

2025 Sample Policy

Overview:

The objective behind the Game One sample policy is to simplify the way samples get in our customers' hands. Streamlining the samples process also has a significant impact on the amount of returns processed on samples.

Sample Policy:

Best Practice

- Check with your regional manager first to obtain the sample.
- Check with the vendor's territory manager to supply the sample.
- Order the sample using your Rep Promo budget.

Ordering Samples

- Sales Rep enters order using Rep Promo under the customers account, zeroing out the sell price. **NO RETURNS ALLOWED** (25REPPRO)
- If rep has exhausted promo budget, place a normal order at \$0 selling price. This order will be recognized as an order with a loss and 100% of COGS value will be costed against the rep, at the time of commission payout.
- If customer is ordering samples from Game One inventory with plans to return, charge them for the order and they will be credited upon return.

Sample Return

- Samples sent to the customer from Game One inventory, can be returned to Game One Inventory with a supplied call tag, even if the order COGS is less than \$100 or beyond 30 days.
- Samples sent to the customer from Vendor inventory must follow the Game One and vendor's return policy (≤ 30 days from shipment and order COGS is $\geq \$100$).