

Puzzle: Why Do Merchants Accept Card Payments?

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Is there a puzzle?

- Merchants *do* reject cards
 - Honor only selected cards
 - Restrict applicable transactions
 - Post different prices
- Merchants also reject cash
 - On-line, on-phone sales
 - Reservations, security deposits



Cards appear to be profitable

- Strategic motive for card acceptance
 - Broadens base of potential customers
 - Differentiates their products
 - Segments their customers
- Evidence of profitability
 - Merchants issue their own cards
 - Credit interchange much higher than debit
 - 2 billion mail solicitations/year !



Hayashi's model

- Find equilibrium among the card network, merchant(s), and consumers
 - Characterize m , f , p , card acceptance, merchant selection, and possibly quantity of purchase
 - Examine monopoly v. duopoly merchants, inelastic v. elastic demand
- Then solve the puzzle
 - Examine whether cards accepted even when: $m > t_m$
 - Welfare analysis comparing equilibrium against no-cards case
 - And much more ...

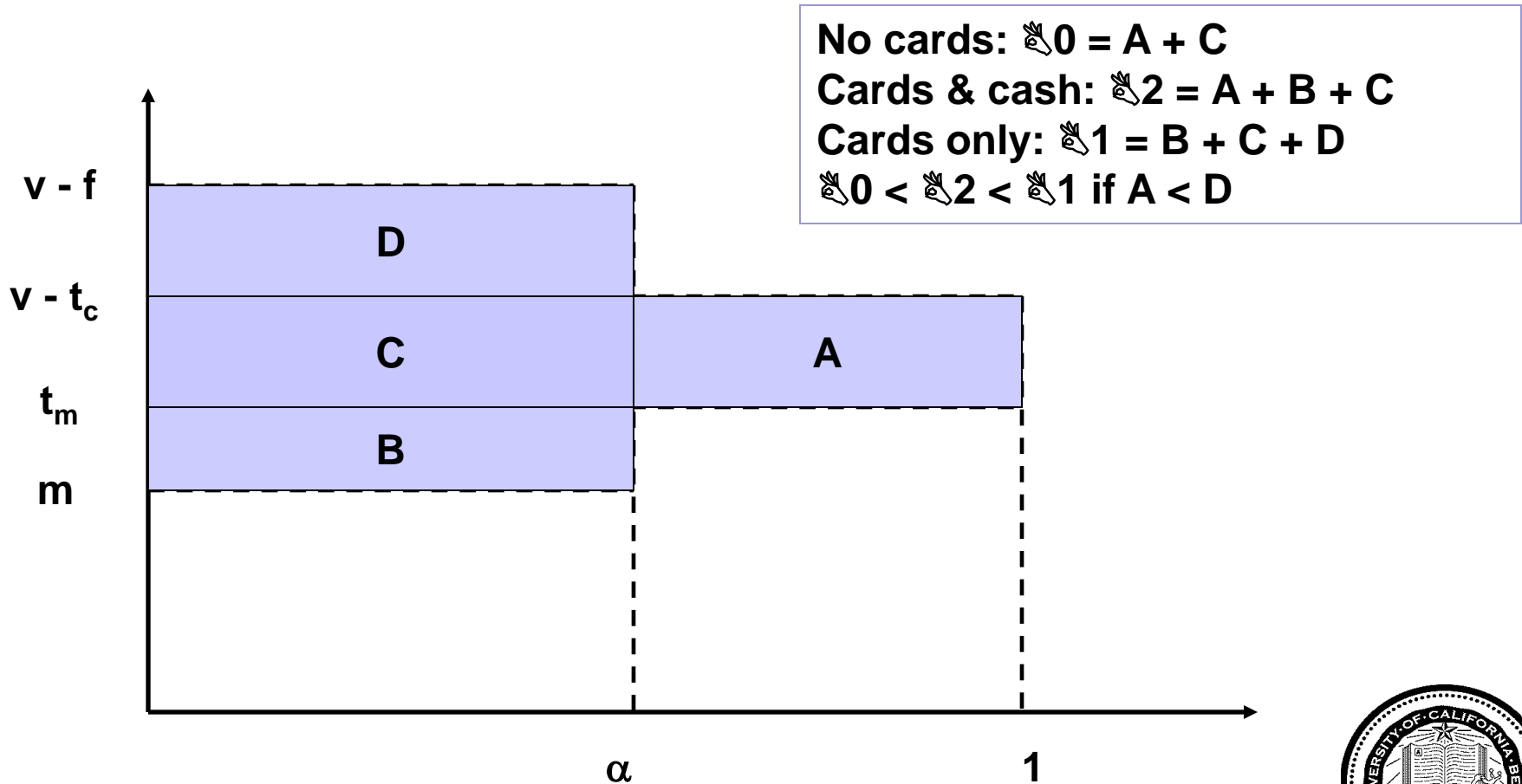


Some restrictive assumptions

- Monopoly card network
- Fixed proportion of card holders
- One price for cash and card
- Nonstrategic consumer fee (f)
- Transaction costs proportional to quantity

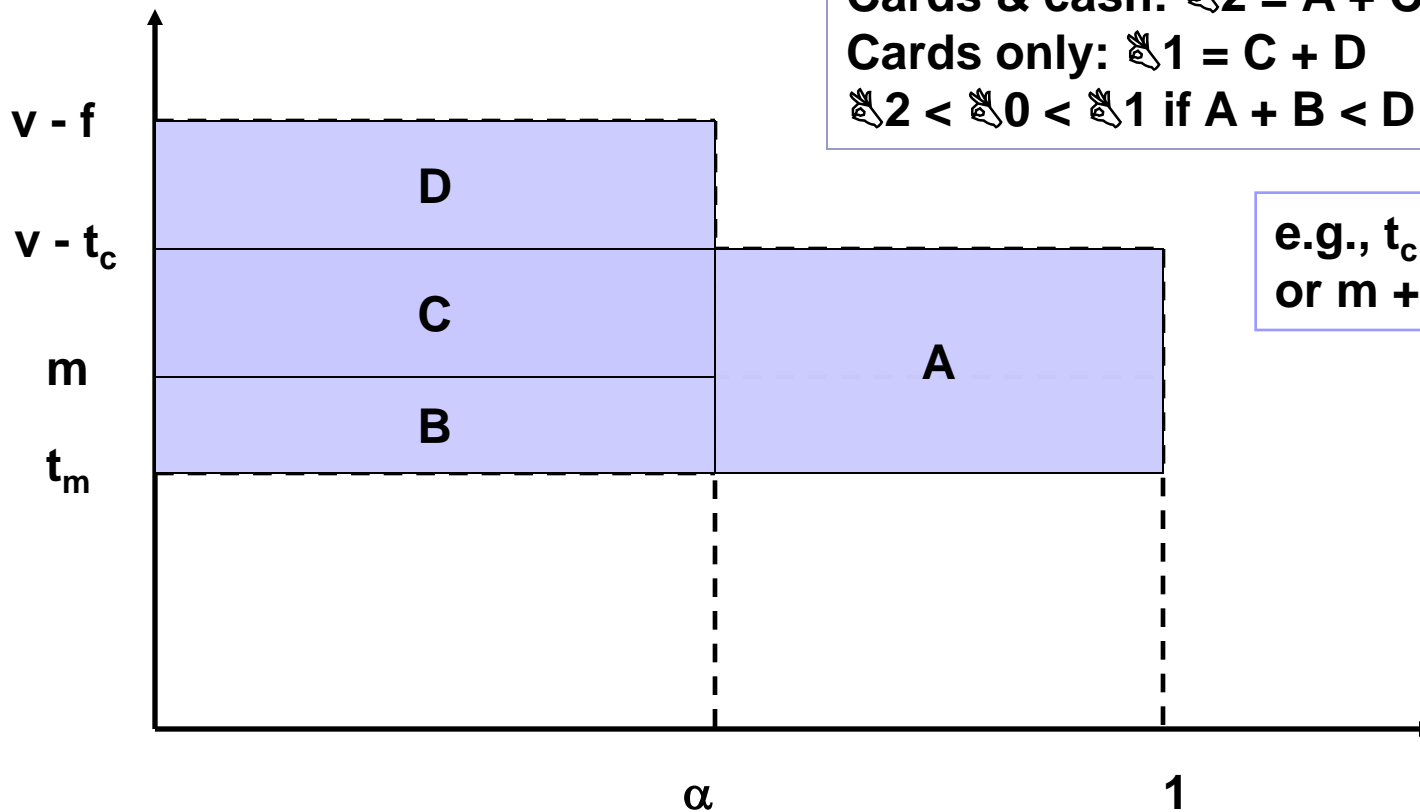


Monopoly pricing when $m < t_m$



Puzzle solved: $m > t_m$

No cards: $\$0 = A + B + C$
 Cards & cash: $\$2 = A + C$
 Cards only: $\$1 = C + D$
 $\$2 < \$0 < \$1$ if $A + B < D$



e.g., $t_c - f > m - t_m$
 or $m + f < t_m + t_c$



Card surplus creation is key

- Monopoly with linear demand

- $m + f < m^1 + f < t_m + t_c$

- Duopoly with inelastic demand

- $m + f < m_1 + f = t_m + t_c$

- Critical role of customer fees: f



What if's

- What if there was card network competition?
 - Customer fees (f) likely to be lower, creating surplus
- What if different cash and card prices?
 - More surplus available by relaxing constraint
- What if customers were heterogenous?
 - Additional surplus available from price discrimination

