## Jessie Jumpshot

## Creating Value with Contingent Contracts

## BATNAS and Reservation

## Prices

- Jessie must get a TOTAL DEAL in expected monetary value at or in excess of alternative deal worth $\$ 2.1 \mathrm{M}$
- Salary
- Merchandising
- Bonus
- Sharks must pay in expected value no more than $\$ 3.0 \mathrm{M}$.


## Jessie Gets \$2.5M Salary

- Jessie's net gain $0.95 \times \$ 400 \mathrm{~K}=\$ 380 \mathrm{~K}$
- Sharks' net gain $=\$ 500 \mathrm{~K}$


## Issues

- Jessie's Salary $\equiv \mathbf{S}$ in $10^{6}$ or M dollars
- Bonus to Jessie $\equiv \mathbf{B}$ in $10^{6}$ or M dollars
- Jessie's fraction of Merchandising Profits (in $10^{6}$ dollars) if the Sharks win the title:
- Either a fixed fraction $\mathbf{X}$ or....


## Contingent Contract Variables Y,Z

- Jessie and the Sharks can agree that:
- The Sharks will pay Jessie a fraction $\mathbf{Y}$ of merchandising profits if they win the title
- If they do not, Jesse gets a fraction $\mathbf{Z}$ merchandising profits)


## Bonus

- Bonus can be treated in a similar fashion:
- Jessie gets $\mathbf{B}^{+}$if they win the championship, $\mathbf{B}^{-}$if they do not with $\mathbf{B}^{+}>\mathbf{B}^{-}$.


## Constraints

- The Sharks will pay at most $\mathbf{\$ 1 0} \mathbf{M}$ in bonus: $0 \leq$ B $^{+} \leq \mathbf{1 0 . 0}$
- The fractions Y and Z may be different but both lie between 0 and 1.0:

$$
0 \leq \mathrm{Y}, \mathrm{Z} \leq 1.0
$$

## Jessie's View of Bonus $=>^{+}=\mathrm{B}$ and $\mathrm{B}^{-}=0$



Expected Value of this contract is: $(0.6 \times \$ B)+(0.4 \times \$ 0)=\mathbf{0 . 6} \times \mathbf{\$ B}$

## Shark's View of Bonus



Expected Cost of this contract is:
$(0.1 \times \$$ B $)+(0.4 \times \$ 0)=\mathbf{0 . 1} \times \$ \mathbf{B}$

## Exploiting Differences in Probabilities

- Each added BONUS dollar that the Sharks pay Jessie is worth 60 cents in expected value to Jessie at an expected cost of 10 cents to the Sharks
- Differences in probabilities leverage is 6 to 1 !
- Compare this to salary's leverage of 0.95 to 1
- Big opportunity to create value for both Jessie and the Sharks


## Bonus

- In principle, the Sharks could pay a maximum bonus to Jessie if they win the title:
- at an expected cost to the Sharks of $\$ 1 \mathrm{M}$
- For expected revenue to Jessie of $\$ 6 \mathrm{M}$
- Under what circumstances might the Sharks do this?


## Jessie's View of Merchandising Profits



Win


Title
Contingent
Receive $\$ 10 \times \mathrm{Y}$

Receive $\$ 5 \times Z$
Win

- Jessie's Expected Value of this contract is:
$(0.6 \times \$ 10 \times Y)+(0.4 \times \$ 5 \times \mathbf{Z})=(\$ 6 \times \mathbf{Y})+\mathbf{( \$ 2} \times \mathbf{Z})$
- IF $\mathrm{Y}=\mathrm{Z}=\mathrm{X}$, the expected value is $=\mathbf{\$ 8 . 0} \times \mathbf{X}$


## Shark's View of Merchandising Profits



Win
Title
$\longrightarrow \$ 12$
$\underset{\text { Win }}{\text { Don't }} \rightarrow \$ 2$

Contingent Pay $\$ 12 \times \mathrm{Y}$

Pay $\$ 2 \times Z$

- The Shark's Expected Cost of this contract is:

$$
\begin{aligned}
& (0.1 \times \$ 12 \times \mathrm{Y})+(0.9 \times \$ 2 \times \mathrm{Z}) \\
& =(\mathbf{\$ 1 . 2} \times \mathbf{Y})+(\mathbf{\$ 1 . 8} \times \mathbf{Z})
\end{aligned}
$$

- IF $\mathrm{Y}=\mathrm{Z}=\mathrm{X}$, the expected value is $\mathbf{\$ 3 . 0} \times \mathbf{X}$


## Tradeoff Structure

- Jessie must get $0.60 B+6.0 Y+2.0 Z+0.95 S \geq 2.1$
- Sharks will pay $0.10 B+1.2 Y+1.8 Z+S \leq 3.0$


## Best to Jessie

Maximize

$$
0.60 \mathrm{~B}+6.0 \mathrm{Y}+2.0 \mathrm{Z}+0.95 \mathrm{~S}
$$

Subject to:

$$
\mathrm{B} \leq \mathbf{1 0 . 0} \quad \mathbf{0} \leq \mathrm{Y}, \mathrm{Z} \leq \mathbf{1 . 0}
$$

And cost to Sharks is exactly $\$ 3.0 \mathrm{M}$ :

$$
0.10 \mathrm{~B}+1.2 \mathrm{Y}+1.8 \mathrm{Z}+\mathrm{S}=3.0
$$

## Best for Sharks

- Minimize

$$
0.10 \mathrm{~B}+1.2 \mathrm{Y}+1.8 \mathrm{Z}+\mathrm{S}
$$

Subject to:

$$
\mathrm{B} \leq 10.0 \quad 0 \leq \mathrm{Y}, \mathrm{Z} \leq 1.0
$$

and Expected Revenue to Jessie is exactly $\mathbf{\$ 2 . 1 M}$ :

$$
0.60 \mathrm{~B}+6.0 \mathrm{Y}+2.0 \mathrm{Z}+0.95 \mathrm{~S}=2.1
$$

## No Salary!

## Efficient Frontier with No Salary Paid to Jessie

## DEALING OFF THE TOP!

- Start with a the best deal possible for the Sharks
- Look first for the issue where Jessie gets the most value in return for the Sharks incurring the least cost
- Allocate as much as possible to Jessie while respecting constraints


## Ratios

- Bonus: Jessie gets $\mathbf{\$ 6}$ for each $\mathbf{\$ 1}$ paid by the Sharks
- Merchandising: if the Sharks win the title, Jessie gets $\mathbf{\$ 6}$ for each $\mathbf{\$ 1 . 2}$ paid by the Sharks
- Merchandising: if the Sharks don't win the title Jessie gets $\mathbf{\$ 2}$ for each $\mathbf{\$ 1 . 8}$ paid by the Sharks
- Salary: Jessie gets $\mathbf{\$ 0 . 9 5}$ for each $\mathbf{\$ 1}$ the Sharks pay in salary


## Overall Best for Sharks

- Exploit 6 to 1 leverage on Bonus first:
- Jessie gets $\mathbf{\$ 3 . 5} \mathbf{~ M}$ in Bonus for Expected Revenue of $0.60 \times \$ 3.5 \mathrm{M}=\$ 2.1 \mathrm{M}$
- Jessie's Net Gain = \$2.1M -\$2.1M=\$0
- Sharks Expected Cost $0.10 \times \$ 3.5 \mathrm{M}=\$ 350 \mathrm{~K}$
- Shark's Net Gain $=\$ 3.0 \mathrm{M}-\$ 350 \mathrm{~K}=\$ 2.65 \mathrm{M}$
- The agent gets nothing!



## Dealing Off the Top

- Exploit 6 to 1 leverage on Bonus
- Give Jessie the max bonus subject to constraints
- Jessie gets $\mathbf{\$ 1 0}$ in Bonus for Expected Revenue of $0.60 \times \$ 10 \mathrm{M}=\$ 6$
- Jessie's Net Gain $=\mathbf{\$ 6} \mathbf{- \$ 2 . 1}=\$ 3.9$
- Shark's Expected Cost is $0.10 \times \$ 10=\$ 1$
- Shark's Net Gain $=\$ 3$ - $\$ 1=\$ 2.00$
- The agent gets nothing!


## Net Gains--No Salary + Bonus



## Dealing Off the Top

- Exploit 6 to 1.2 leverage on Merchandising Profits if They Win the Title:
- Give Jessie the max subject to constraints
- Set $\mathrm{Y}=1.0$. Jessie gets $0.60 \times \$ 10=\$ 6$
- Jessie's Net Gain $=\mathbf{\$ 6}+\mathbf{\$ 6} \mathbf{- \$ 2 . 1}=\$ 9.9$
- Sharks Expected Cost is $0.10 \times \$ 12=\$ 1.2$
- Shark's Net Gain $=\$ 3-\$ 1-\$ 1.2=\$ 0.80$
- The agent gets nothing!



## Dealing Off the Top

- Exploit 2 to 1.8 leverage on Merchandising Profits if They Don't win the Title:
- Give Jessie the max subject to constraints
- Set $\mathbf{Z}=\mathbf{0 . 4 4 4}$. Jessie gets Expected Revenue increment $0.444 \times 0.40 \times \$ 5 \mathrm{M}=\mathbf{\$ 0 . 8 8 8}$
Jessie's Expected Revenue $=\$ 6+\$ 6+\$ 0.888=\$ 12.888$
- Jessie's Net Gain $=\mathbf{\$ 1 2 . 8 8 8} \mathbf{- \$ 2 . 1}=\$ 10.79$
- Sharks MP Cost is $0.444 \times 0.9 \times \$ 2=\$ 0.80$
- Shark's Net Gain $=\$ 3-\$ 1-\$ 1.2-\$ 0.80=\$ 0$
- The agent gets nothing!



# Jessie Get \$1M Salary 

Agent gets $\$ 50 \mathrm{~K}$

## Shark's Best if \$1M Salary

- Min Expected Revenue to Jessie is \$2.1:
- Agent now takes 5\% or \$ 50K
- Sharks must give her $\$ 1.15$ more to ensure Jessie net gain of \$0
- The Sharks minimize expected cost by choosing $\mathbf{B}=\$ 1.15 / 0.60=\$ 1.92$
- Expected Cost to Sharks:

$$
\$ 1+(0.10 \times \$ 1.92)=\$ 1.192
$$

- Sharks Net Gain $=\$ 1.808$


## Dealing Off the Top

- Increase Bonus from \$1.92M to \$10M:
- Jessie's net gain increases by $0.60 \times 8.08 \mathrm{M}=$ $\$ 4.85 \mathrm{M}$ to $\$ 4.85 \mathrm{M}$
- Shark's net gain decreases by $0.10 \mathrm{x} \$ 8.08 \mathrm{M}$ $=\$ 808 \mathrm{~K}$ to $\$ 1 \mathrm{M}$
- Increase Merchandising Share Y:
- Max that Shark's will pay is $0.10 \times \$ 12 \mathrm{M} \times \mathrm{Y}=$ $\$ 1 \mathrm{M}$ or $\mathrm{Y}=0.833$
- Reduces Shark's net gain to $\$ 0$.
- Yields Jessie 0.60 x 0.833 x $\$ 10=\$ 4.998 \mathrm{M}$
- Jessie's net gain is $\$ 9.848$



## Best for Sharks

- Minimize

$$
0.10 \mathrm{~B}+1.2 \mathrm{Y}+1.8 \mathrm{Z}+\mathrm{S}
$$

Subject to:

$$
\mathrm{B} \leq 10.0 \quad 0 \leq \mathrm{Y}, \mathrm{Z} \leq 1.0
$$

and Expected Revenue to Jessie is exactly $\mathbf{\$ 2 . 1 M}$ :

$$
0.60 \mathrm{~B}+6.0 \mathrm{Y}+2.0 \mathrm{Z}+0.95 \mathrm{~S}=2.1
$$

# Jessie Gets \$2M in Salary 

Agent gets $\mathbf{\$ 1 0 0 K}$

## Shark's Best if \$2M Salary

- Min Expected Revenue to Jessie is \$2.1:
- Agent takes 5\% or \$100K Jessie gets \$1.9
- Sharks must give her $\mathbf{\$ 0 . 2 0 0}$ more to ensure Jessie net gain of \$0
- The Sharks minimize expected cost by choosing $\mathbf{B}=\$ 0.20 / 0.60=\$ 0.333$
- Expected Cost to Sharks:

$$
\$ 2 \text { Salary }+(0.10 \times \$ 0.333)=\$ 2.033
$$

- Sharks Net Gain = \$ 0.967


## Dealing Off the Top

- Increase Bonus from \$0.333 until Shark's reach $\$ 0$ net gain:
- Shark's net gain is reduced to $\$ 0$ with bonus of $\mathrm{B}=\$ 10$.
- Jessie's total revenue is $\$ 2-\$ 0.100+(0.6 \times \$ 10)$ $=\$ 7.9$
- Jessie's net gain increases from $\$ 0$ to

$$
\$ 7.9-\$ 2.1=\$ 5.8
$$

- Shark's net gain is now

$$
\$ 3-\$ 2-\$ 1=\$ 0
$$



## Jessie Gets \$2.5M Salary

- Jessie's net gain 0.95 x $\$ 400 \mathrm{~K}=\$ 380 \mathrm{~K}$
- Sharks' net gain $=\$ 500 \mathrm{~K}$
- Large salary restricts flexibility
- Best to Jessie is to give her a bonus of \$0.5/.1=\$5 at cost of \$0.50
- Creates $0.6 \times \$ 5=\$ 3$ in value for Jessie


Net Gains Indexed by Salary


* Principal-Agent issue: The agent and Jessie are not perfectly aligned. The agent will push for as large a salary deal as possible because she only collects on salary. This is the reason that most principal-agent agreements in the sports arena say "Whenever derived and from whatever source".
* The agent can use Jessie as the "final authority" in wheeling and dealing
* Synergies: The relative leverage of Bonus is greater than that of any other issue. This drives the deal to bonus in place of salary and squeezes out the agent.


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### 15.067 Competitive Decision-Making and Negotiation

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