

**Arizona Total Rewards Association**  
*presents*  
**COMPENSATION 101**  
a 5-part workshop series



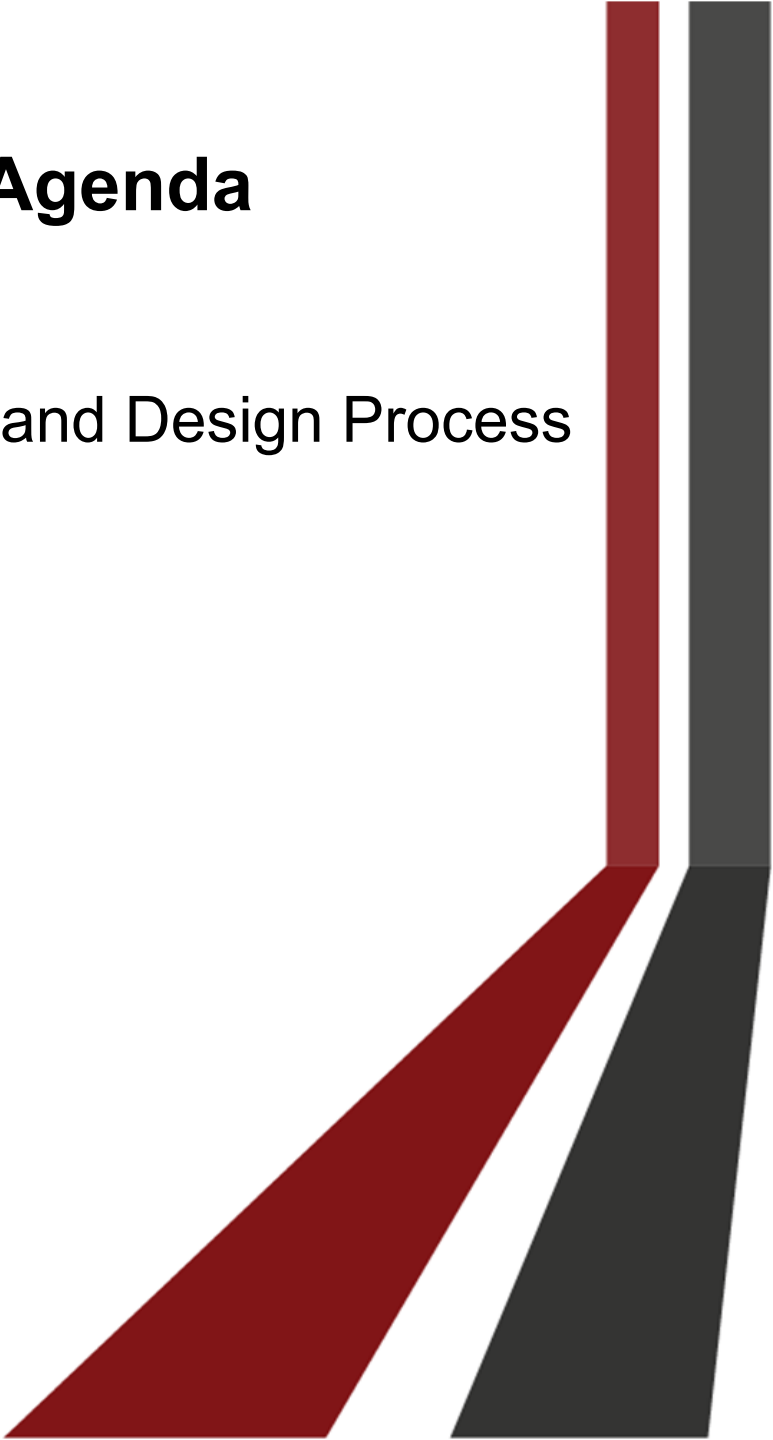
## **Part 5: Variable Compensation**

**Presented by:**

Josh Miller

Managing Principal, OnTarget Incentives

# Introduction and Agenda

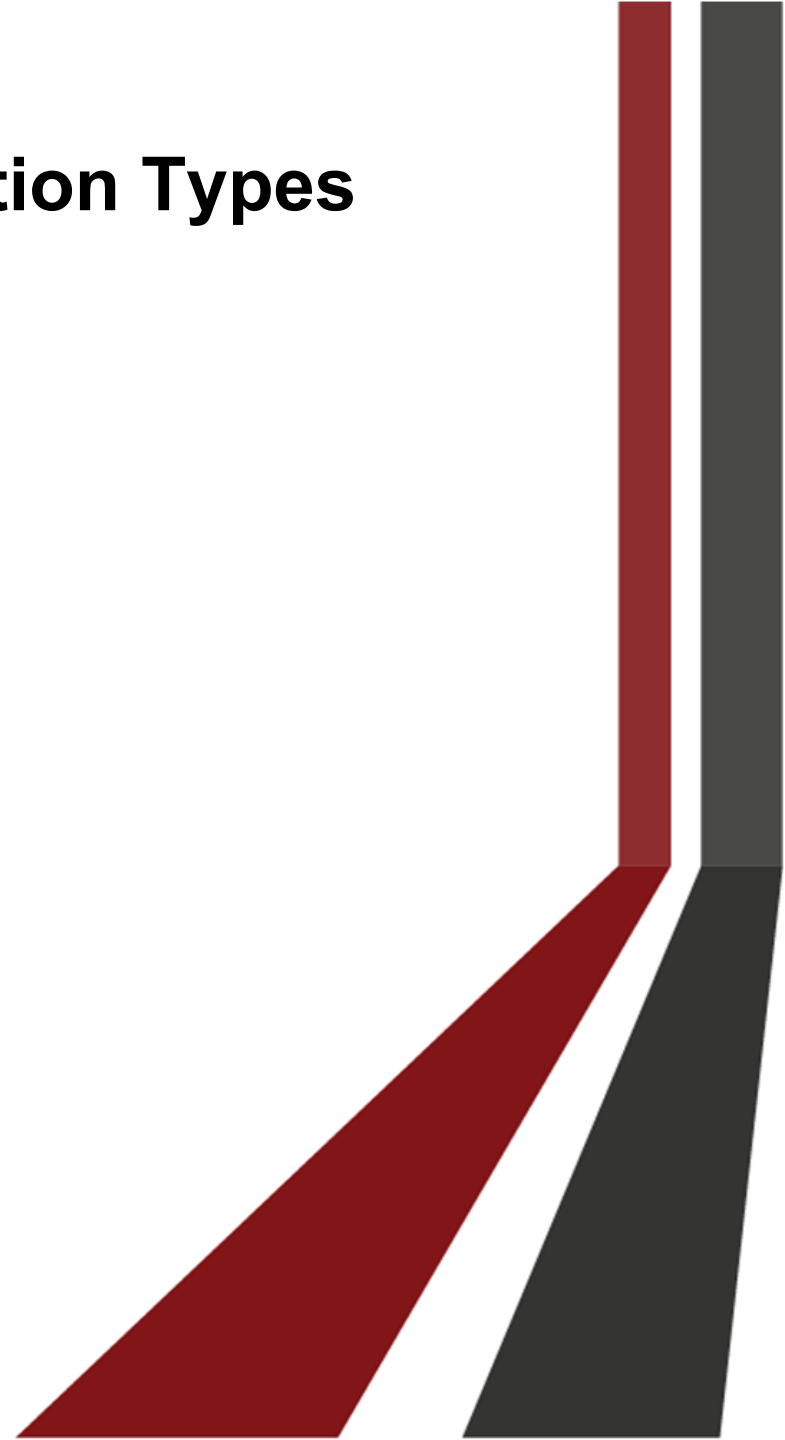
- The Basics
  - Incentive Compensation Strategy and Design Process
    - Communications
    - Key Principles
  - Governance
  - Administration and Payout
  - Miscellaneous
- 

# Variable Compensation Definitions

- Broad version: Any compensation that varies based on metrics other than **time**
  - Stock-based compensation
  - Corporate bonus programs
  - Cash and non-cash contests
  - And...
- Narrow version: Any compensation that varies based on **individual performance** or sometimes **team performance**

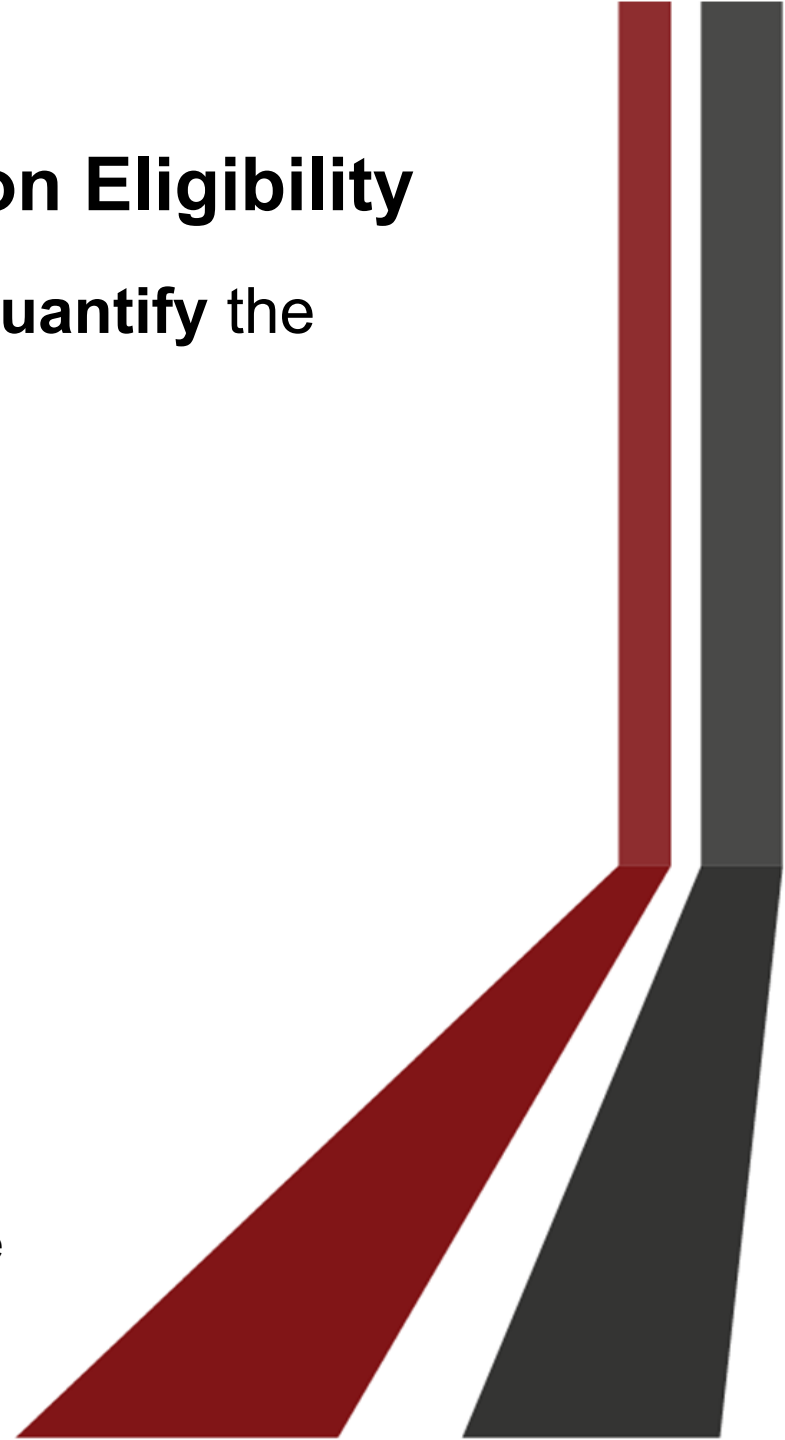
# Variable Compensation Types

- Non-Sales Bonus Programs
  - Call center phone agents
- Sales Incentive Programs
  - Commissions
  - Bonuses



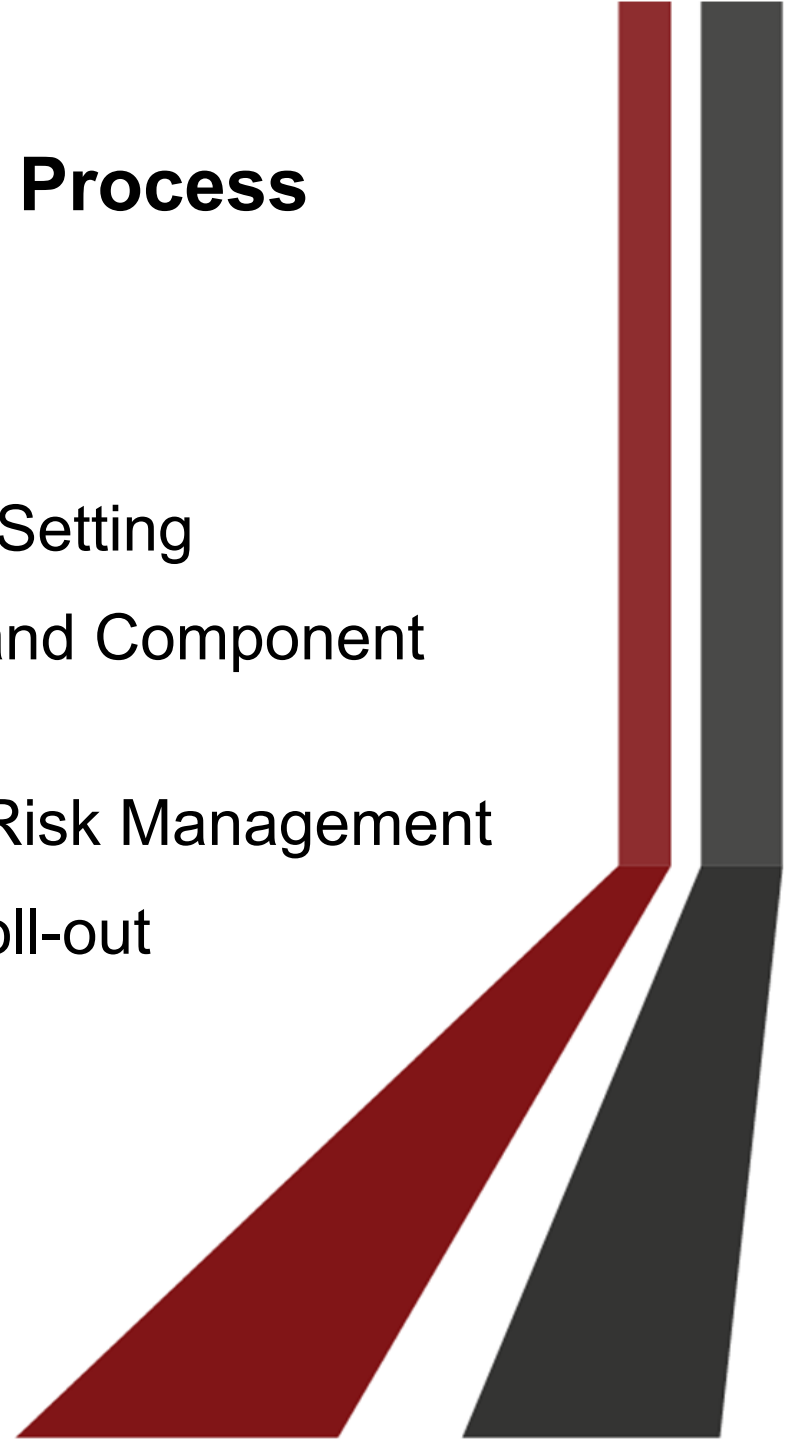
# Variable Compensation Eligibility

- Key question: how well can we **quantify** the performance of this role?
  - Car Salesman
  - Call Center Customer Service Rep
  - HR Business Partner
  - Software Developer
  - Shoe Cobbler
  - Software Presales Rep
- What do we mean by quantify?
  - Numerically Measurable
  - Degree of influence
  - Team Performance vs Individual Performance



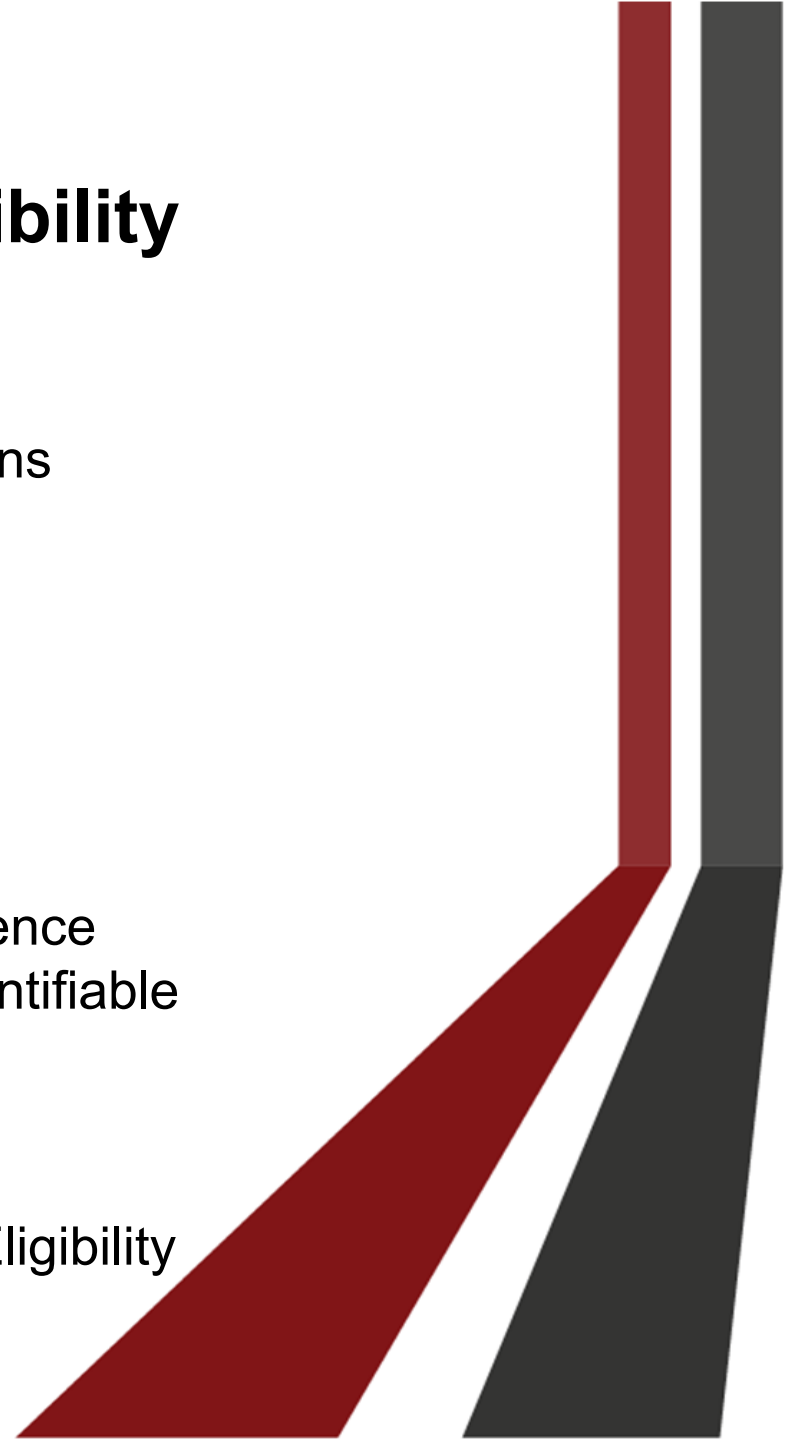
# Incentive Planning Process

- Phase 1 – Eligibility
- Phase 2 – Compensation Target-Setting
- Phase 3 – Role Responsibilities and Component Decisions
- Phase 4 – Payout Modeling and Risk Management
- Phase 5 – Documentation and Roll-out



# Phase 1 – Eligibility

- Inputs
  - Accurate and relevant job descriptions
    - Responsible, not *involved*
  - Documented Sales Strategy
  - Documented Rules of Engagement
- Process
  - Determine degree of customer influence required for each role (sales) or quantifiable individual performance (non-sales)
- Outputs
  - Role-level Variable Compensation Eligibility Decisions



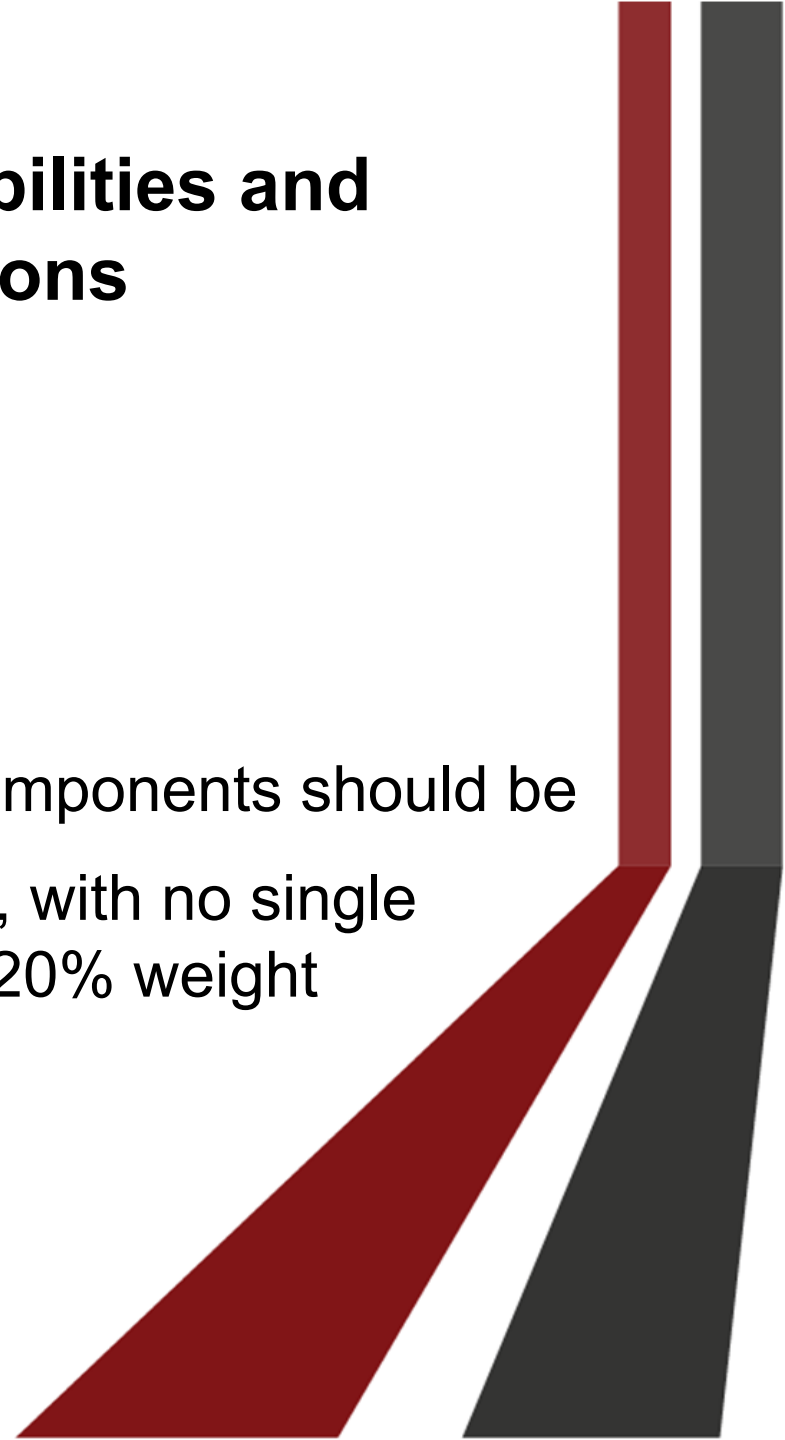
# Phase 2 – Compensation Target-Setting

- Inputs
  - Accurate and relevant job descriptions for Variable Compensation eligible roles
  - External and internal benchmarking data of Total Compensation Targets and Pay Mixes
    - Internal Benchmarking Concept – “Effective” Comp Targets
- Process
  - Using all available benchmarking data, set Total Compensation Targets
  - Sales Roles - Based on how much customer influence/persuasion is included in role, decide on pay-mix. More persuasion-heavy roles should have more at-risk pay, and therefore more upside and downside
  - Non-Sales Roles – no more leveraged than 80/20
- Outputs
  - Total Compensation Targets, Salary Ranges and Sales Incentive Targets



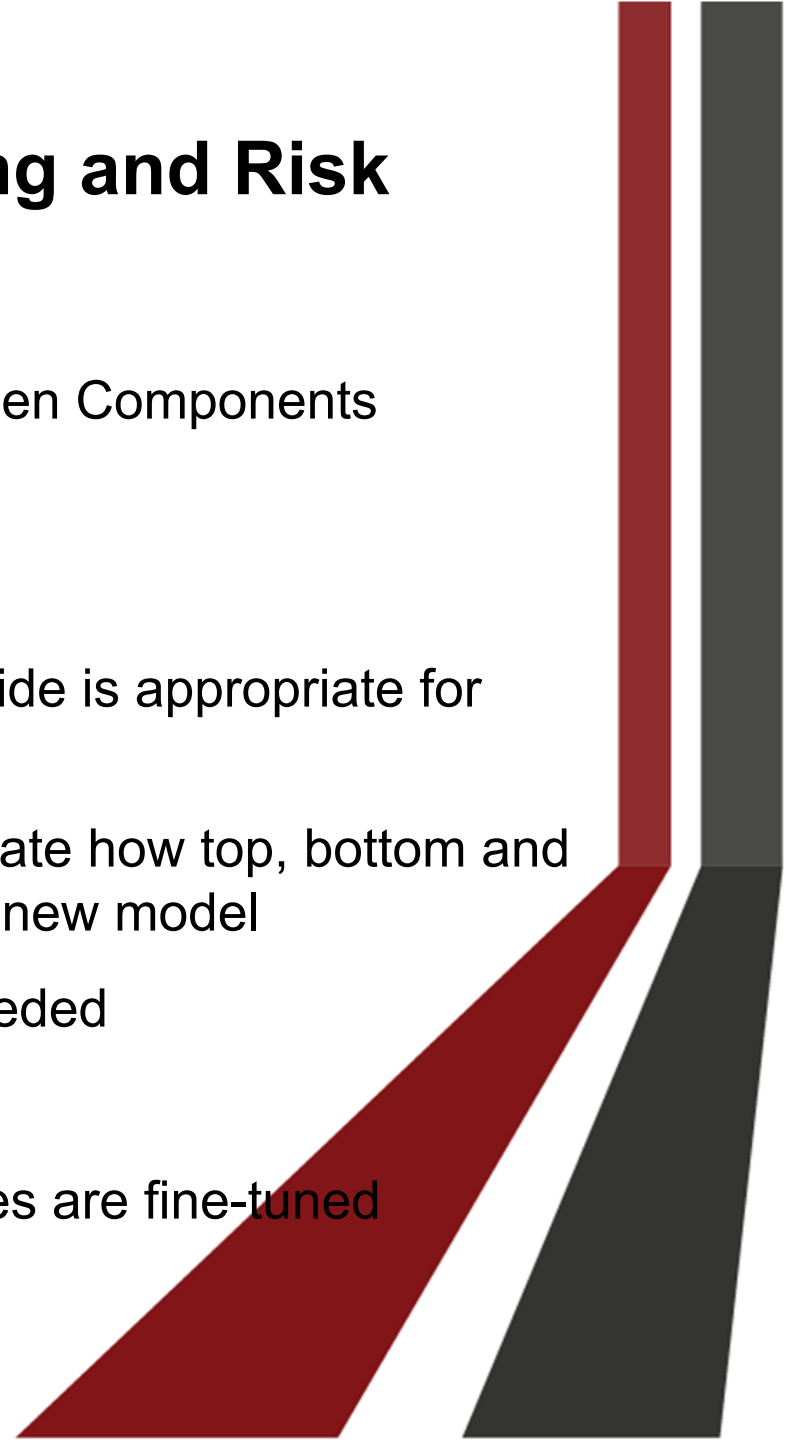
## Phase 3 – Role Responsibilities and Component Decisions

- Inputs
  - Job Descriptions
  - Knowledge of Data Sources
- Process
  - Decide what compensation components should be
    - Keep to a maximum of 3-4, with no single component being under a 20% weight
- Outputs
  - Components with Weights



# Phase 4 – Payout Modeling and Risk Management

- Inputs
  - Historical Performance Data of chosen Components
  - Historical Payout Data
- Process
  - Discuss how much upside or downside is appropriate for each component
  - Using past performance data, calculate how top, bottom and average performers would do in the new model
  - Go through multiple iterations as needed
- Outputs
  - Component details and payout scales are fine-tuned

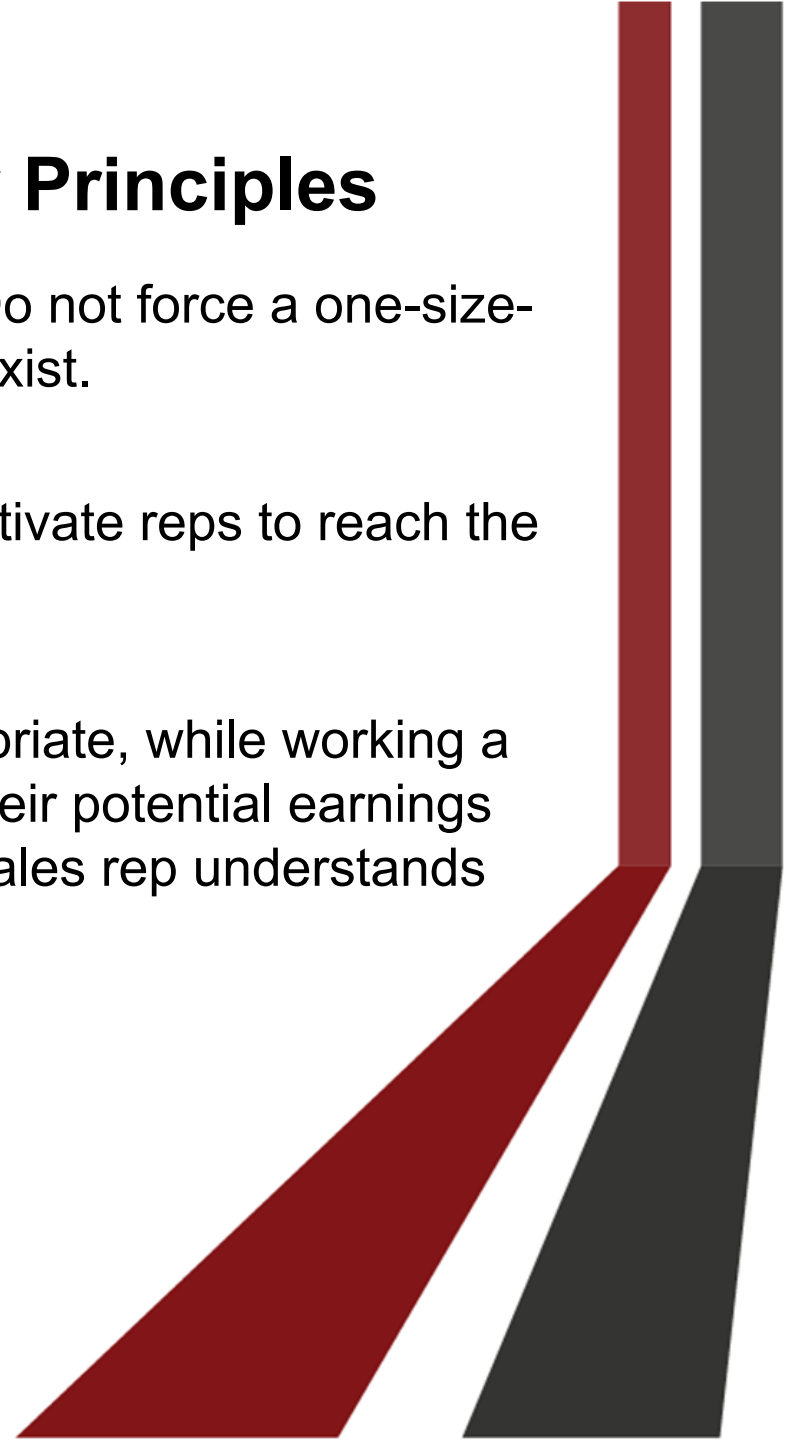


# Phase 5 – Communications and Documentation

- Inputs
  - Finalized and approved plan structures
- Process
  - Create plan documents, FAQ documents, and presentations for each role
  - Hold Roll-out meetings led by Departmental/Sales Leadership (not Compensation Leadership) since the compensation plans are just tools to support the Departmental/Sales Strategy
    - Change Management
  - Hold 1 on 1 roll-out meetings when quotas are finalized
- Outputs
  - Plans are communicated and ready to administer
  - Plan Distribution and Acknowledgement

# Incentive Design Key Principles

- Be consistent across roles and plans. Do not force a one-size-fits-all approach if real role differences exist.
- Offer affordable upside to constantly motivate reps to reach the next level of performance.
- Structure plans so that whenever appropriate, while working a deal a sales rep can understand what their potential earnings would be for closing it. Make sure the sales rep understands their priorities.

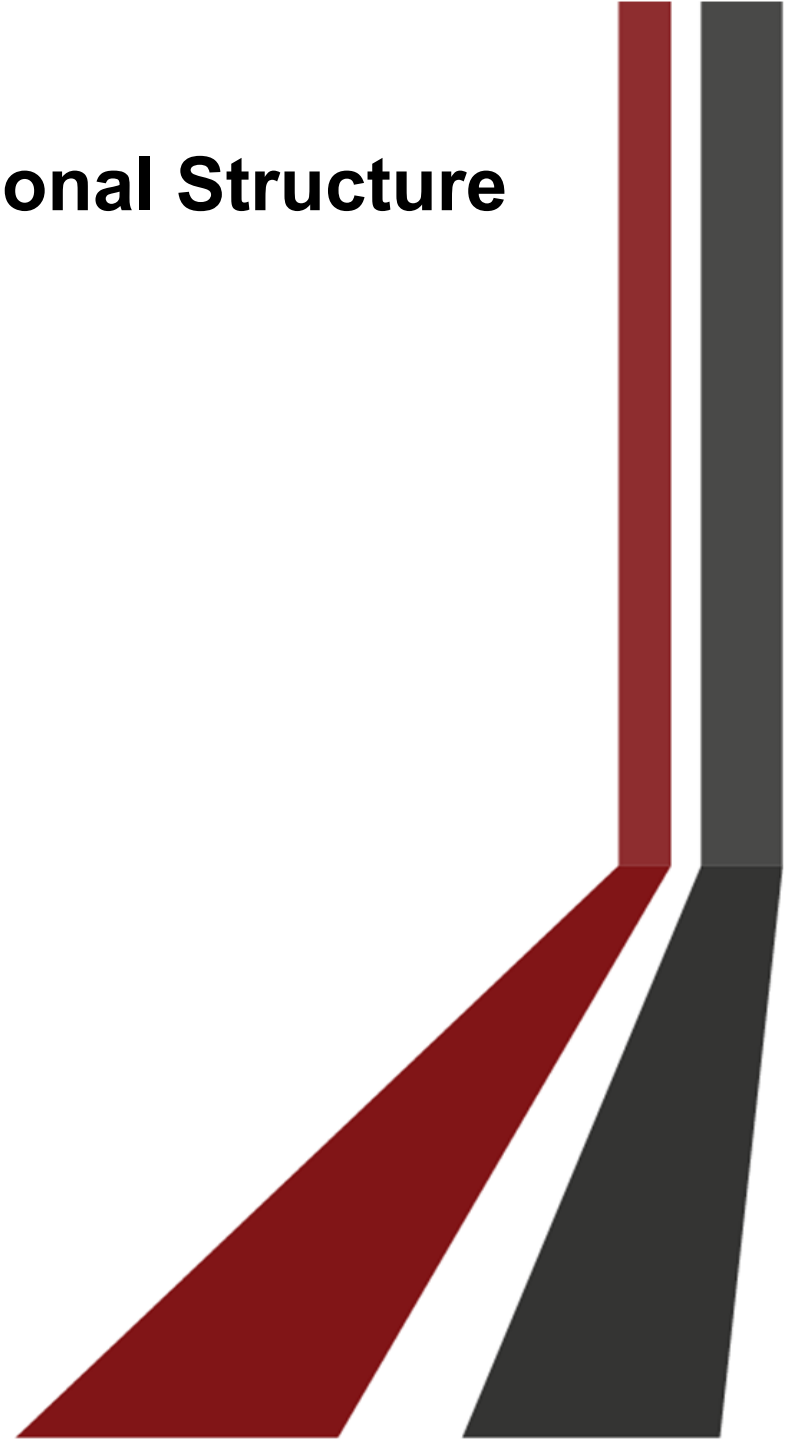


# Incentive Design Key Principles Continued

- Seek out the true ways that high performers differentiate themselves from low performers. Talk with management about how they identify those high performers.
- Recognize that not all books of business are the same. Sometimes compensation targets should be different because of customer or book of business differences.
- On Team vs Individual Incentives, keep the influence principle in mind and apply it to leverage/pay mix.
- Above all else, always seek to keep things as **simple as possible**.

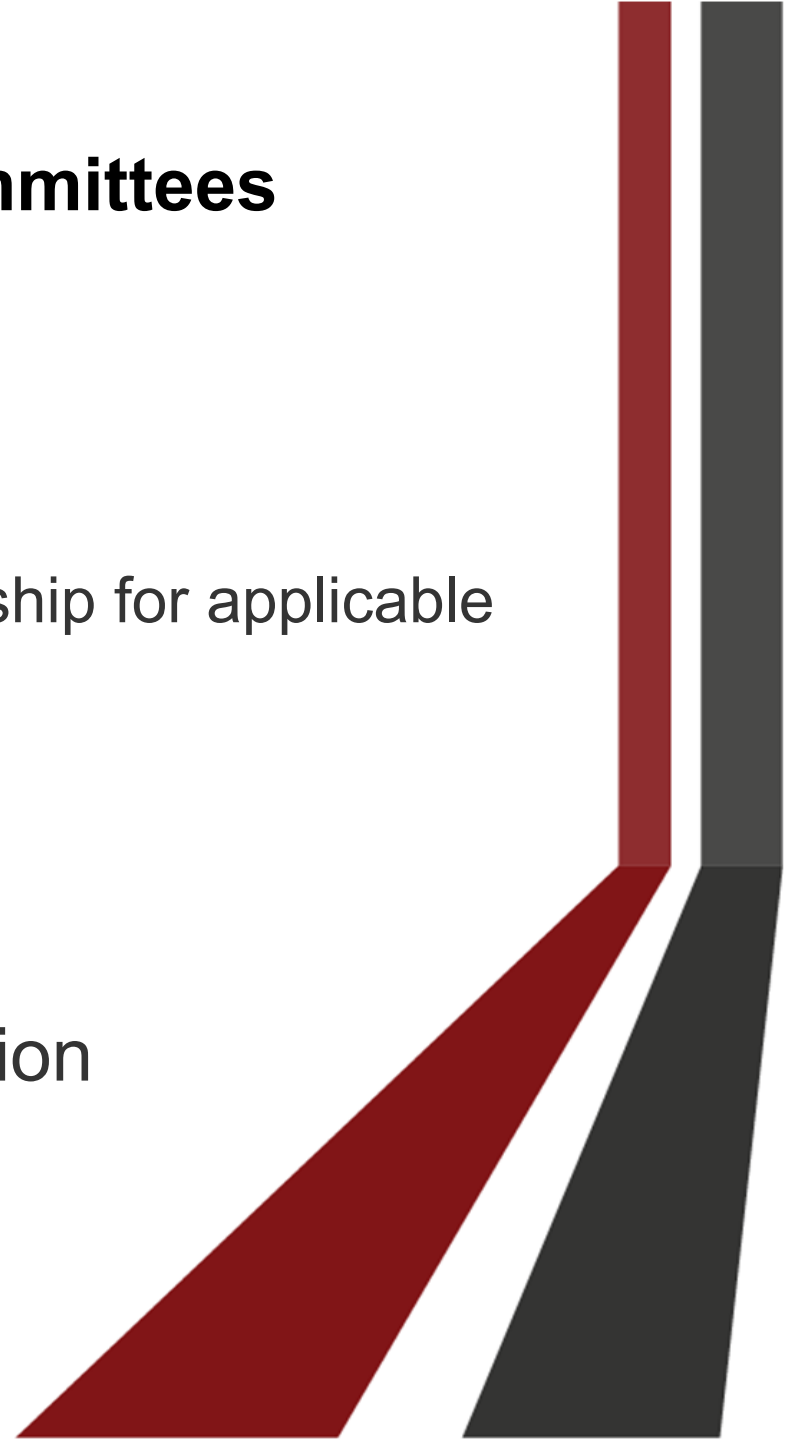
# Governance – Organizational Structure

- Organizational Structure
  - Centralized vs Decentralized
  - Functions
    - Benchmarking
    - Design/Strategy
    - Technology
    - Financial Analysis/Modeling
    - Reporting
    - Payout Cycle Administration
    - Quota/Performance Target-Setting
    - Audit and Compliance
    - Policy Management
      - Guarantees, retention bonuses, etc.



# Governance - Committees

- Plan Design
  - HR
  - Finance
  - Sales (or departmental leadership for applicable non-sales dept)
  - Sales Ops
  - IT
- Exception/Policy Administration



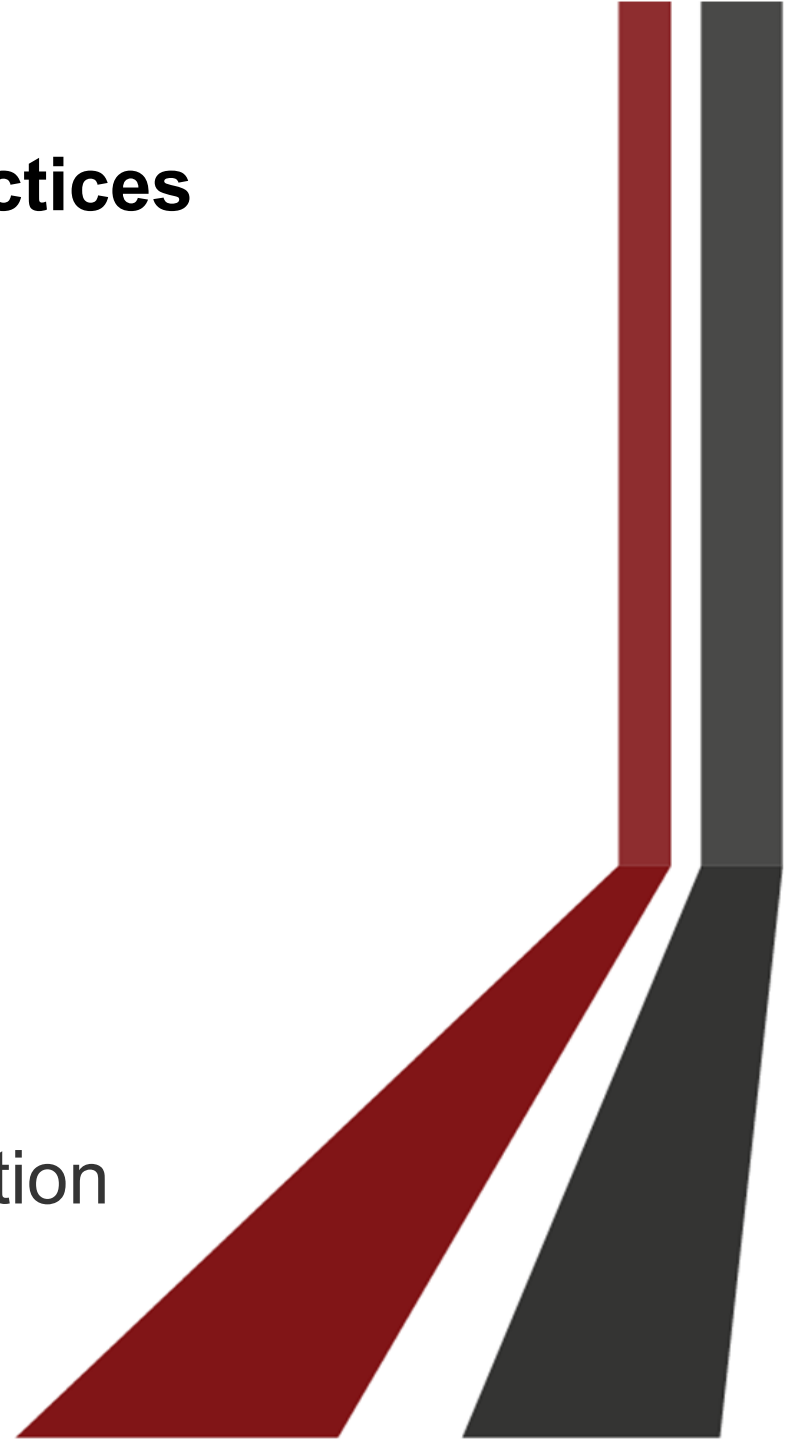
# Administration and Payout

- Technology Options
  - Excel/Access
  - SPM/ICM Tools
    - Vendors
      - SAP-Callidus
      - Xactly
      - IBM
      - Others
  - Factors for choosing between tools
    - Cost
    - Connection to other tools (HRIS, CRM, financial systems)
    - Flexibility and Quality of Reporting
    - Flexibility of different plan types
    - Admin usability



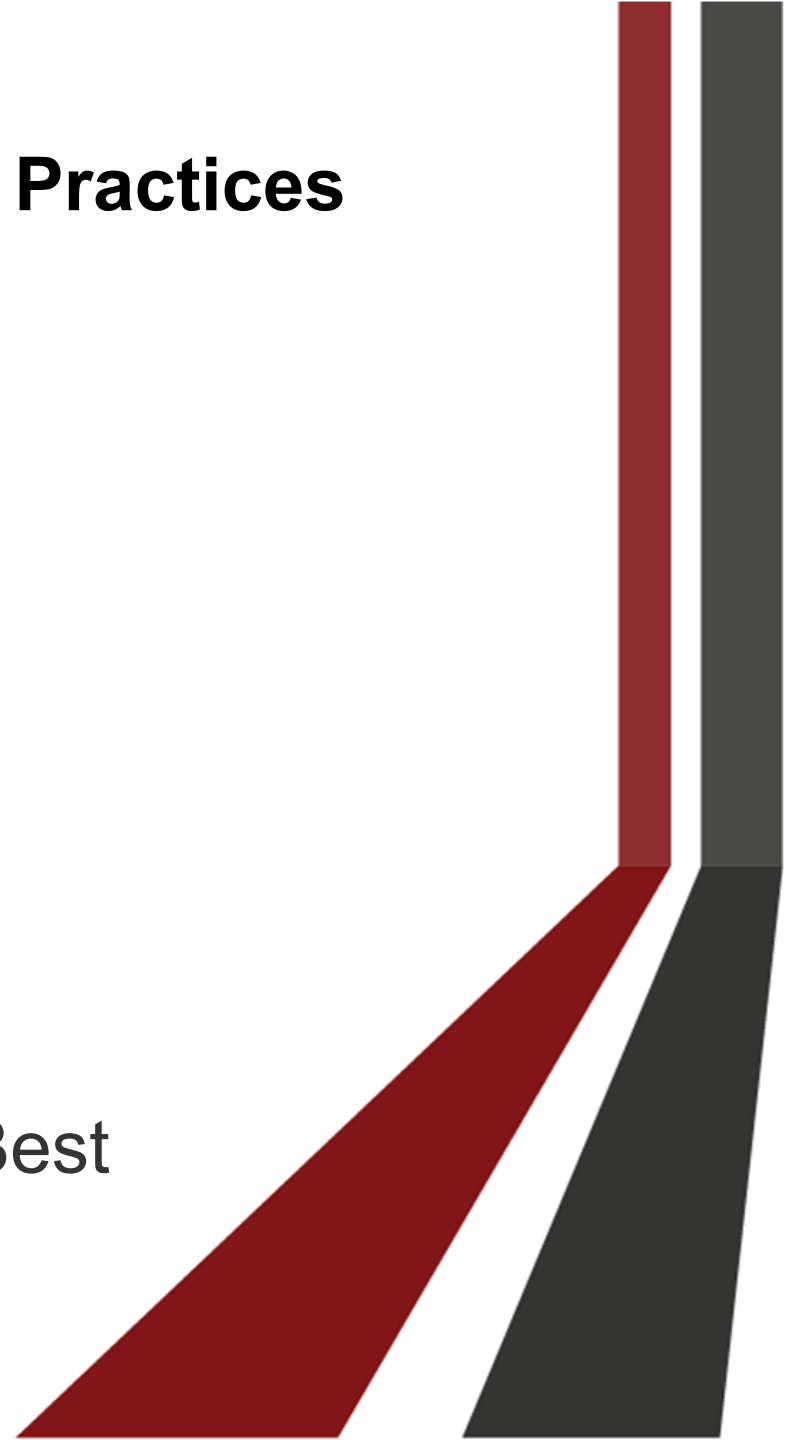
# Policy Best Practices

- Plan Exceptions
- Guarantees
- Sign-on Bonuses
- SPIFFS and Contests
- Jumbo-size Sale Risk Mitigation



# Administration Best Practices

- Payout Frequency
- Audits
- Legal/Compliance
  - Sales Crediting
- Performance Target/Quota Best Practices



# Any questions?

