTS

The below information needs to be included on all artwork i.e. in-store media, Social media etc. on which the competition is being advertised:

- Entry mechanic
- Entry cost
- Quantity and value of prizes
- "Stand a chance to win" or "Buy and guaranteed get"
- Buying Criteria, e.g. Buy 1 Bottle of SKYY Vodka 750ml..."
- Terms & Conditions apply with link
- Competition dates
- Indication to consumer to keep Till Slip safe



## 6. PRIZE DISTRIBUTION

All prizes distributed through Rainmaker Media should be delivered to this address:

Unit 4, The Studios, Atlas Gardens,

Contermanskloof Road,

Durbanville,

Western Cape.

7550

TEL: 021 521 3000 Attention: Rewards

FOR MORE INFO AND DETAILS PLEASE VISIT www.rainmakermedia.co.za

