TABLE | | 1.2

Summary of Product Life-Cycle Characteristics, Objectives, and Strategies

Introduction	Growth	Maturity	Decline
Low sales	Rapidly rising sales	Peak sales	Declining sales
High cost per customer	Average cost per customer	Low cost per customer	Low cost per customer
Negative	Rising profits	High profits	Declining profits
Innovators	Early adopters	Middle majority	Laggards
Few	Growing number	Stable number beginning to decline	Declining number
Create product awareness and trial	Maximize market share	Maximize profit while defending market share	Reduce expenditure and milk the brand
Offer a basic product	Offer product extensions, service, warranty	Diversify brands and items models	Phase out weak products
Charge cost-plus	Price to penetrate market	Price to match or best competitors'	Cut price
Build selective distribution	Build intensive distribution	Build more intensive distribution	Go selective: phase out unprofitable outlets
Build product awareness and trial among early adopters and dealers	Build awareness and interest in the mass market	Stress brand differences and benefits and encourage brand switching	Reduce to minimal level needed to retain hard-core loyals
	Low sales High cost per customer Negative Innovators Few Create product awareness and trial Offer a basic product Charge cost-plus Build selective distribution Build product awareness and trial among early	Low sales High cost per customer Negative Rising profits Innovators Early adopters Few Growing number Create product awareness and trial Offer a basic product Charge cost-plus Price to penetrate market Build selective distribution Build product awareness and interest in the mass	Low sales Rapidly rising sales Peak sales High cost per customer Average cost per customer Negative Rising profits High profits Innovators Early adopters Middle majority Few Growing number Stable number beginning to decline Create product awareness and trial Maximize market share Maximize profit while defending market share Offer a basic product Offer product extensions, service, warranty Diversify brands and items models Charge cost-plus Price to penetrate market Price to match or best competitors' Build selective distribution Build intensive distribution Build product awareness and interest in the mass Stress brand differences and benefits and encourage brand

Sources: Chester R. Wasson, *Dynamic Competitive Strategy and Product Life Cycles* (Austin, TX: Austin Press, 1978); John A. Weber, "Planning Corporate Growth with Inverted Product Life Cycles," *Long Range Planning* (October 1976), pp. 12–29; Peter Doyle, "The Realities of the Product Life Cycle," *Quarterly Review of Marketing* (Summer 1976).