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## 14 Trends for '14: Familiar Challenges, but Business Reflects Creative Integration, Fresh Approaches

Over the last month or so of 2013, our standard question to licensing executives we spoke with was: "If there was one thing you'd like to see change about licensing in 2014, what would it be?"

The good news is, there seem to be no new problems. The challenges continue to be:

- Contracting retail shelf space.
- Lack of risk-taking. "I would love for both licensors and licensees to partner more on innovative products for consumers," says Jel Sert's Susie Frausto. "This might require more give and take on both sides ... however, the long-term opportunity could be huge and worth the risk." Similarly, "I hope that licensees and licensors [others would add 'and retailers'] will take a few risks next year—perhaps take them together and think bigger in 2014!" says Brandgenuity's Adina Avery-Grossman.
- The new generation of licensing professionals not understanding the context of licensing in the overall marketing mix. "Young people coming into the business are compartmentalized and only know one piece of what it's about," says CopCorp's Carole Postal. "Licensing needs to become part of the curriculum, not just in a couple of colleges, but throughout the business."
- "People see [licensing] as a trinket and trash biz and not as the only way to directly connect to a customer," as Global lcons Jeff Lotman puts it. "Brands pay for integration into shows. We get integration into lives. People eat, sleep, wear, play, and trust their kids lives with the products we create."

But while the tried-and-true themes continue to be just that, many trends are also emerging that hold great promise for new categories, original twists on classic products and properties, and fresh approaches to integrating licensing into trade offerings, experiential settings, and more.

Here are 14 trends we saw bubbling up in 2013 and that we expect will expand in 2014.

#### # 1 The Personal Touch

Licensors and licensees are taking individual consumers' desires into account in all aspects of their business, allowing customization and personalization of football jerseys (as on NFL.com) and coffee mugs (CaféPress and Zazzle), harnessing user-generated content (à la Amazon's Kindle Worlds), and encouraging crowdsourcing as a market tool and fan engagement technique (utilized by Hasbro, Mattel, and LEGO).

But what started out exclusively online is starting to surface in physical stores—and not just "order online, pick up in-store."

In England, over the holidays, Selfridges installed Mr. Men & Little Miss pop-up shops by Art You Grew Up With, where customers could choose a character from the books and

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## SOME CALL IT SOCCER Euro Football Clubs' Goal: More Licensing at Home and Abroad

European football (soccer) clubs have been expanding their licensing activities over the past two to three years, including in markets outside their home territories.

The Union of European Football Associations (UEFA), the governing body of European football, has qualified 237 clubs from 54 countries for its 2013/2014 club competitions, but most of the clubs with the broadest licensing programs are those who play in the top divisions in each country, including the British Premier League, German Bundesliga, Spanish

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# Licensing Ledger

#### LICENSING BY THE NUMBERS

Laura Ashley Holdings estimates licensing revenue will decline 16% this year, though the company promises "significant new agreements ... will benefit profits next year," reports *London South East*, a financial paper.

Net revenues for Cherokee's third quarter (fiscal 2014) were \$6.7 million, approximately flat from the prior year. Increases from the **Liz Lange** and **Cherokee School Uniform** brands offset a decrease of approximately \$525,000 in royalty revenues from the recently closed Zellers Canada. Retail sales of Cherokee branded merchandise at Target U.S., excluding Cherokee School Uniforms, increased; however, royalty revenue from Target declined \$400,000 due to a de-escalating royalty rate agreement reached earlier this year.

SPORTS LICENSING BY THE NUMBERS

Headwear accounts for 23.3% of revenue generated by licensed sports apparel in the U.S., followed by T-shirts and tanks (22.7%), authentic and replica jerseys (22.0%), and sweatshirts/pullovers (10.5%), according to **SportsScanInfo**, as cited by *SGB Weekly*.

### THE FIRST MILLION IS THE EASIEST

**Evernote**, the online service specializing in the syncing and organization of digital notes, hit \$1 million in merchandise sales in the first month of Evernote Market, reports CEO Phil Libin, as quoted in Tech-Crunch. Launched in September, the site's three best-selling items licensed backpacks, co-branded Scansnap scanners made by Fujitsu, and the Jot Script Stylus—accounted for 30% of sales that month.

#### LICENSING WITH KANYE

Apparel and footwear manufacturer **Adidas** kind of confirmed what rapper and aspiring fashion designer **Kanye West** has been saying in recent interviews: that the two have a licensing agreement. Well, Adidas is hardly that straightforward, simply welcoming West to its family and referencing his "partnering with our history in streetwear culture and leading innovations in sport" and promising "details to follow." West told radio station HOT 97, "I took the Adidas deal because I have royalties."

ART LICENSING: CASE IN POINT

PostMark Press's Kathy Alpert takes vintage images from magazines, prints, and photography that are in the public domain, "puts her own twist on them, and licenses them for use with consumer products." Alpert tells the *Boston Globe*, "One company pays a \$400 advance for each image or design selected" against a 6% royalty.

## THE SOUND OF DIGITAL STOREFRONTS

NBC's online store for *The Sound* of *Music Live* broadcast featured a mug with hot cocoa (under license by storefront manager **DeliveryAgent**) and a songbook (from licensee **Hal Leonard**). The official Rogers and Hammerstein Sound of Music storefront features a different mug (sans hot cocoa), a different songbook (also from Hal Leonard), four T-shirts, two hats, a tote bag, a keychain, and a onesie.

## PERSONALIZING MR. MEN & LITTLE MISS

Art You Grew Up With brings a personalized on-demand concept to U.K. retailer Selfridges in Mr. Men & Little Miss pop-up shops. Selfridges customers can choose one of 25 characters from the book series and fully customize an art print in-store, including name, size, and framing options. Within 20 minutes, the print is ready for the shopper to take home. The licensed experience continues until January 10. A similar licensed Polaroid concept launched stateside this year as a permanent fixture in Florida, though the printing results are not as immediate.

#### **70-PROOF CINNABON**

**Pinnacle Vodka** will produce a licensed **Cinnabon** variety of its imported spirits. Pinnacle Cinnabon Vodka will incorporate the taste of cinnamon Cinnabon rolls in a 750-ml. bottle of 70-proof vodka. Pinnacle started with a soft launch of the Cinnabon Vodka on December 1 and will commence a nationwide rollout Jan. 1, 2014.

## LICENSED SPONSOR UPGRADE

Panini America, a licensee of the NFL Players Association Collegiate Bowl, is leveraging a Bowl sponsorship in support of its licensed products. Instead of standard promotional mentions during the televised event, Panini will integrate its licensed NFL player products into the televised broadcast through team jerseys, the football field, and other signage/placement opportunities; Panini will also feature in the event's social media endeavors and in marketing during the lead-up to the event.

## LINENS 'N THINGS MOVES TO CARLYLE GROUP

Linens 'N Things, resurrected from bankruptcy in 2009 by Hilco, Gordon Brothers, and Infinity Lifestyle Brands to become an online retailer that also licensed select products to Canadian chain Home Outfitters, has been purchased by Galaxy Brand Holdings, a Carlyle Group division. Galaxy is reportedly paying \$10 million for the name and operation, reports the *Wall Street Journal*; Hilco and the others paid about \$1 million for it.

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## 2014 Licensing Forecast

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customize an art print in-store, including name, size, and frame. The finished product was ready within 20 minutes.

Similarly, Nickelodeon is testing a concept in Topman's Oxford Circus store in London that invites customers to design and produce their own garments in-store based on SpongeBob SquarePants, Teenage Mutant Ninja Turtles, and others.

### # 2 Limited Editions and Capsule Collections

From actor John Malkovich's capsule apparel collection of 17 SKUs for Yoox.com to football coach Mike Ditka's limited-edition collection of cigars with Camacho, short manufacturing runs and limited product assortments offer a means of testing products and properties, limit risk, serve as a promotional tool, and add cachet.

## # 3 Beyond Traditional Retail

New players in licensing include flash-sale sites (such as the Gilt Group, which has offered licensed merchandise from Ralph Lauren and Missoni, among many others), aggregators (Zappos, which did an apparel deal with Melissa Rivers), and outlet stores (Chic, which partnered with the charity brand (RED) for an exclusive bag). They increasingly feature licensed products, pair with celebrities, and even forge DTR deals.

## # 4 Curation

Celebrities and magazine brands are among the properties that have partnered with retailers and manufacturers for promotional deals in which they curate or endorse a selection of existing products (think Wired electronics displays at Target stores or the Elle-branded beauty section at the Net-a-Porter e-commerce site). A licensed line can be part of the assortment, either initially or once the connection between brand and category is established.

### # 5 Mining the Digital Fringes

Digital properties are not just gaming apps such as Angry Birds, although that property is the king of the realm to date. Blogs (BryanBoy), Twitter (Rob Delaney), and properties established through Facebook and YouTube (Boo, Annoying Orange) are increasingly signing licensees. On the horizon: original series distributed through Netflix, Hulu, Amazon, Xbox, and others.

## # 6 Collaboration and Co-Branding

These ventures can involve two different properties, such as an artist and a character property (Paul Frank's Julius and Megan Whitmarsh), a fashion designer and a corporate trademark (Coca Cola and streetwear label Nigo), or occur between like properties (Uglydoll and Hello Kitty). Such a pairing can double the potential customer base for two proven properties or add freshness and buzz when a well-known brand links with a niche property.

## # 7 Form + Function

More licensors and licensees are partnering for apparel, accessories, and home goods that integrate performance or technical characteristics such as breathability, moisturewicking, or waterproofing, or specific functionality such as antimicrobial or odor-reducing properties. Examples include Weatherproof and United Legwear, Samsonite and Zee Co., and Arm & Hammer and London Luxury. Others are adding scent to traditional products, such as Mentos and pencils.

#### # 8 Celebrity = Reality + Music

Celebrity licensing is still going strong, driven mostly these days by reality shows and music. From "Duck Dynasty" to "The Voice," nonscripted entertainment has given us fashion, home, beauty, and fitness products tied to hosts, contestants, chefs, interior and fashion designers, business owners, models, and housewives. Meanwhile, musicians from Lady Gaga to Flo Rida to Will.i.am continue to forge deals for everything from lifestyle apparel to personal electronics, often taking a personal financial stake and/or assuming management roles in their partner companies.

#### # 9 The New Social Expressions

Personal electronics and accessories (earbuds, iPad covers, digital cameras) have largely replaced greeting cards and bumper stickers as the primary means for consumers to show their opinion, pride, style, or sense of humor through their choice of artwork, licensed character, sports team, or other imagery. Examples are abundant, from an Ugly Doll-shaped USB drive from Mimoco or a New England Patriots cell phone skin from Skinit to KISS ear buds from Section 8 or a Hello Kitty camera with changeable faceplates from Sakar.

#### # 10 Trade and Industry

More licensors are looking for opportunities outside of traditional consumer-oriented retail, authorizing products sold through the trade (Conde Nast fine art sold through interior decorators, Food Network food service outlets at ballparks), products for businesses (Laura Ashley uniforms, Martha Stewart office furniture), and industrial products (Westinghouse-branded wind turbines).

#### # 11 Former Taboos

In the quest to expand demographics and open new categories, licensors are increasingly looking to the adultest of the adult products, many of which were on the no-go list for most licensors in the past. Now cigars, gambling, liquor, and erotic products (e.g., under the *Fifty Shades of Grey* brand) are all on the table for appropriate properties.

#### # 12 Specificity

More often, licensors are doling out agency representation rights by category, often segmenting categories with unique characteristics, such as foods or electronics, but

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## 2014 Licensing Forecast

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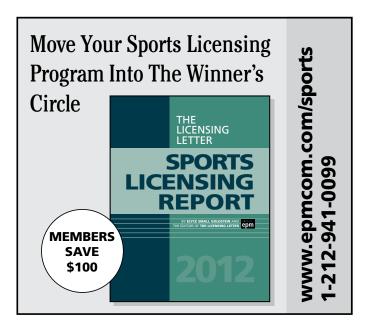
doing so in other categories as well. National Geographic retained IMG to represent it globally in the luggage and travel bag category, for example. Property owners also are increasingly narrowing the scope of rights granted (e.g., signing multiple publishers within the low-end coloring and activity book category), as well as granting more nonexclusives across categories.

## # 13 Experiential and Content Licensing

Licensing isn't strictly about physical consumer products. Licensors are considering a wide array of opportunities for experiential services and content distribution. Dreamworks Animation and 21st Century Fox license theme parks in Russia and Malaysia, respectively; Juilliard licenses music education in the U.S.; and toys, TV shows, sports properties, and properties from *The Wizard of Oz* to "Cheers" are licensed for lotteries, slot machines, and online gambling (as allowed by law).

## #14 Crowdfunding and Crowdsourcing

A handful of licensees and potential licensees are experimenting with Kickstarter as a means of not only soliciting financing for product development and licensing fees, but also as a way to test new product concepts and generate awareness among loyal fans. Most examples we've seen to date are in the realms of electronics or gaming, with properties skewing toward sci-fi, comics, and digital games. Mantic Games successfully funded a licensed Mars Attacks! tabletop miniatures game this fall, and FarSight Studios is using Kickstarter-generated funds to pay license fees for Star Trek digital pinball games. (For more on Kickstarter and licensing, see *TLL* Dec. 2, 2013, page 1.)



# Licensed Exclusives Move Beyond the Usual Suspects

When you think of direct-to-retail and retail-exclusive licensing, your mind probably goes to key players such as Walmart, Target, or Kohl's, or category-specific examples such as Michael's or Bed Bath & Beyond. But more retail chains have been entering the fray.

In fact, many of the DTR and retail-exclusive licensing ventures that have come to light in the last couple of months have involved infrequent or first-time participants in these types of deals:

- Lane Bryant teamed with designers Isabel and Ruben Toledo for a capsule collection of ready-to-wear garments, outerwear, and accessories in 500 of the plussize chain's 805 stores.
- ▶ PBTeen paired with stylists and designers Meritt Elliott and Emily Current for 37 home furnishings items to be sold on the Williams-Sonoma division's e-commerce site.
- Crate & Barrel collaborated with interior designer and architect Paola Navone for three exclusive collections comprising 140 SKUs across a variety of home furnishings and housewares categories.
- Poundland, a U.K. pound store (equivalent to a dollar store in the U.S.), allied with Jane Asher, an author and actress who runs a cake business, for a line of low-priced bakeware sold through its 490 stores.

## Publisher's Note: If The Duck Calls ...

If past episodes of misbehavior (as some see it) or hate speech (as others see it) or free speech (as still others perceive it) are indicative, here are possible scenarios for Duck Dynasty's licensing program in the wake of Phil Robertson's now infamous *GQ* interview:

- Full supporters, whose opinions align with Robertson's, might be inclined to purchase *more* merchandise;
- Those fans who find Robertson's comments sufficiently offensive will stop buying merchandise altogether; and
- ► The impact is likely neutral for fans who don't particularly care about his personal views (or how they are expressed) or those who would have expected this to be his outlook. They've probably bought what they want.

Our observation suggests fans are forgiving in the long run, even when there's an immediate drop off in popularity/sales.

The bigger question is how long Duck Dynasty's 15 minutes of fame will really last. For the moment, ratings could soar as many of those who have never seen it will tune in to see what the brouhaha is all about.

Also, little noted is that Realtree, the company that licenses out camouflage designs for some Duck Dynasty products, said late last year that it assumed "primary administrative duties relating to the licensing of Duck Commander and Buck Commander products." This is distinct from the Duck Dynasty licensing program administered by licensing agency Brandgenuity.

# **Licensing News**

## Properties Available Or Recently Assigned, U.S.

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PROPERTY	DESCRIPTION	CATEGORIES AVAILABLE	LICENSING CONTACT
Darrell Bush	Painter known for lakeside scenes; previously worked with Cabela's on several outdoor images.	Bath ensembles, kitchen textiles, melamine, room decor, stationery, tabletop	Marty Segelbaum, MHS Licensing
Rick Moonen	Chef, restaurateur, and author who recently opened up Rx Boiler Room in Las Vegas.	Fish/seafood products	Tim Rothwell, All-American Licensing & Management Group (AALMG)
Victoria Schultz	Artist known for photorealistic animal paintings.	Garden decor, giftware, greeting cards, home decor, home textiles, puzzles, stationery	Marty Segelbaum, MHS Licensing

Licenses Recen	tly Granted, U.S.			
PROPERTY	GRANTED TO	PRODUCTS MANUFACTURED	GRANTED BY	
AC/DC	Stern Pinball*	Pinball machines	Live Nation Merchandise	
Android	Uglydoll/Pretty Ugly	Co-branded plush	Google	
Animal Planet	Greenberry Eco-Industries	Pet accessories	Discovery Communications	
Annoying Orange	CafePress	Accessories, collectibles, custom on-demand apparel, home decor	Joester Loria Group	
Blonde Salad, The	Steve Madden	Co-branded footwear	The Blonde Salad	
Camilla Meijer	Wedding Paper Divas	Stationery	HAP Consulting	
Christine Adolph	Bradford Exchange	Checks, stationery	MHS Licensing	
Cinnabon	Beam Global Spirits & Wine's Pinnacle brand	Vodka	Focus Brands	
Corbert Gauthier	Laila's	Wall art	MHS Licensing	
Darrell Bush	Hallmark Licensing	Greeting cards	MHS Licensing	
DC	LF USA	Apparel (children's)	Quiksilver	
Doctor Who	Her Universe	T-shirts	BBC Worldwide Americas	
Ellen Tracy	G-III Apparel Group*	Dresses, outerwear	Sequential Brands Group	
	Palm Beach Beaute*	Fragrance		
	Shason	Rugs		
Fender	Lucky Brand	Apparel	Fender Musical Instruments	
Ford	Stern Pinball	Pinball machines	Global Icons	
Gold Rush	Pay Dirt Gold	Panning kits	Discovery Communications	
H. Hargrove	Laila's	Wall art	MHS Licensing	
Harry Potter	U.S. Postal Service	Stamps	Warner Bros. Consumer Products	
Hello Kitty	Onch Movement	Jewelry	Sanrio	
High Sierra	PS Brands/Planet Sox	Socks	American Tourister	
Jennifer Adams	Creative Bath Products	Bath accessories, bath products	All-American Licensing & Management Group (AALMG)	
ludy Buswell	Andrews + Blaine	Bookmarks	MHS Licensing	
Kathy Hatch	Laila's	Wall art	MHS Licensing	
MSD Consumer Care	Synclaire Brands	Footwear	Beanstalk Group	
P&G	Bissell HomeCare	Cleaning solutions	Beanstalk Group UK	
Pitbull	Jacavi Worldwide	Fragrances	Sony Music	
Quiksilver	LF USA	Apparel (children's)	Quiksilver	
Robert Graham	LJP International	Footwear	Robert Graham	
Robin Roderick	Bon Art & Artique	Wall art	MHS Licensing	
Ron King	Laila's	Wall art	MHS Licensing	

\*Extension or renewal.

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## Licensing News Continued from page 5

PROPERTY	GRANTED TO	PRODUCTS MANUFACTURED	GRANTED BY
Simpsons (The)	Joyrich	Apparel	Twentieth Century Fox Consumer Products
	Zara		
SpongeBob SquarePants	Sprayground	Backpacks	Nickelodeon & Viacom Consume Products (NVCP)
Stephanie Ryan	Andrews McMeel Publishing	Engagement calendars	MHS Licensing
Strawberry Shortcake	Huffy	Bicycles, scooters, tricycles	American Greetings
	Smilemakers	Stickers, tattoos	
	Unique Industries	Piñatas	
Titanfall	K'NEX Brands	Construction toys	Respawn Entertainment
Transformers	Nike	Limited edition footwear	Hasbro
U.S. Army	Authentic Apparel Group	Apparel	Beanstalk
Uncharted	Sideshow Collectibles	Action figure	Dimensional Branding Group
USA Curling	Card.com	Debit card	RJM Licensing
	CardPartner/UMB	Credit cards	
Victoria Schultz	Laila's	Wall art	MHS Licensing
Walking Dead (The)	FunKo	Vinyl figures	Striker Entertainment
Wedgwood	Revman International	Bed & bath products	Wedgwood
World of Eric Carle	SGS Direct	Baby soother, night light	Joester Loria Group
	Shindigz	Party decorations & favors, party goods	

PROPERTY	DESCRIPTION	CATEGORIES AVAILABLE	LICENSING CONTACT
Angry Birds	Mobile game series.	All (Russia)	Antony Grishin, Megalicense
Badland	iOS game from developer Frogmind.	All (U.S., Europe, China, Japan, Latin America)	Heikki Laaninen, 5th Wave Brands
Bug Rangers	CG animated children's series about kid bugs and their experiences with family, loss, and other pivotal life events.		
Dot to Dot properties	Production company with several children's shows on its roster and in production, including Big Cook Little Cook and Get Squiggling. BWI will initially develop a licensing program for Get Squiggling.	ng Big Cook (B.W.I.) ill initially	
Fido Dido	Beverage brand character created by Joanna Ferrone and Sue Rose.	Apparel, appliances, eyewear, footwear, luggage (India)	Manish Rajoria, Aadarsh Pvt. Ltd.
Garfield	Iconic cartoon cat's syndicated comic about domestic life with his owner and canine foil.	All (Chile, Mexico)	Fanny Salazar, P&L Global Network
Hill Climb Racing	Racing game for mobile devices.	All (U.S., Europe, Russia, Asia)	Heikki Laaninen, 5th Wave Brands
Hive, The	Preschool television series airing on Disney Junior, featuring bee Buzzbee and friends on adventures in and around their hive.	Apparel, confectionery, games, toys (Turkey, Middle East)	Hakan Tungac, KAYNAK Copyright & Licensing Agency
HRX	Lifestyle brand from Bollywood actor Hrithik Roshan.	All including apparel (India)	Sid Shah, Wild East Group
Plants vs. Zombies	PopCap/EA games' puzzle game series, soon to be released as a multiplayer shooting game.	All (Mexico, Central America, Caribbean, South America except Brazil)	Elias Fasja Cohen, Tycoon Enterprises
Purple Turtle	Children's preschool property known for its activity and puzzle books in India.	All (Turkey)	Hakan Tungac, KAYNAK Copyright & Licensing Agency
Ruzzle	MAG Interactive's iOS/Android word game app.	All (U.S., Europe)	Heikki Laaninen, 5th Wave Brands
Temple Run	iOS/Android game where the player dashes across various temple settings to escape certain doom. Soon to be a major motion picture.	All (India)	Chitra Johri, Bradford License India

\*Extension or renewal.

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## Licensing News Continued from page 6

International Properties Available or Recently Assigned			
PROPERTY	DESCRIPTION	CATEGORIES AVAILABLE	LICENSING CONTACT
Union of European Football Associations	Sports organization and its several upcoming championship tournaments.	Collectibles (Europe)	Lars Bretscher, CAA Eleven
Village People	1970s disco group known for themed dress and singles like "YMCA" and "In The Navy."	Accessories, apparel, back-to school, electronics, figurines, gifts, hooded fleece, stationery (U.K.)	Trudi Hayward, ITV Studios Global Enterprise
YooHoo & Friends	Aurora World's wide-eyed plush animal collection, first launched in 2007.	All (Germany and other German- speaking territories)	Hans Stoef, m4e AG

PROPERTY	GRANTED TO	PRODUCTS MANUFACTURED	GRANTED BY	
Care Bears	Powerhouse Clothing	Apparel (juniors', adults') (Angola, Botswana, Ghana, Lesotho, Malawi, Mauritius, Mozambique, Namibia, Nigeria, Rwanda, Republic of South Africa, Swaziland, United Republic of Tanzania, Uganda, Zimbabwe, Zambia)	Character Licensing & Marketing	
Dinosaur Train	Nelson Verlag GmbH	Coloring books (Germany)	Lizenzwerft GmbH	
	Papstar	Party goods (Germany)	-	
Domo	Precious Kids	Car accessories (U.S., Canada)	Big Tent Entertainment	
Ellen Tracy	DHOW Enterprise	Apparel, bags, footwear (Korea)	Sequential Brands Group	
Godzilla	Trends International	Bookmarks, calendars, decals, journals, posters, stickers, temporary tatoos, writing instruments (U.S., Canada)	Warner Bros. Consumer Products	
Jack Nicklaus	Perry Ellis International/PEI Licensing	Apparel (men's, women's) (U.S., Canada, Mexico)	Nicklaus Companies	
Jack Spade	Safilo USA	Eyewear (North America)	Fifth & Pacific	
Marika	SG Footwear div. SG Companies	Footwear (women's) (U.S., Canada)	FAM Brands	
	Wiesner Products/Mystic Apparel	Hosiery (women's) (U.S., Canada)	-	
Mirabelle	Trimcraft	Papercrafting (U.K.)	Santoro Licensing	
Moshi Monsters	Gourmet Water Company	Beverages (U.K.)	Mind Candy	
Mossy Oak	Gildan Activewear	Activewear, socks, underwear (Worldwide)	Haas Outdoors	
MovieStarPlanet	Bjorna	Bed linen, cushions, fleece throws, towels (Denmark)	Tinderbox	
Mr. Bloom's Nursery	Little Babas	Dress-up (U.K.)	Bulldog Licensing	
Need for Speed Rivals	Joystick Junkies	Accessories, apparel (U.S., U.K.)	Electronic Arts	
Simpsons (The)	Drop Dead Clothing	Apparel (U.K.)	Twentieth Century Fox Consumer Produ	
	Eleven Paris	Apparel (France)	-	
	Original Marines*	Apparel (Italy)	-	
Sooty Show	Golden Bear Toys	Master toy (U.K., Eire)	Redan Alchemy	
Space Heroes Universe	Banter Toys and Collectibles	Trading cards (Australia)	Wild Pumpkin Licensing International	
Strawberry Shortcake	Centura Brands	Bath items (Canada)	DHX Media/CPLG Canada	
	Seardel Group	Apparel (children's, juniors') (South Africa)	Character Licensing & Marketing	
Toca Boca	Happy Socks	Socks (Sweden)	Тоса Воса	
United Colors of Benetton	Puig USA	Fragrances (Worldwide)	Benetton Group	
Very Hungry Caterpillar (The)	-	Blankets, changing mats, Moses baskets, quilts (U.K.)	Rocket Licensing	
	Sapona	HBA (U.K.)		
Wooly & Tig	MV Sports & Leisure	Wheeled vehicles (U.K.)	Brands With Influence (B.W.I.)	
	Trade Mark Collections	Bags, umbrellas (U.K.)	-	
WWE	Giochi Preziosi	Back-to school, shoes, stationery (Italy)	Backstage SRL	
	Mattel*	Master toy (Italy)	-	

\*Extension or renewal.



Abbyson Living, Rodd Rafieha, VP Sales & Marketing, 951-258-8243, P. 10.

ABC Family, Tom Ascheim, President, 818-560-1000, P. 10.

All-American Licensing & Management Group (AALMG), Tim Rothwell, Partner, 818-613-0070, tim@aalmg.com, P. 5.

American Greetings, Michael Brown, VP Licensing, 216-252-7300 x1346, michael.brown @amgreetings.com, P. 6.

American Tourister, Dawn Sicco, Director Marketing Samsonite, 401-245-2100, dawn.sicco @samsonite.com, P. 5.

Andrews + Blaine, Brandie Oliver, Public Relations Licensing Manager, 850-269-3328, brandie @andrewsblaine.com, P. 5.

Andrews McMeel Publishing, Susan Hartman, Art Director, 816-581-7547, shartman@amuniversal .com, P. 6.

Authentic Apparel Group, Ronnie Reuben, Chairman/Founder, 917-921-8808, rreuben88 @gmail.com, P. 6.

**BBC Worldwide Americas,** Carla Peyton, SVP Licensing Consumer Products, The Americas, 212-705-9395, carla.peyton@bbc.com, P. 5.

Beam Global Spirits & Wine, Jason Dolenga, Senior Brand Director, 847-948-8888, jason .dolengo@beamglobal.com, P. 5.

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Beanstalk Group, Linda Morgenstern, VP Brand Management, 561-447-6607, linda.morgenstern @beanstalk.com, P. 5.

Big Tent Entertainment, Richard Maryyanek, CMO, 212-604-0667, richm@bigtent.tv, P. 7.

**BISSELL HomeCare**, Ryan McLean, VP/GM Global Marketing, 616-735-1449, ryan.mclean @bissell.com, P. 5.

Bon Art/Artique, Robin Bonnist, 203-845-8888, robin@bonartique.com, P. 5.

Bradford Exchange, Maura Kelly, VP Licensing & Art Acquisition, 847-581-8200, mkelly@bgeltd .com, P. 5.

Brand Central, Ross Misher, President, 310-268-1231, ross@brandcentralgroup.com, P. 10.

CafePress, Ty Simpson, VP Business Development, 502-974-4392, tsimpson@cafepress.com, P. 5.

Card.com, Ben Katz, CEO/Co-Founder, 888-255-5962, info@card.com, P. 6.

**CardPartner/UMB,** Jessica Freund, 646-652-7019, jessica.freund@umb.com, P. 6.

Creative Bath Products, Robert Weiss, COO, 212-889-2666 x205, bweisszen@aol.com, P. 5, 10.

**Dimensional Branding Group,** Marsha Armitage-Bristow, EVP Licensing, 415-246-3694, marsha@dimensionalbranding.com, P. 6.

**Discovery Communications,** Elizabeth Bakacs, VP Licensing & Creative, 240-662-4281,

elizabeth\_bakacs@discovery.com, P. 5. Electrolux, Ciaran Coyle, VP/Head of Global Brand Licensing, ciaran.coyle@electrolux.com, P. 10.

Electronic Arts, Alexander Lee, Brand Licensing Manager, 650-628-3864, alexlee@ea.com, P. 7.

Electronic Arts, Ryan Gagerman, Director of Licensing, 310-754-7446, rgagerman@ea.com, P. 10. FAM Brands, John W. Spotts, EVP Business Development & Licensing, 312-498-1429, john @fambrands.com, P. 7.

Fender Musical Instruments, Jeff Quinn, Licensing Director, 480-845-5458, jquinn@fender .com, P. 5.

Fifth & Pacific, Allison Sullivan, Licensing Manager, 212-354-4900 x7396597, asullivan @katespade.com, P. 7.

FOCUS Brands, Chad Scales, SVP Business Development, 404-255-3250, cscales@focusbrands .com, P. 5.

FunKo, Brian Mariotti, President, 425-783-3616, brian@funko.com, P. 6.

G-III Apparel Group, Wayne Miller, COO, 212-403-0500, info@g-iii.com, P. 5.

Gildan Activewear, Keith Whitaker, Director Marketing, 843-606-3600, info@gildan.com, P. 7.

**Global Icons**, Jeffrey Lotman, CEO, 310-820-5300 x203, jlotman@globalicons.com, P. 5.

**Google**, Nikesh Arora, SVP & Chief Business Officer, 650-253-0000, narora@google.com, P. 5.

**Greenberry Eco-Industries,** Lewis Hamowy, Co-Founder, 212-613-2299, info@greenberryeco .com, P. 5.

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Hallmark Licensing, Cindy Mahoney, VP Licensing, 816-274-4918, cmahon2@hallmark.com, P. 5.

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Hasbro, Simon Waters, SVP Global Brand Licensing & Publishing, 818-478-4804, simon .waters@hasbro.com, P. 6.

Her Universe, Ashley Eckstein, Creator, 212-869-0070, pr@heruniverse.com, P. 5.

Huffy, Rhonda Beckham, Product Licensing Manager, 937-865-5488, rhonda.beckham@huffy .com, P. 6.

Iconix Brand Group, Leigh Anne Brodsky, President, Peanuts Worldwide, 212-730-0030, lbrodsky@peanuts.com, P. 10.

**Ingenious Designs,** Ronni Fauci, 631-254-3376, rfauci@ingeniousdesigns.com, P. 10.

Jacavi Worldwide, Rene Garcia, 786-845-9228, P. 5.

Joester Loria Group, James Slifer, SVP Business Development, 212-683-5150 x306, jslifer @tjlgroup.com, P. 5, 6, 10.

John Hart Studios, Brad Bushell, 203-656-2353, brad@johnhartstudios.com, P. 10.

**Joyrich**, David Melgar, Creative Director, 323-951-9727, P. 6.

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Lawless Entertainment, Cathy Malatesta, President, 310-694-3414, cmala@aol.com, P. 6.

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LJP International, Larry Paparo, President & CEO, 732-771-8701, lpaparo@ljpintl.com, P. 5.

Lucky Brand, Josh Weiner, VP Merchandising, 310-882-6467, joshua\_weiner@luckybrandjeans .com, P. 5.

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Quiksilver, Andy Mooney, President & CEO, 714-889-2200, andy.mooney@quiksilver.com, P. 5. Respawn Entertainment, Vince Zampella,

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**Sprayground,** Eddie Shabot, Founder, info @sprayground.com, P. 6.

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**Trends International**, Jeff Loeser, VP Licensing, 317-388-4068, jloeser@trendsinternational .com, P. 7.

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U.S. Postal Service, Gary Thuro, Director Licensing, 202-268-5279, garyajr.thuro@usps.gov, P. 5. Uglydoll/Pretty Ugly, Alita Friedman, Chief Brand Officer, 908-620-0931 x2039, alita @uglydolls.com, P. 5. **Unique Industries,** Scott Brown, VP Licensing, 215-336-4300 x7708, sbrown@favors.com, P. 6.

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Wiesner Products/Mystic Apparel, Charles Mizrahi, President, 212-279-2466 x221, charles @wpiny.com, P. 7.

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international contacts & connections

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Brands With Influence (B.W.I.), Martin Lowde, Managing Director/Founder, 44-7831-2350-24, martin@brandswithinfluence.com, P. 6, 7.

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DC Thomson, Roddie Watt, Consumer Products Administration Manager, 44 1382 223131, rwatt @dcthomson.co.uk, P. 10.

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DHX Media/CPLG Canada, Kelly Elwood, SVP Marketing, 416-977-6071, kelwood@ca.cplg.com, P. 7.

Drop Dead Clothing, Oliver Sykes, Director/ Founder, 44-207-734-6961, P. 7.

East Coast Nursery, Myra Gotterson, 44-1692-408802, myra@east-coast.co.uk, P. 7. Eleven Paris, Dan Cohen, Co-Founder, 33-144-596915, info@elevenparis.com, P. 7.

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FIFA, Ralph Straus, Head of Strategy & Brand Development, 41-43-222-7777, P. 4.

Giochi Preziosi, Graziano DelMaestro, Licensing Director, 39-296-4751, delmaestro@giochipreziosi .it, P. 7.

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Gourmet Water Company, Ray Averre, CEO, info@thegourmetwatercompany.co.uk, P. 7.

Happy Socks, Mikael Soderlindh, CEO, b2b @happysocks.com, P. 7.

ITV Studios Global Enterprise, Trudi Hayward, SVP/Global Head Merchandising, 44-20-7157-6042, trudi.hayward@itv.com, P. 7.

Joystick Junkies, Rick Lowe, Managing Director, info@joystickjunkies.com, P. 7.

KAYNAK Copyright & Licensing Agency, Hakan Tungac, Managing Director, 90-216-524-20-82, ht@kaynak.com.tr, P. 6.

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Little Babas, Robyn Dean, 44-1704-229873, info@littlebabas.com, P. 7.

Lizenzwerft GmbH, Peter Bichler, Managing Director, 49-40-2260-2365, peter.bichler@lizenzwerft .de, P. 7.

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Megalicense, Antony Grishin, President/MD, 7-495-661-61-54, agrishin@megalicense.ru, P. 6.

Mind Candy, Darran Garnham, Chief Business Development Officer/Chief Licensing Officer, 44-0-207-5011920, darran@mindcandy.com, P. 7.

MV Sports & Leisure, Phil Ratcliffe, Sales & Marketing Director, 44-1217-488-000, phil .ratcliffe@mvsports.com, P. 7.

Nelson Verlag GmbH, Knut Reinoss, Program Director, 49-40-39804403, knut.reinoss@carlsen .de, P. 7.

**Original Marines,** Alessandro D'Ambrosio, Marketing Director, 39-081-711-2911, info @originalmarines.it. P. 7.

**P&L Global Network,** Fanny Salazar, Head Licensing Division, 511-440-6812, fsm @plglobalnetwork.com, P. 6.

**Papstar**, Wolfgang Kupper, 49-2441-830-230, wolfgang.kuepper@papstar.de, P. 7.

Powerhouse Clothing, Nadeen Horwood, 27-31-303-2567, nadeen@powerhouseclothing.com, P. 7. Redan Alchemy, Michael Gottlieb, CEO, 44-7887-565900, michael@redan.com, P. 7.

**Rocket Licensing**, Charlie Donaldson, Joint Managing Director, 44-207-207-6241, charlie @rocketlicensing.com, P. 7.

Santoro Licensing, Meera Santoro, President, 44-20-8781-1104, meera@santorographics.com, P. 7.

Sapona, Armen Saboonchian, 44-20-8566-8481, armen@sapona.co.uk. P. 7.

Seardel Group, Ravi Varaden, 27-31-469-9100, raviv@pregroup.co.za, P. 7.

The Blonde Salad, Riccardo Pozzoli, Co-Founder, 39-328-4428234, contact@tbscrew.com, P. 5.

Tinderbox, Dan Amos, Head New Media, 44-207-572-0840, dan.amos@tboxagency.com, P. 7.

**Toca Boca,** Jonas Carlsson, VP Brand & Marketing, jonas@tocaboca.com, P. 7.

Trade Mark Collections, Mark Hillson, Managing Director, 44-179-959-9899, mark @trademarkcollections.com. P. 7.

Trimcraft, Satyen Fakey, CEO/Owner, 44-1159-834-840, satyen.fakey@trimcraft.co.uk, P. 7.

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Viacom International Media Networks, Oliver Nitz, SVP Mobile Brand Licensing, 49-30-700-100-0, nitz.oliver@vimn.com, P. 10.

Warner Bros. Consumer Products (France), Bruno Schwobthaler, SVP Marketing, Sales & Business Development, EMEA, 33-1-72-25-13-61, bruno.schwobthaler@warnerbros.com, P. 4. Wedgwood, Leigh Taylor, VP Marketing, 44-1782-40-40-45, P. 6.

Wild East Group, Sid Shah, President, 949-922-7433, sid@wildeastgroup.com, P. 6.

Wild Pumpkin Licensing International, Lim Mi-Kyoung, Managing Director, 613-9274-2900, lim@wild-pumpkin.com, P. 7.

## More Chefs Introduce Licensed Lines Across Retail Channels

If you were thinking that the market for chef-licensed merchandise was saturated, a raft of new deals and new product introductions in the last three months may make you reconsider:

- Padma Lakshmi, cookbook author and host of "Top Chef," launched a tabletop collection of porcelain and glassware at Bloomingdale's with licensee Prima Designs.
- Ming Tsai, star of the public television cooking show "Simply Ming," launched a line of kitchen tools, accessories, and cookbooks on HSN, with the gadgets created in collaboration with HSN subsidiary Ingenious Designs.
- British chef Jamie Oliver, who oversees an extensive product line in the U.K., launched a 14-item range of prepared foods with Canadian retailer Sobey's, cobranded with the chain's Compliments private label.
- ► Another Brit, Jane Asher, known for her high-end custom cake business and baking books, signed with retailer Poundland for a bakeware collection. The deal is the first celebrity tie-in for the retailer, which operates the U.K. equivalent of dollar stores.
- Andrew Zimmern, recognized from the Travel Channel show "Bizarre Foods With Andrew Zimmern," is collaborating with Quarterly Co. for curated (not licensed) collections of favorite items to be delivered to the site's members.

During the same period, two more chefs retained licensing agents to help them launch their own merchandise ventures. Fabio Viviani, known from several iterations of "Top Chef," will work with The Joester Loria Group, while Dominique Ansel, of Cronut fame, is teaming with Brand Central. Continued signings such as these suggest that the availability of chef-licensed products will continue to expand for the foreseeable future.

## Classic Comic Strips Live on Through Active Licensing Programs

While newspapers are struggling to survive in the digital age, classic newspaper comic strips are living on in the physical world through licensed products.

Licensors that have appointed licensing agents in the second half of this year include Trinity Mirror, which signed Lisle International Licensing for representation of Andy Capp in the U.K. market, and John Hart Studios, which retained Brad Bushell to create licensing programs for "B.C." and "The Wizard of Id."

These follow in the footsteps of DC Thomson's launching a licensing initiative for "The Broons" and "Oor Willie" in 2010. This year, it saw introductions from licensees—many based in Scotland, in keeping with the properties' origin in that country's *Sunday Post*—in kitchenware, gifts, and collectibles.

Meanwhile, several long-licensed classic strips have witnessed increased activity of late:

- Peanuts Worldwide has been staffing up and has signed several promotional, publishing, and merchandise licensees for Peanuts this year; it has a 3-D-animated feature film coming out in 2015.
- Paws Inc. has signed a number of global licensing agents for Garfield in 2012 and 2013, including extending U.K. agent Bulldog Licensing's representation rights to include North America last month.
- King Features (licensor of several comic strips) has forged Beetle Bailey fashion collaborations with the likes of Bloomingdale's and Dr. Romanelli over the last two years.

The number of home-related consumer products tied to the names of celebrity interior designers continues to rise. Just last week, in fact, three designers announced agreements for new products:

- ► Jennifer Adams, known from her appearances on HGTV and on the syndicated "The Better Show," is launching a line of bath accessories, such as shower curtains, rugs, towels, lotion pumps, and soap dishes, with licensee Creative Bath Accessories.
- Monica Pederson, who appears on the HGTV network, signed Abbyson Living for a line of furniture (representing Abbyson's first license).
- Bobby Berk, recognized from his retail stores along the East Coast and in Los Angeles, announced a deal for rugs and accessories with Surya.
- All three new lines will be introduced in 2014.

## Who's News

**Ciaran Coyle** is named VP/head of global brand licensing for the Electrolux Group. Coyle comes to Electrolux from Beanstalk Group in the U.K. and is relocating to the company's North American headquarters.

**Oliver Nitz** is named SVP mobile brand licensing at Viacom International Media Networks, responsible for identifying and building new partnerships in the mobile arena and leading the local Mobile Brand Licensing teams in Germany, the Netherlands, Belgium, Poland, Switzerland, Romania, and Hungary. Nitz will be based in Berlin.

**Ryan Gagerman** is named director of licensing at Electronic Arts. Gagerman's hiring comes as EA prepares for the launch of "Plants vs. Zombies: Garden Warfare" this February, as well as the theatrical debut of *Need for Speed* due in theaters March 14, 2014. Gagerman was previously VP of international licensing at Paramount Pictures.

**Tom Ascheim** is named president of ABC Family. Ascheim was formerly EVP/GM Nickelodeon TV and CEO of Newsweek.

**Michelle D.** Wilson is promoted to chief revenue and marketing officer at WWE, overseeing WWE's \$900 million retail consumer products business. Wilson had been CMO. Also at WWE, **George Barrios** is upped to chief strategy and financial officer and **Stephanie McMahon** to chief brand officer.

## Some Call It Soccer

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Primera Division, and their counterparts in other territories. (Unlike in the U.S., the clubs handle their own licensing, rather than conducting these activities through the leagues.) Top clubs for licensing include Manchester United, FC Barcelona, and AC Milan, among others.

In fiscal 2013, Manchester United reported that "retail, merchandising apparel, and product licensing revenue" rose 14.2% to \$38.6 million, or \$63.3 million at current exchange rates. That includes sponsorship income from Nike and others, as well as royalties from licensed merchandise. The club says it sold more than five million items of licensed merchandise overall that year, through 200 licensees in 10,000 retail stores in more than 130 countries. In the first quarter of fiscal 2014, its "retail, merchandising apparel, and product licensing revenue" was up another 13.8%.

## Focus on New Markets

While football clubs generate the majority of their merchandising revenues from their home countries—where a number of them oversee long-established and broad licensing efforts—many are placing an increased emphasis on global territories.

Last year, for example, Paris Saint Germain retained Early Bird Licensing as its agent in the Nordic region, while Tottenham Hotspur signed with Velocity Brand Management for Australia and New Zealand. Both clubs, as well as Liverpool, were first-time exhibitors at the Licensing International Expo in 2013.

Tottenham Hotspur, a London-based club also known as the Spurs, offers an example of how some clubs are expanding, both domestically and worldwide. Over the last two years, its licensing program has grown by more than 50%, both in the number of licensees and in revenues generated from merchandise, according to Gary Jacobson, brand licensing manager. Recent deals include Drew Pearson for headwear and accessories, Sun Ce for back-toschool merchandise in the Middle East, and TextPride for a digital emoticon pack.

The Spurs have increased their presence in the U.S. of late. Fresh initiatives include a deal with Sports Endeavors to produce new merchandise and distribute existing products via e-commerce, a technical partnership with Under Armour, tours, and grassroots soccer programs. "Our number of Official Supporters Clubs in the country has more than doubled during the past year, meaning an increased demand for Club merchandise," Jacobson says. The club also has agents in South Africa, the Middle East, and Scandinavia.

Many European football clubs already have a significant fan base overseas; Real Madrid estimates that it has more than 300 million fans in the world, with half of those residing in Asia.

## E-COMMERCE IS ROUTE TO GLOBAL MERCHANDISE SALES FOR EURO FOOTBALL

Sales of European football (soccer) club merchandise through e-commerce allow clubs to reach fans across borders across Europe and around the world:

- Kitbag, based in England, sells products tied to almost 40 teams, ranging from licensing-heavy brands such as Chelsea (with 518 listings on the site), Celtic Glasgow (304), and Olympic Marseille (266), to clubs such as Schalke, Werder, Hertha, Borussia Mönchengladbach (all in Germany), Sparta (Czechoslavakia), Olympiakos (Greece), Zurich (Switzerland), CFR Cluj (Romania), Athletic Bilbao (Spain), and AS Roma (Italy), each with just one item listed.
- Sports Endeavors' Soccer.com, based in the U.S., markets products tied to football clubs around the world, including AS Roma; Arsenal; FC Barcelona; LOSC Lille, Stade Rannais, and Nantes, all based in France; Manchester United; and Celtic Glasgow.
- UEFA launched an online store in 2011 to sell merchandise based on its various leagues and championships (but not the individual clubs). Sports Endeavours sells UEFA merchandise in the U.S. as well.

Meanwhile, in addition to clubs expanding their brands overseas, some are upping their activities domestically. Zenit St. Petersburg, a member of the Russian Premiere League that says it counts 10% of the Russian population as fans, retained European Licensing Company as its representative in its domestic market. (ELC also represents Juventus, Barcelona, and Manchester United in Russia.)

## **Expanding the Fan Base**

Several clubs are building their global profile through experiential licensing, content extensions, and sponsorship deals, in addition to expansion of their merchandising programs:

- Real Madrid is developing a theme park in United Arab Emirates, scheduled to open in 2015. The complex is expected to include a stadium, museum, youth sports academy, hotels, and a marina.
- Manchester United recently signed Gloops to distribute social games and Manda Fermentation for a supplement sponsorship in Japan, where it says it has 4 million fans. It also has forged sponsorship agreements in other parts of Asia, such as with soft drink maker Wahaha in China and with Unilever as its official personal and laundry care partner in Southeast Asia.
- Barcelona has had a deal for branded soccer camps in the U.S. since 2011. Participation has grown from 140 people that year to 1,000 in summer 2013.

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## Some Call It Soccer

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#### **Global Licensees**

One key factor in the global expansion of many of the leading clubs is the master licensing, supplier, and sponsorship agreements they have in place with official apparel and footwear companies, notably Nike and Adidas. These firms often retain global licensing and merchandising representations rights along with the ability to make official and replica uniforms and other products. These companies have a global reach and help raise the clubs' awareness around the world.

Nike's relationships in Europe include Barcelona and Manchester United, as well as the Dutch and French Football Federations. Last spring, it signed with the Middle East Licensing Company to represent its clubs throughout that region.

Adidas will take over licensing for Juventus Turin from Nike starting in 2015. It also represents AC Milan, Real Madrid, Chelsea, FC Bayern (of Munich), and CSKA Moscow.

Puma sponsors and serves as master footwear, apparel, and accessories licensee for clubs across Europe, including teams in Germany, England, Scotland, Greece, the Netherlands, Spain, Portugal, Belgium, Italy, France, and more, as well as a number of national teams.

## EURO FOOTBALL CLUBS EXPECT FINANCIAL RULES TO BOOST LICENSING INITIATIVES

UEFA's new Financial Fair Play regulations, which were approved in 2009 and implemented during the 2011-2012 season, require European football (soccer) clubs—half of which had been losing money—to hold their spending to levels less than the revenues they take in. Penalties for noncompliance range from fines to disqualification from competition. Although it is too early to say what impact this will have on licensing, it is expected to contribute, in part, to clubs being more active in looking for ways to increase revenues.

More importantly, general market trends continue to drive licensee and agent signings, as well as increasing merchandise sales. Clubs are investing more in their licensing departments, and retailers are increasingly embracing football merchandise.

"Licensing has been an area of focus at Tottenham Hotspur for a number of years now, regardless of any new regulations," the club's Gary Jacobson says. "Premier League football and its clubs carry a global appeal, and fans represent a 'cradle-to-grave' opportunity for retailers in all sorts of product categories."

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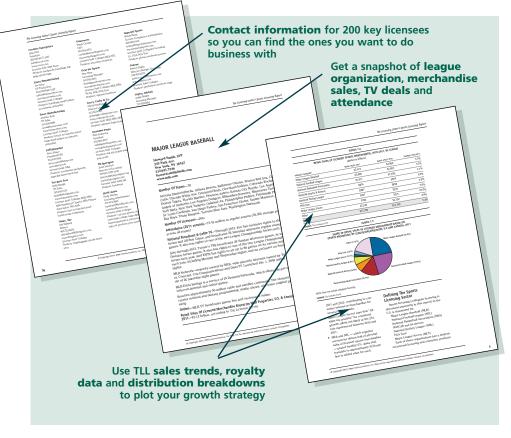
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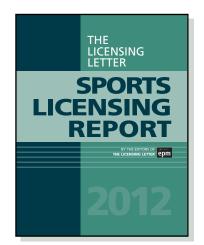
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## **DID YOU KNOW?**

- Sports teams, players and leagues account for one in every seven dollars spent on licensed merchandise worldwide.
- The three fastest growing product categories for sports properties are gifts and novelties, apparel, and consumer electronics, up more than 6% each in 2011.
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