



- Mango Passion Fruit
- Strawberry Banana
- · Cranberry Raspberry
- Blueberry Blackberry
- Orange, Pink Grapefruit and Lime
- Orange, Mango, Pineapple
- Watermelon, Boysenberry and Lime
- Guava Passion Fruit
- Orange, Carrot & Ginger
- Kiwi Fruit and Apple





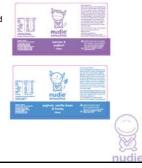
#### nudie - objectives

- Create a powerful brand valuable, irreverent, fun, compelling, open and remarkable
- Along the way, become Australia's biggest provider of delicious, pure fruit beverages
- Have some fun, do some good



#### new nudie smoothies

- Healthy pro-biotic yogurt based smoothies
- Three flavours:
  - Yoghurt, Vanilla Bean, Honey & More
  - Berries, Yoghurt & More
  - Orange, Raspberry, Yoghurt & More



#### The opportunity

- Juice is low growth, commodity product, undifferentiated brands, crowded market, logistics difficulties – therefore unattractive
- Do it differently
- BRAND, BRAND, BRAND



# Impulse or take home size



#### And then....

- The Fire.....
  - Destroyed our only factory
  - Sydney distribution centre gone
  - Head office destroyed
  - Out-of-business
- But....
  - Every successful business is the sum of its responses to set-backs
- · Product back on shelves within 3 weeks



#### nudie - the first year

#### January 2003 1 outlet

- 2 people
- Selling 40 bottles a week
- Sydney only
- Using 1500kg of fruit a week
- What's nudie?
- 1 nudie van
- No delivery vans
- No distributors

- January 2004 4,500 outlets
- 86 employees
- Selling > 150,000 bottles a week
- WA, NSW, VIC, QLD, SA, ACT, TAS
  Using 30 tonnes of fruit a week
  Wow, you're from nudie!
  22 nudie vans

- 16 delivery vans
- National network of distributors

The most successful new juice BRAND launch ever in Australia More than 6.0 million bottles sold



#### The nudie brand



#### **Principal elements for success**

- Integrity of the product
- Product difference
- Brand
- Passion
- I didn't know what couldn't be done industry outsiders think differently



#### **Why Brand**

- Point of difference strongly differentiates the product
- Barrier to entry makes it harder for competitors to enter the space
- Price premium



# nudie – the brand promise and personality

 FUN, wholesome, healthy, antiestablishment, the paradigm shifter, the challenger, transparent, indulgent



#### Olgilvie - 1960

- On average a consumer is subjected to 1,600 advertising messages a day...
- How many do you recall?



## Getting the Brand message across - Advertising

- Recent US Study\*
  - 61% believe volume of messages is "out of control"
  - 65% say they are being bombarded with too much advertising
  - 60% think advertising is too negative
  - 45% said advertising "detracts from the experience of everyday life"
  - 33% would be willing to sacrifice standard of living for a world without advertising!!

\* Yankelovich Partners for the American Association of Advertisers



### Getting the Brand message across - Advertising

- Conclusion:
  - People are too busy and not listening
  - Cutting through the clutter is increasingly difficult
  - You can waste a lot of money on ineffective advertising
  - Consumers are looking for something else



# Getting the Brand message across - Advertising

- Australian Study\*
  - Australians are "increasingly unhappy with, and ignoring, advertising
  - 81% say they are taking less notice of advertising
  - 66% said advertising was boring and repetitive
  - 75% say stereotypes proliferate

\* Eye on Australia 2003



#### The rise of the neo-consumer

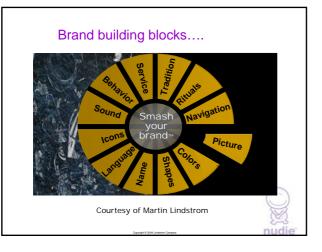
- For decades marketers have known "consumers have become more discerning" yet they treat them the same way
- Marketers talk AT consumers rather than WITH them
- Consumers are "trading up" they want mini-indulgences

#### Branding the nudie way

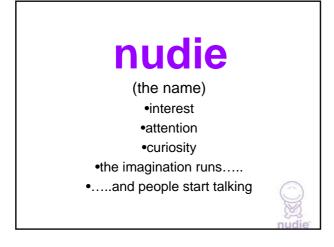
- Make it remarkable
- · Make it fun
- · Make it positive
- · Don't rely on traditional advertising
- Give it (positive) attitude
- Engage the consumer maximum dialogue; maximum involvement
- Get people talking "word of mouth"

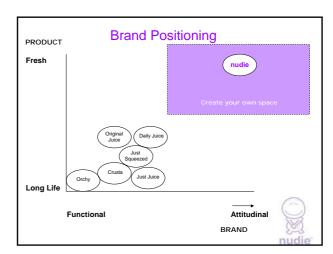


# characters cute fun quirky universal loveable cool personify the brand and...get people talking







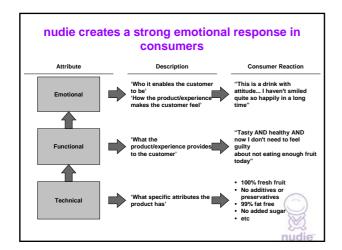


#### **USP** is dead

- Product parity is upon us
- USP moves to ESP
- ESP moves to TSP
- Otaku more than a hobby; less than an obsession















#### **Building the brand** "buzz marketing" - the end result

- Stimulated word-of-mouth
- · High cut-through
- Rapid brand growth and acceptance
- Brand loyalty almost cult like
- Ownership
- Dialogue they talk to us!
- Demand
- nudie addiction
- A high involvement premium brand!



#### The lessons (or some of them)

- Dare to be different make it remarkable
- Challenge conventional wisdom
- Just do it!
- There are always more reasons not to
- Think big
- If you don't think you can you can't Enjoy the ride (and others will too)
- Focus on the customer
- Be the best don't compromise
- Size doesn't necessarily matter
- Don't focus on the competition or you will lose

