



(FY2021) 200 TOTO INC. CONSOLUDIRED BRANKER (FERULTIC





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## FY2021 2Q HIGHLIGHTS

Gross Merchandise Value 229.5 billion yen

( +23.6% YoY / Achievement rate 48.5% )

Gross Merchandise Value 209.0 billion yen

(excluding other GMV)

(+12.7% YoY/Achievement rate 46.4%)

**Operating Profit** 

23.7 billion yen

( +19.5% YoY / Achievement rate 49.8% )

Operating Profit Margin

11.4% (+0.7 points YoY)

<sup>\*</sup>Operating profit margin is calculated by operating profit divided by the gross merchandise value (excluding other GMV)

## OVERVIEW OF EACH QUARTER

(million¥)

	FY2020				FY2021	
	1Q	2Q	3Q	4Q	1Q	2Q
Gross Merchandise Value	95,330	90,301	118,611	115,194	116,812	112,695
Gross Merchandise Value (excluding other GMV)	95,330	90,195	115,247	106,999	106,700	102,367
YoY (%)	19.5%	13.0%	22.2%	17.3%	11.9%	13.5%
Net sales	33,674	32,818	41,987	38,922	38,866	37,346
SG&A	21,860	21,571	25,742	26,714	24,333	23,851
YoY (%)	18.3%	4.3%	1.4%	25.5%	11.3%	10.6%
(%Gross Merchandise Value)	22.9%	23.9%	22.3%	25.0%	22.8%	23.3%
Operating profit	10,423	9,482	13,880	10,358	12,591	11,200
YoY (%)	33.9%	73.4%	126.4%	21.8%	20.8%	18.1%
(%Gross Merchandise Value)	10.9%	10.5%	12.0%	9.7%	11.8%	10.9%

<sup>\* %</sup>Gross Merchandise Value are represented in percentages after division by gross merchandise value (excluding other GMV).

<sup>\*</sup> From the fiscal year ending March 2022, we are disclosing the GMV and net sales in new business segmentation. For detail, please refer "Change of business segments" in P.36.

<sup>\*</sup> Effective from the fiscal year ending March 2022, we have adopted the new accounting standards for revenue recognition.

Until the fiscal year ended March 2021, points-related expenses, which had been recorded in SG&A expenses, were reduced from sales in the respective businesses, and the results are disclosed as net sales.

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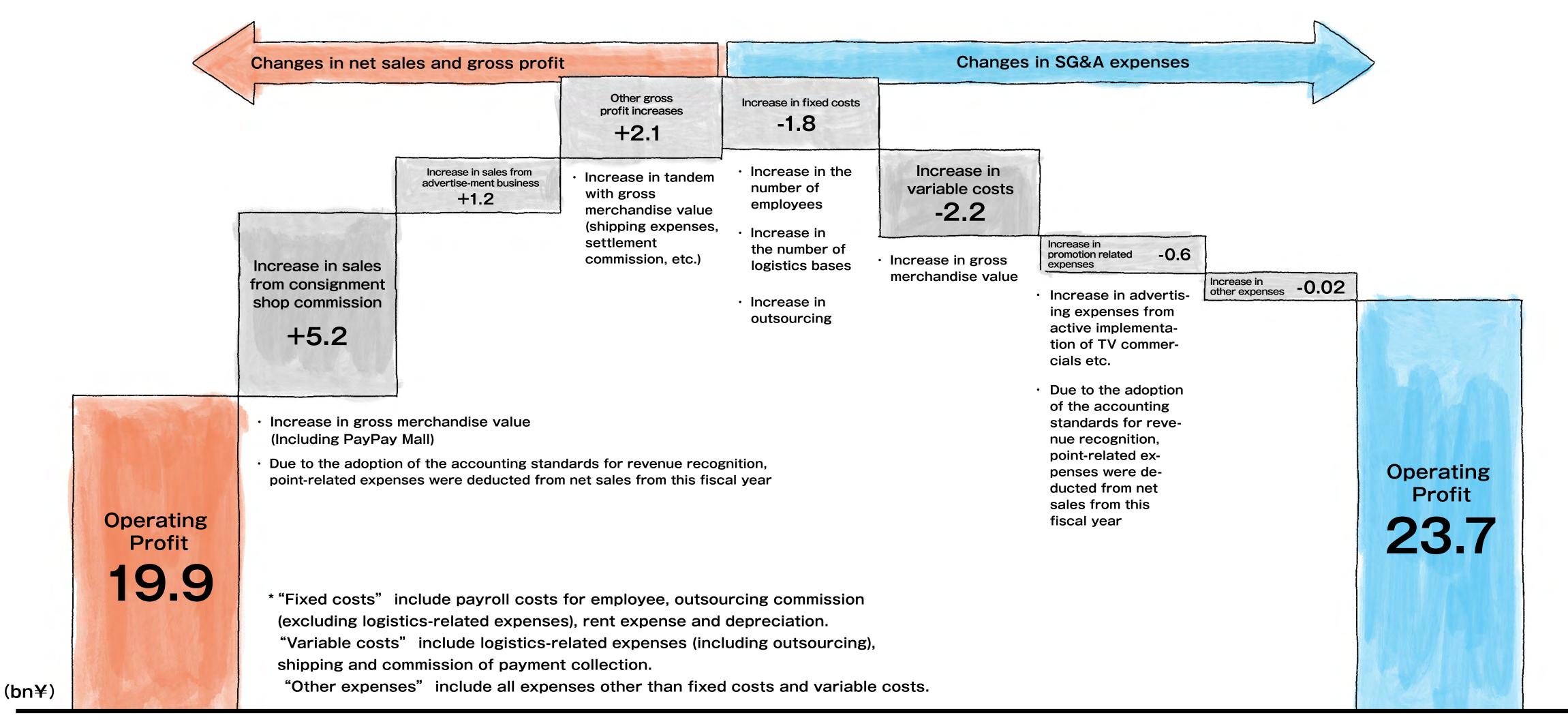








## INCREASE-DECREASE ANALYSIS OF OPERATING PROFIT(YOY COMPARISON)



FY2020 2Q FY2021 2Q

## CONSOLIDAYED BALANCE SHEET

(million¥)

	FY2020 (as of March 31, 2021)	FY2021 2Q (as of September 30, 2021)		FY2020 (as of March 31, 2021)	FY2021 2Q (as of September 30, 2021)
Current assets	99,796	80,390	Current liabilities	65,180	56,334
Cash and deposits	61,648	47,810	Short-term borrowing	20,000	20,119
Merchandise and finished products	1,792	2,132	Noncurrent liabilities	4,968	5,315
Noncurrent assets	25,860	24,685	Total liabilities	70,149	61,650
Tangible assets	12,019	11,769	Shareholders' equity	55,651	43,471
Intangible assets	2,915	2,657	Treasury stock	-24,146	-45,048
Investments and other assets	10,925	10,258	Total net assets	55,507	43,425
Total assets	125,656	105,076	Total liabilities and net assets	125,656	105,076

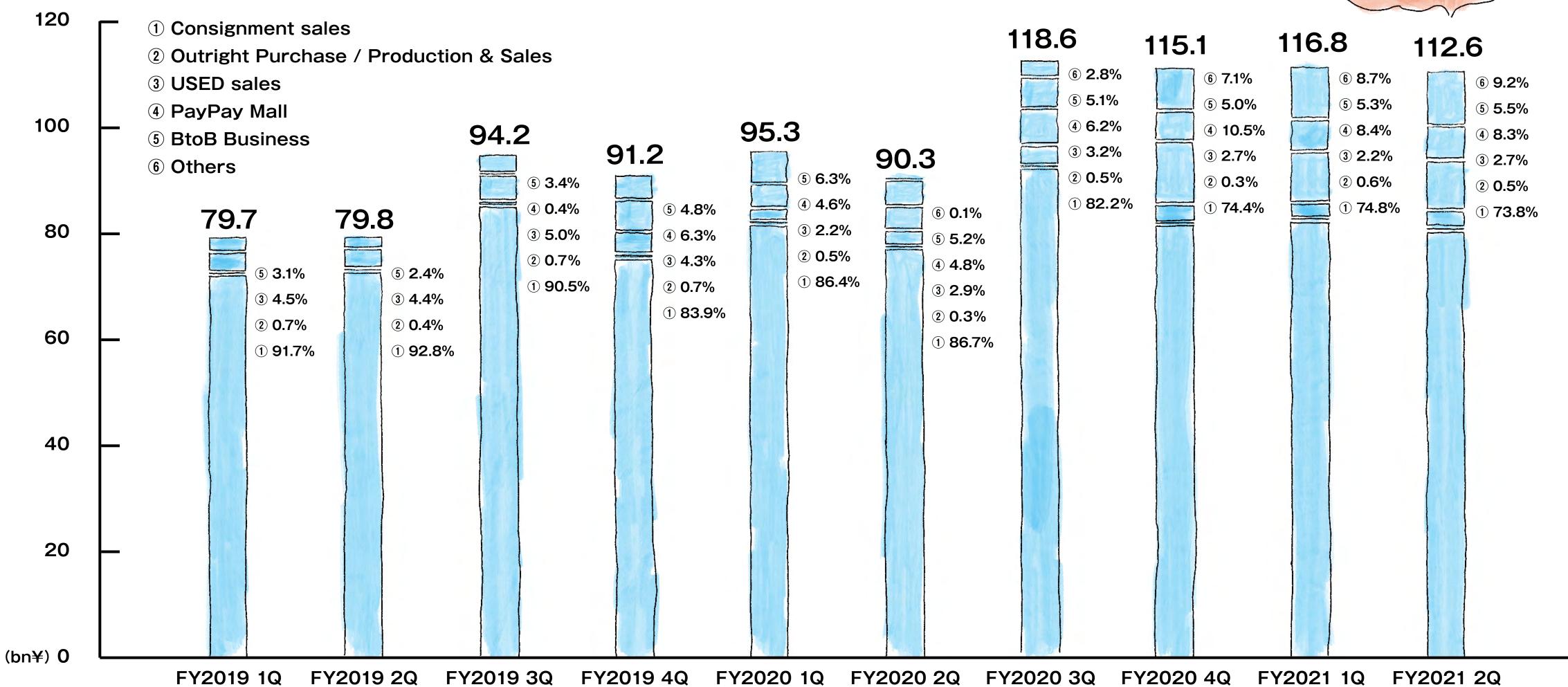
## CASH FLOWS

(million¥)

	FY2020 2Q	FY2021 2Q	YoY	Reason for change
Cash flows from operating activities	15,663	15,278	-384	Increase in income taxes paid
Cash flows from investing activities	-1,463	-558	905	Expenses for expansion of the new office and logistics warehouse
Cash flows from financing activities	-7,530	-28,571	-21,040	Gains and losses from purchase and disposal of treasury stock
Cash and cash equivalents at the end of the year	40,270	47,810	7,540	

## GROSS MERCHANDISE VALUE(QUARTERLY)





<sup>\*</sup> YoY are calculated with GMV excluding "6 Others".

<sup>\*</sup> From the fiscal year ending March 2022, we are disclosing the GMV and net sales in new business segmentation. For detail, please refer "Change of business segments" in P.36. Figures in above are after the change.

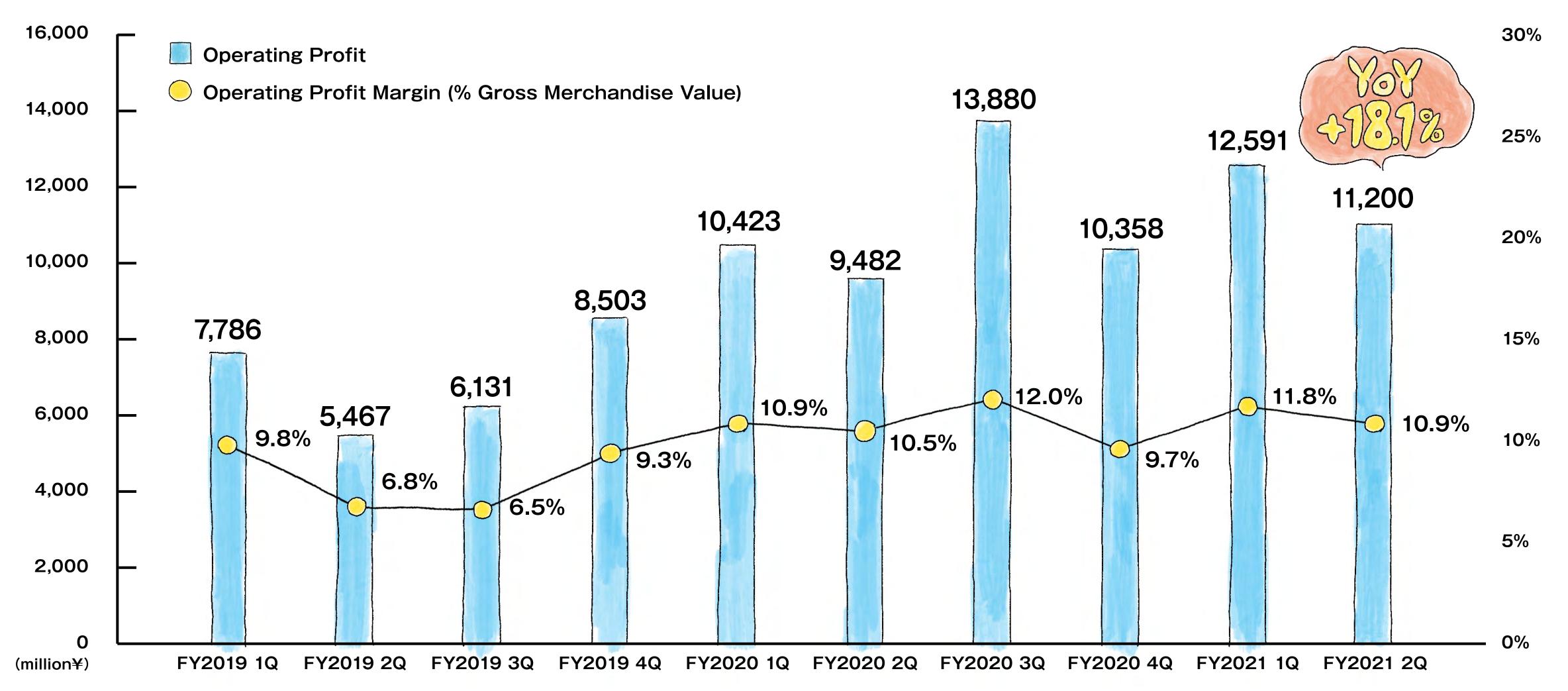
## SELLING, GENERAL AND ADMINISTRATIVE(SG&A) EXPENSES

(million¥)

	FY2020 2Q		FY2021 2Q		YOY	Increase decrease factors	
	Amount	%Gross Merchandise Value	Amount	%Gross Merchandise Value	%Gross Merchandise Value	increase decrease ractors	
Payroll and staff costs(*)	12,760	6.9%	13,770	6.6%	-0.3%		
Payroll costs for employee	4,894	2.6%	5,606	2.7%	0.1%	Transition of the number of employees on consolidated basis: FY2020 2Q 1,265 → FY2021 2Q 1,359	
Logistics-Related Expenses (Including Outsourcing)	7,866	4.2%	8,164	3.9%	-0.3%	Previous fiscal year: (1st quarter) Disruptions caused by the large volume of inventory received (2nd quarter)  Efficiency reduced due to tight storage space for inventories. Current fiscal year: There were no major disruptions and operated efficiently. *Expanded logistics bases in the third quarter of the previous fiscal year	
Outsourcing Commission (Excluding Logistics-Related Expenses)	2,347	1.3%	2,929	1.4%	0.1%		
Shipping	13,197	7.1%	15,084	7.2%	0.1%	Packaging and freight to the gross merchandise value remained at the same level as the previous fiscal year, as there was no significant decline in order value.	
Commission of Payment collection	5,026	2.7%	5,059	2.4%	-0.3%	Decrease in expenses from the change of vendor	
Promotion related expenses	2,355	1.3%	3,009	1.4%	0.1%		
Advertising	1,475	0.8%	3,009	1.4%	0.6%	Deployed active user attraction measures such as TV commercials Distribution of ZOZOGLASS free-of-charge	
Reward points related expenses	880	0.5%	_	_	-	Deduction from net sales instead of recording to the SG&A expense, due to the adoption of the accounting standards for revenue recognition	
Rent expense	2,224	1.2%	2,863	1.4%	0.2%	Increase in the number of logistics bases	
Depreciation	1,004	0.5%	932	0.4%	-0.1%	Undepreciated expenses of the old office were recorded as extraordinary loss in the 4th quarter of the last fiscal year	
Amortization of goodwill	175	0.1%	201	0.1%	0.0%		
Stock Compensation Expenses	18	0.0%	51	0.0%	0.0%		
Others	4,321	2.3%	4,281	2.0%	-0.3%	Decrease in expenses due to the change of packaging materials (cardboard for delivery)	
Total SG&A	43,431	23.4%	48,184	23.0%	-0.4%		

<sup>\*</sup> Payroll includes directors' remuneration, employee salaries, bonus, legal welfare expenses, welfare expenses, retirement benefits cost, provision for employee bonus, expenses of company pension premium, subcontracting payroll, a portion of expenses at logistics centers operation. "Employee" includes directors, full employees and personnel engaged in operations other than logistics operation, "Logistics-Related Expenses" includes part-timers, dispatched workers(subcontracting payroll) and substantial personnel expenses within outsourcing commission of staff working for logistics operations. \* Numbers of % Gross Merchandise Value are calculated by each expense divided by gross merchandise value (excluding other GMV).

# OPERATING PROFIT AND OPERATING PROFIT MARGINIQUARTERLY)



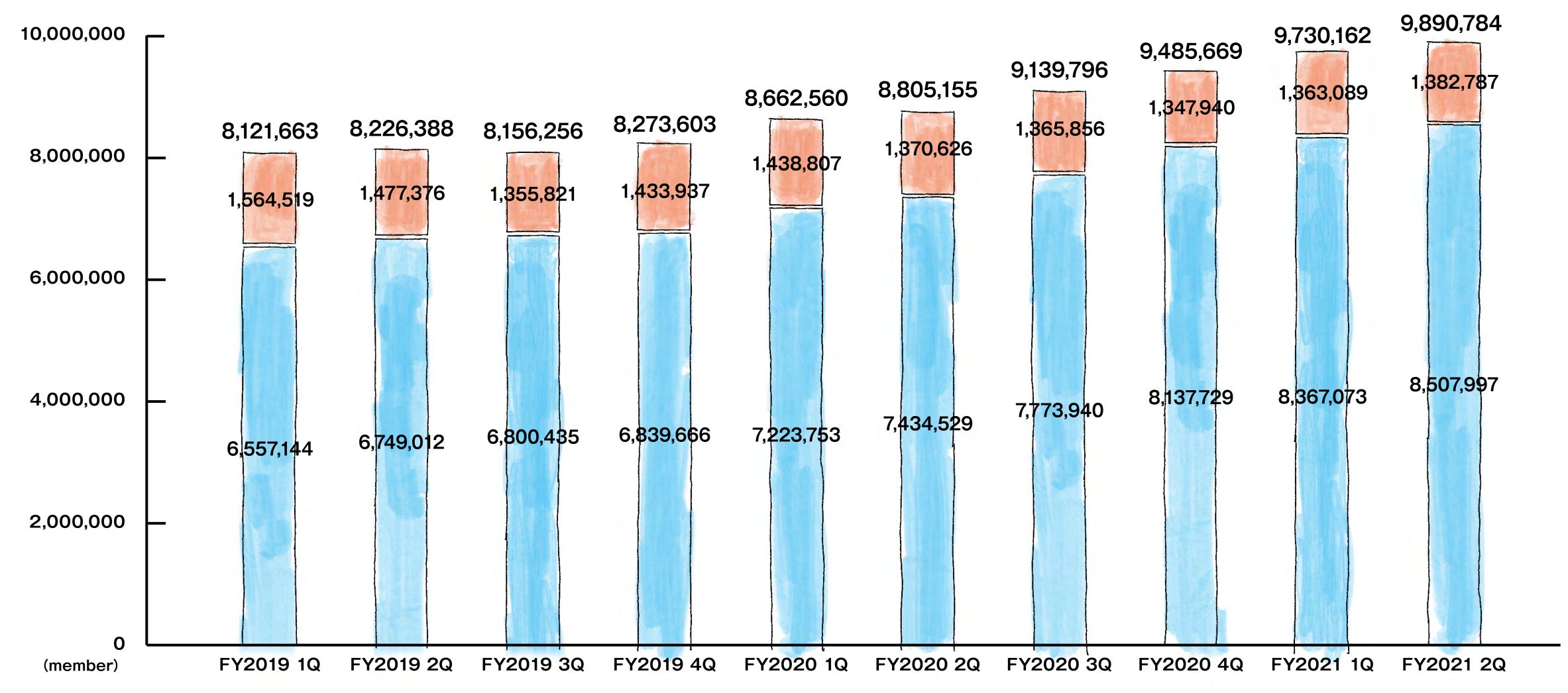
<sup>\*</sup> Operating profit margins are calculated by operating profit divided by gross merchandise value (excluding other GMV).

### NUMBER OF TOTAL BUYERS

Number of total buyers = Active members and guest buyers who made at least one purchase within a year

Guest buyers = Total number of guest purchases within a year

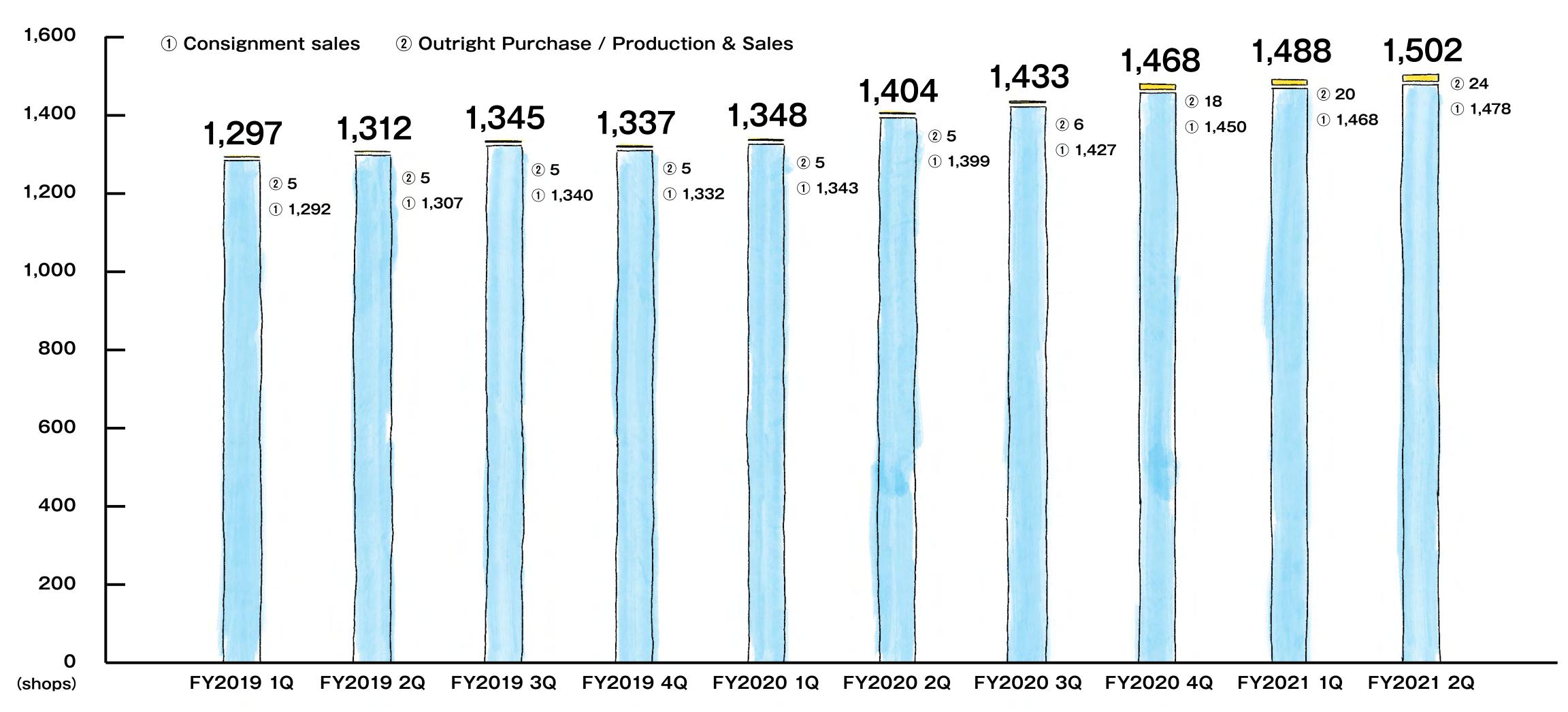
Active members = Members who have made at least one purchase within a year



<sup>\*</sup> Excluding the users only purchased the body measurement device "ZOZOSUIT" "ZOZOMAT" and "ZOZOGLASS"

<sup>\*</sup> PayPay Mall is not included.

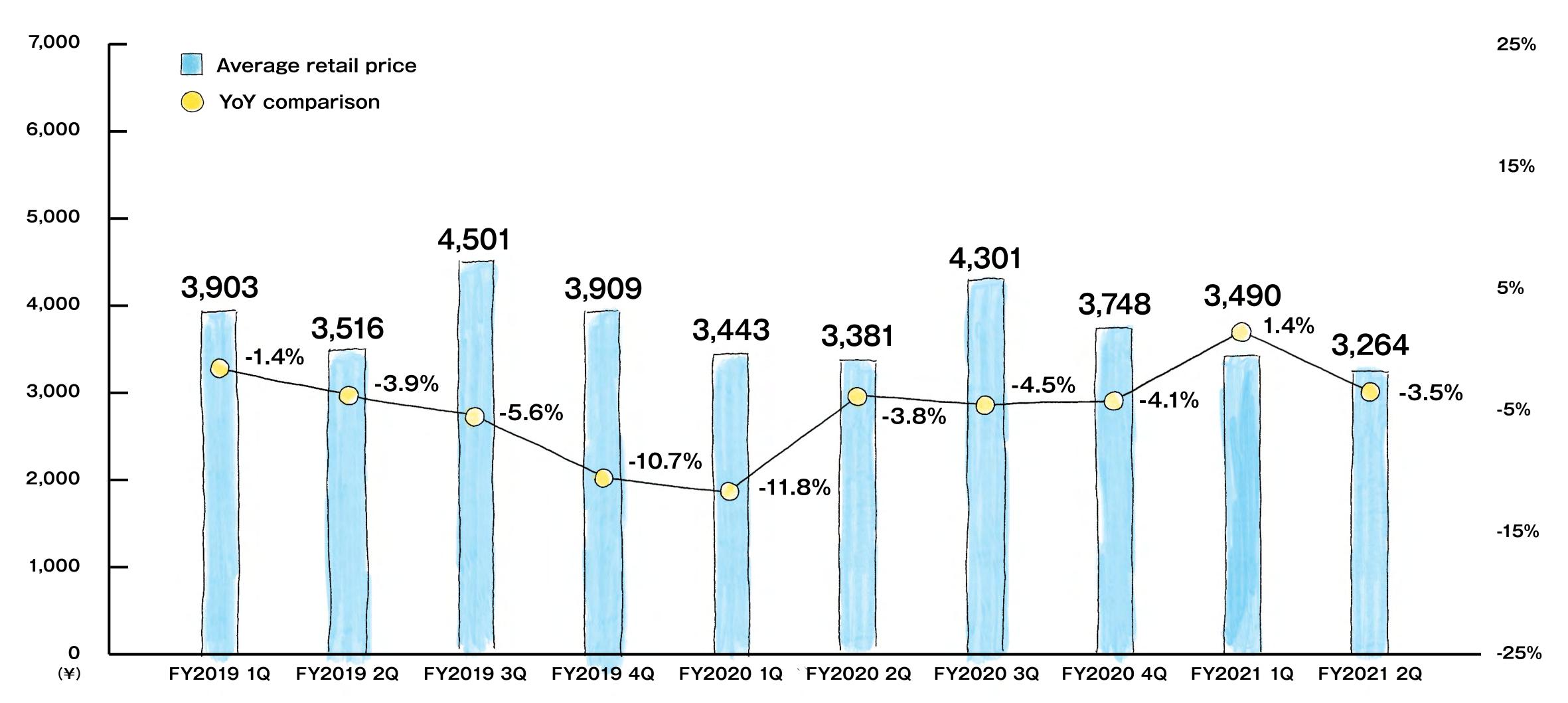
### NUMBER OF SHOPS ON ZOZOTOWN



<sup>\*</sup> Shops of the private brand "ZOZO" and "Multi-Size" are not included to the number of shops.

## AVERAGE RETAIL PRICE

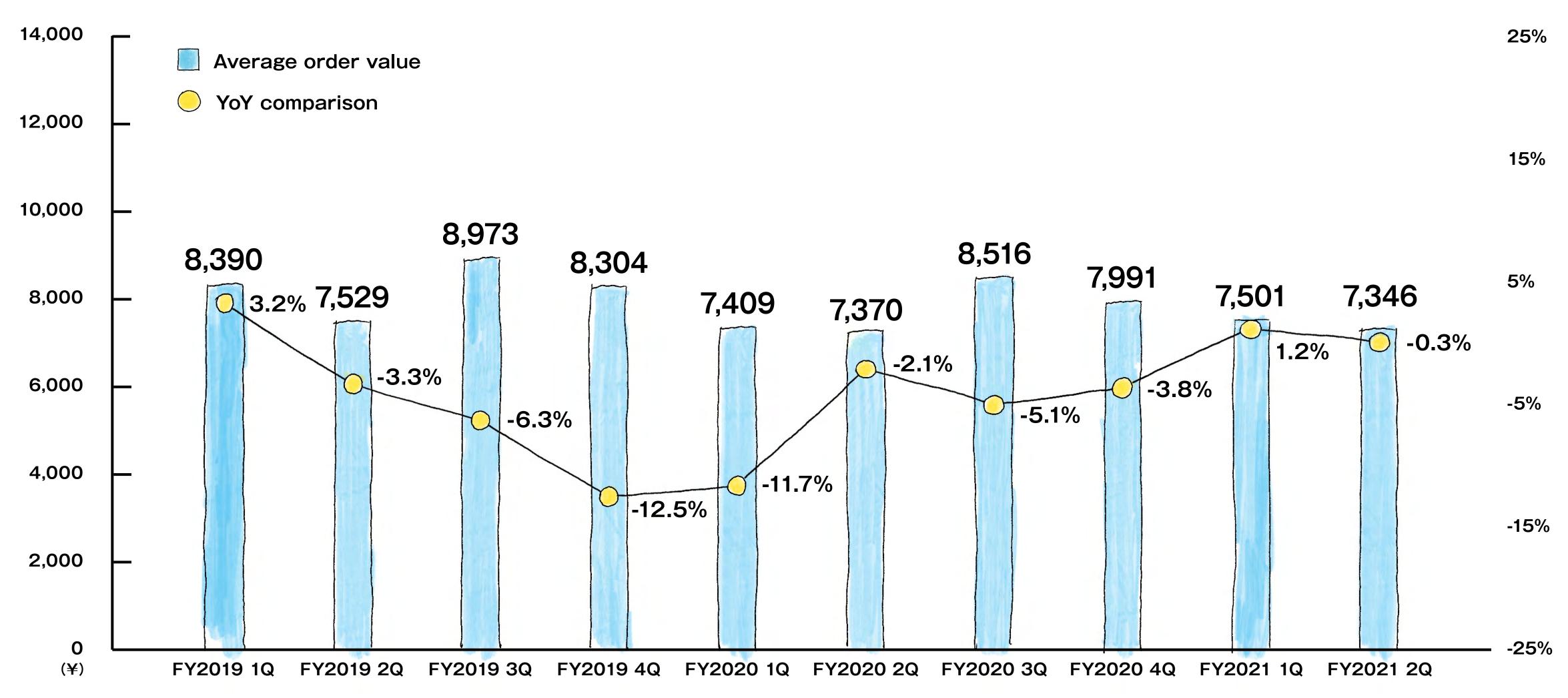
Average retail price =
Gross Merchandise Value / Number of pieces



<sup>\*</sup> The numbers of average retail price are averages calculated from combined results of the ZOZOTOWN business.

<sup>\*</sup> PayPay Mall is not included.

## Average order value = Gross Merchandise Value / Number of shipments



<sup>\*</sup> The numbers of Average Order Value are averages calculated from combined results of the ZOZOTOWN business.

<sup>\*</sup> PayPay Mall is not included.

# CONSOLIDATED BUSINESS FORCAST AND DIVIDEND FORECAST FOR FY2021

	FY2021 Plan*	YoY
Gross Merchandise Value	472.8 billion yen	12.7%
Gross Merchandise Value (excluding other GMV)	450.4 billion yen	10.5%
Net sales	162.6 billion yen	10.3%
Operating profit	47.8 billion yen	8.3%
Operating Profit Margin (% Gross Merchandise Value)	10.6%	
Ordinary profit	47.8 billion yen	7.7%
Profit attributable to owners of parent	33.3 billion yen	7.7%
Net profit per share	109.05 yen	
Estimated dividends per share (Plan)	55 yen	

<sup>\*</sup> Operating profit margin is calculated by operating profit divided by gross merchandise value (excluding other GMV).

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2 How to increase revenue points other than eCommerce Step into the "Production Support"

3 How to expand in overseas

Try "technology licensing sales"

# Increase traffic from other than "BUY"



It is now possible to check the stock status of products at physical stores and layaway order on ZOZOTOWN.

Available at UNITED ARROWS, SHIPS, nano·universe etc., from November







Check stock status and press the button to place a layaway order.

Find a store where you can receive them

Check store details and request a layaway



Staffs at physical stores can keep the products for the customers, with ZOZO's original staff-only application.

FAANS, ZOZO's original staff-only application, is provided to the staffs at physical store for free.



To confirm a layaway order, scan the list or code



Scan the customer's ZOZOTOWN code



Confirm the details of the layaway order and hand over the products

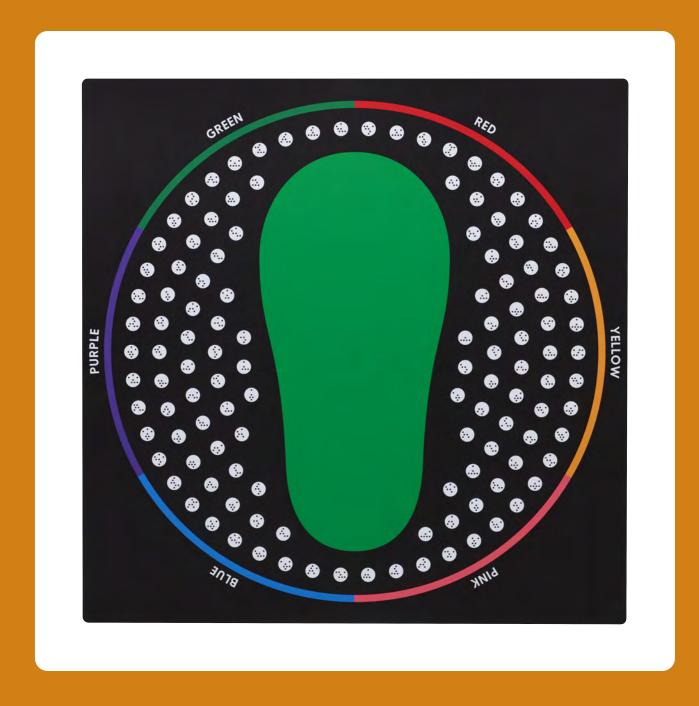
# Step into the "Production Support"





## Try "technology licensing sales"

### ZOZO's Fashion Tech







ZOZOMAT

2020.2~

Number of people measured

Number of people ordered

1.88 million | 1.83 million people

ZOZOGLASS

2021.3~

people measured

Number of people ordered

1.08 million people 1.19 million people

ZOZOSUIT

2017.11~

people measured

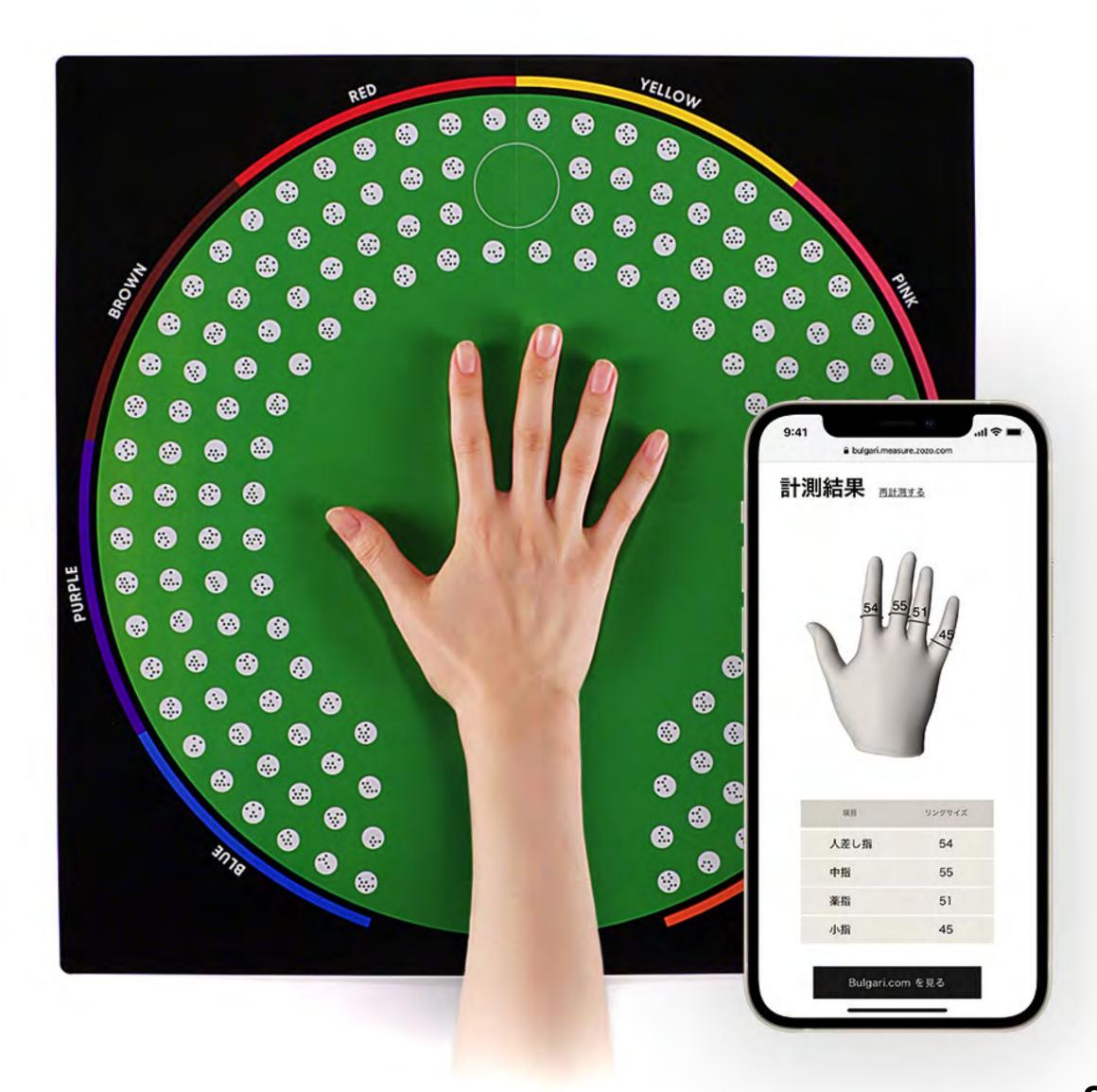
Number of people ordered

2.00 million / 2.30 million people

## ZOZOMAT for Hands

Recommend the best ring size based on the shape of your finger

The service is provided through a web browser instead of an iOS/Android application



## ZOZOMAT for Hands

## BVLGARI

2021.11.9 START (Scheduled)

bulgari.measure.zozo.com ZOZOMAT for Hands BVLGARI ✓ 利用規約とプライパシーポ START

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# Sustainability

# Fashion Connects and Leads us to a Sustainable Future.

We at ZOZO envision a new era of fashion that will improve our environment and society.

Harnessing the power of imagination, creativity and innovative technologies, we will prioritize impact above individual gain.

We are committed to solving the challenges our planet faces by connecting people, technology and fashion in new ways.

We believe in creating a world where fashion enriches our lives, now and forever.

## Four Key Actions to Sustainability

1

Highlight sustainable fashion choices to improve users' experience



2

Create a
made-to-order
platform for
zero waste



3

Promote diversity and inclusion among everyone involved in fashion



4

Contribute to sustainable community development









Highlight sustainable fashion choices to improve users' experience















## Opened a page of "Fashion and Sustainability" on ZOZOTOWN

https://zozo.jp/sustainability/







## Posting sustainability information on the corporate website

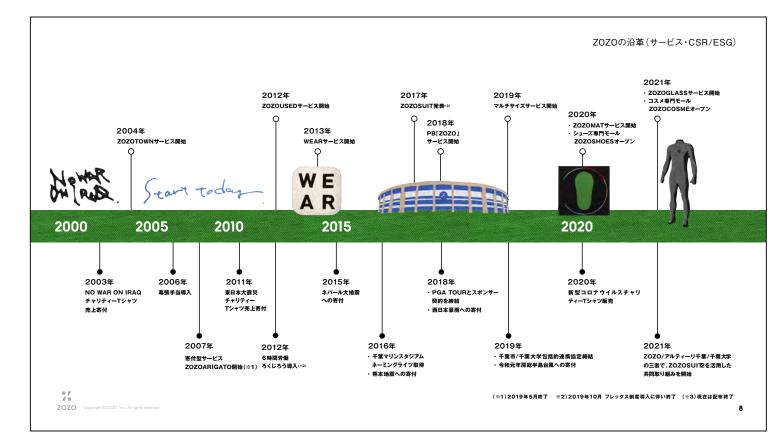
Basic Policy: Basic Policy on Human Rights (Human Rights Policy)/Basic Policy on the Environment (Environmental Policy)/Governance: Compliance and Information Security ESG Data Collection·Related Information: Comparison Table for Guidelines (GRI/SASB) / External Evaluation



### Published Sustainability Report













# ZOZO CHAMPIONSHIP 2021



