

# CLUTCH

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### **CONCEPT:** CHARACTERISTICS OF OLIGOPOLY

• A market is an *oligopoly* when:

□ Nature of Good: The goods for sale are \_\_\_\_\_

□ <u>Setting Price</u>: The sellers are \_\_\_\_\_

- There are \_\_\_\_\_ producers

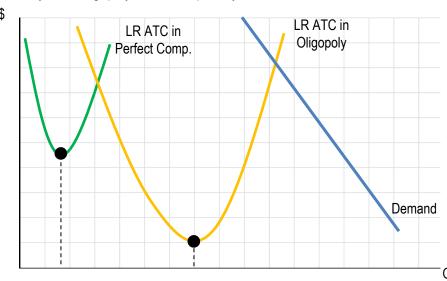
- Firms are \_\_\_\_\_ → One firm's price decision affects all firms in industry.

- Market power - the ability of one person (or group) to have substantial influence on \_\_\_\_\_

□ Entry and Exit: Entry to the market is \_\_\_\_\_\_ by *barriers to entry*.

□ Example Product:

- Barriers to entry make sure that other firms cannot enter into an oligopoly market:
  - □ Ownership of Key Resources
    - De Beers controlled substantially all diamond mines for a long period of time.
  - ☐ Government Regulation
    - Patents give the owner the \_\_\_\_\_ right to produce a good for twenty years.
  - □ Economies of Scale
    - An industry is an oligopoly when the quantity where costs are minimized satisfies a large part of demand.





PRACTICE: One difference between oligopoly and monopolistic competition is that:

- a) A monopolistically competitive industry has fewer firms
- b) Fewer firms compete in oligopoly than in monopolistic competition
- c) In monopolistic competition, products are identical
- d) Monopolistic competition has barriers to entry

PRACTICE: An example of oligopoly is:

- a) Wheat farming
- b) The clothing industry
- c) The restaurant industry
- d) Cellular phone service

PRACTICE: A key feature of an oligopolistic market is that

- a) Each firm produces a different product from other firms
- b) A single firm chooses a point on the market demand curve
- c) Each firm takes the market price as given
- d) A small number of firms are acting strategically

**PRACTICE:** A major threat to long term profits exists when barriers to entry into an industry are high

- a) True
- b) False
- c) None of the above



CONCEPT: ONE TIME GA	MES AND	THE PRISONER'S DILEMMA		
• Game Theory – making	decisions w	hen the outcomes depend on the	with others	
□ A one-time gam	e gets play	red time		
The Prisoner's Dilemma -	Bad Boy B	enny and Evil Eddie were recently	arrested after some casual B&E. The police do	no
have enough evidence to m	nake a stror	ng case against them, but can nail t	them for smaller crimes. After being separated i	into
different cells, the police ma	ake each pr	isoner the same offer. "Right now,	we can lock you up for a year. If you confess, v	ve
will let you go free and your	partner wil	I get 20 years. But if you both confe	ess, you each get an 8-year sentence.	
		Bad Boy Ben	ny's Decision	
		Confess	Don't Confess	
	Confess			
Evil Eddie's				
Decision	Don't			
	Don't Confess			
$\Box$ To make the "be	st decision,	" consider what you would do in re	sponse to each of your opponent's decisions.	
- A domina	ant strateg	<b>y</b> is your strategy	regardless of the other player's choice	
1<	Not every g	ame has a dominant strategy!		
- The <b>Nasi</b>	h eguilibriu	<b>ım</b> occurs where all players make t	heir best choice given their competitor's choice	S.
	·	arily the best outcome for all player	·	
~ 1	NOT HECESS	arily the best outcome for all player	5:	
□ In this game, bot	th players v	vould have been better off if they co	ould cooperate.	
- Collusion	<b>n</b> is an agre	eement between players (i.e. firms)	about their decisions (i.e. quantity/price)	
- A <b>cartel</b> i	s a group o	f colluding firms		
- N	Members of	a cartel have the incentive to	to increase their profits	
- Price lea	dershin - a	form of collusion where one firm a	innounces a price change and the industry follo	ws



- The easiest way to find dominant strategies and the Nash equilibrium is to use the \_\_\_\_\_ method.
  - 1) Put a ✓ for each of Player One's best strategies
  - 2) Put an x for each of Player Two's best strategies
  - 3) Analyze for your solution:
    - a. Any row (or column) with two ✓ or two × will be a *dominant strategy*.
    - b. Any box with both a ✓ and an × is a *Nash equilibrium*.

### **EXAMPLE:**

**Player Two's Decision** Α В Player One: \$300 Player One: \$100 Α **Player** Player Two: \$500 Player Two: \$400 One's **Decision** Player One: \$400 Player One: \$200 В Player Two: \$100 Player Two: \$200

□ Player One Dominant Stra	itegy →
□ Player Two Dominant Stra	ıtegy →
□ Nash Equilibrium	<b>→</b>



**PRACTICE:** Use the payoff matrix to answer the following questions:

		Target		
		Lower Prices	Keep Prices	
Lower	ower	Target: \$5 million	Target: \$1 million	
Walmart —	rices	Walmart: \$5 million	Walmart: \$30 million	
K	Keep Prices	Target: \$30 million  Walmart: \$1 million	Target: \$20 million  Walmart: \$20 million	

Based on the information in the payoff matrix, which of the following is true?

- a) This situation is not a prisoner's dilemma
- b) If Walmart lowers its price, Target should keep its prices high
- c) If Target lowers its price and Walmart does not, Target will earn \$20 million economic profit
- d) Both Walmart and Target would jointly be better off if they could each keep their prices high

### The game above has:

- a) A Nash equilibrium: both Walmart and Target keep prices high
- b) A Nash equilibrium: both Walmart and Target lower prices
- c) A Nash equilibrium: Target keeps prices high and Walmart lowers prices
- d) No Nash equilibrium

**PRACTICE:** In a cartel, the incentive to cheat is significant because

- a) Each firm has an incentive to decrease its own output
- b) Each firm has an incentive to raise its price
- c) Each firm has an incentive to expand its output
- d) Each firm's marginal cost exceeds the price that the cartel sets



### **CONCEPT:** GAME THEORY AND OLIGOPOLY PROFIT

In oligopoly, a firm's profit is	on the output decisions of its competitors.
□ Firms are said to be	

**EXAMPLE:** Jack and Jill own the only wells in a small town. They have no cost of pumping water (for simplicity). The demand for water in their town is shown in the table below.

Quantity	Price	Total Revenue/Profit	
0	120	0	
10	110	1,100	
20	100	2,000	
30	90	2,700	
40	80	3,200	
50	70	3,500	
60	60	3,600	←
70	50	3,500	
80	40	3,200	
90	30	2,700	
100	20	2,000	
110	10	1,100	
120	0	0	◀

Both Produce 30 Gallons	Jack Produces 30 ; Jill produces 40	Both Produce 40 Gallons
Total Quantity =	Total Quantity =	Total Quantity =
Price =	Price =	Price =
Jack's Profit =	Jack's Profit =	Jack's Profit =
Jill's Profit =	Jill's Profit =	Jill's Profit =

#### Jack's Decision Produce 30 Gallons Produce 40 Gallons Jack: Jack: \_\_ Produce 30 Gallons Jill: Jill: Jill's **Decision** Jack: Jack: Produce 40 Gallons Jill: Jill: \_



### **CONCEPT:** REPEATED GAMES

- In real life, oligopolies will need to play the game more than once (i.e. weekly prices)
  - □ A *repeated game* is a one-time game that gets played over and over again
  - □ Strategies in a repeated game differ from one-time games:
    - Tit-for-tat strategy "I cooperate this period. If you don't cooperate, I won't cooperate next period."
      - > The player's current choice depends on the opponent's previous choice
    - Trigger strategy "I will cooperate until you don't cooperate. Then, I will never cooperate again."

Jack's Decision Produce 30 Gallons Produce 40 Gallons Jack: \$1,800 Jack: \$2,000 **Produce** 30 Gallons Jill: \$1,800 Jill: \$1,500 Jill's **Decision** Jack: \$1,500 Jack: \$1,600 **Produce** 40 Gallons Jill: \$2,000 Jill: \$1,600

**PRACTICE:** Jack employs a tit-for-tat strategy. If Jill cooperates this period, how many gallons will Jack produce?

- a) 30 gallons
- b) 40 gallons
- c) 70 gallons
- d) Not enough information

**PRACTICE:** Jack employs a tit-for-tat strategy. If Jill cheated last period, what will Jack's total profit equal this period?

- a) \$1,500
- b) \$1,600
- c) \$1,800
- d) \$2,000
- e) Not enough information



### **CONCEPT:** KINKED DEMAND THEORY FOR OLIGOPOLIES

- The demand curve for oligopolies are not the same across industries because of two main reasons:
  - □ Diversity of oligopolies the number of firms in an oligopoly affect the demand curve
  - □ Interdependence the decisions of one firm affect the decisions of other firms in the oligopoly
    - > Firms cannot easily predict rival reactions with certainty, so they cannot estimate demand easily
    - > Profit maximizing price and output is not easily gauged
- The *kinked-demand theory* combines the two possible reactions of rival firms when a firm cuts prices

McDonny's, Burger Queen, and Windy's are rival firms producing Black Bean Burgers in an oligopolistic environment. If McDonny's changes their prices, there are two ways its competitors could react:

Rivals Match Price Changes → \_\_\_\_\_ Demand Curve

Price decrease  $\rightarrow$  no advantage gained, Q slight increase

Price increase → only lose sales to other industries

Rivals Ignore Price Changes → \_\_\_\_\_ Demand Curve

Price decrease → Gain advantage, Q large increase

Price increase → Lose sales to Burger Queen & Windy's

**Demand Curves Based on Rival Decisions** 



Kinked-Demand Theory



- Conclusions related to this model:
  - ☐ Shifts in Marginal Cost a shift in MC between the two MR segments will \_\_\_\_\_\_ Price and Quantity
  - ☐ Price Inflexibility prices are generally stable in oligopolies due to the demand and cost side effects of the kink
    - > Changing prices causes the worst case scenario for demand due to rival reactions
    - > Even if costs change dramatically, the firm may have no reason to change its prices



### **CONCEPT:** FOUR MARKET MODEL SUMMARY

	Oligopoly
Number of Firms	
Examples	
Barriers to Entry	
Profit-Maximizing Quantity	
Long-Run Profitability	
Relation of Price (P=AR) and MR	
Relation of Price and MC	