GameStop Corp. (GME)

$4.69 (As of 06/15/20)

Price Target (6-12 Months): **$6.00**

Long Term: 6-12 Months	**Zacks Recommendation:** (Since: 03/15/20) Prior Recommendation: Underperform	**Neutral**
Short Term: 1-3 Months	**Zacks Rank:** (1-5)	**3-Hold**
	Zacks Style Scores:	VGM:F
	Value: F | Growth: D	Momentum: F

Summary

Shares of GameStop have declined in the past six months. This downside can be attributed to dismal first-quarter fiscal 2020 performance owing to the pandemic. The company reported a loss and continued to grapple with soft top line. Net sales missed the Zacks Consensus Estimate for the sixth quarter in row and fell year over year. Comparable store sales results also disappointed. Management cautioned that challenges encountered in the first quarter will persist in the second quarter. Nonetheless, GameStop remains focused on containing costs, optimizing inventory, expanding high margin product categories and upgrading omni-channel features. Further, it remains well poised to capitalize on the likely increase in hardware and software sales due to the introduction of several new software titles and next generation consoles in the later of the year.

Price, Consensus & Surprise

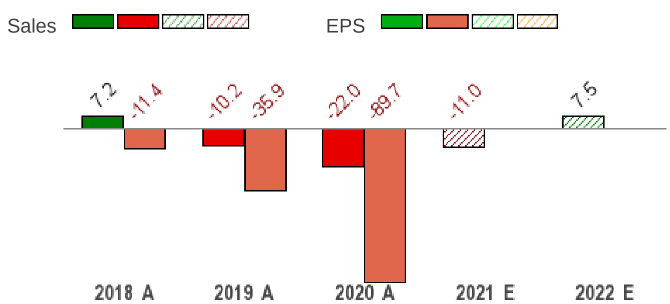
Data Overview

52 Week High-Low	**$6.92 - $2.57**
20 Day Average Volume (sh)	**4,136,931**
Market Cap	**$303.7 M**
YTD Price Change	**-22.9%**
Beta	**1.02**
Dividend / Div Yld	**$0.00 / 0.0%**
Industry	**Retail - Consumer Electronics**
Zacks Industry Rank	**Top 16% (40 out of 253)**

Last EPS Surprise	**8.5%**
Last Sales Surprise	**-0.8%**
EPS F1 Est- 4 week change	**-125.2%**
Expected Report Date	**09/08/2020**
Earnings ESP	**0.0%**

P/E TTM	**NA**
P/E F1	**NA**
PEG F1	**NA**
P/S TTM	**0.1**

Sales and EPS Growth Rates (Y/Y %)



Sales Estimates (millions of $)

	Q1	Q2	Q3	Q4	Annual*
2022	1,342 E	1,182 E	1,374 E	2,330 E	6,182 E
2021	1,021 A	938 E	1,227 E	2,566 E	5,752 E
2020	1,548 A	1,286 A	1,439 A	2,194 A	6,466 A

EPS Estimates

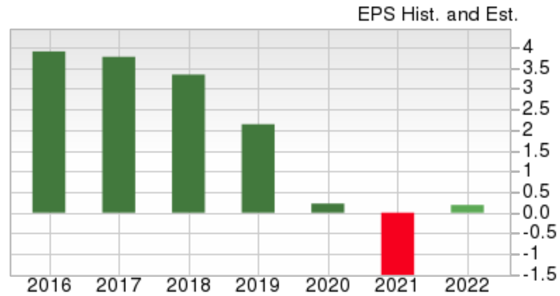
	Q1	Q2	Q3	Q4	Annual*
2022	-$0.33 E	-$0.80 E	$0.05 E	$1.99 E	$0.19 E
2021	-$1.61 A	-$1.27 E	-$0.56 E	$2.22 E	-$1.50 E
2020	$0.07 A	-$0.32 A	-$0.49 A	$1.27 A	$0.22 A

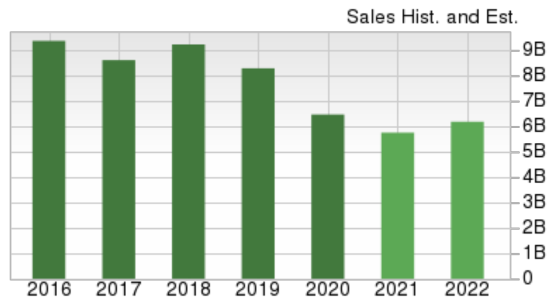
*Quarterly figures may not add up to annual.

The data in the charts and tables, including the Zacks Consensus EPS and Sales estimates, is as of 06/15/2020. The reports text is as of 06/16/2020.

Overview

Headquartered in Grapevine, TX, GameStop Corp. is the world's largest video game retailer. The company offers the best selection of new and pre-owned video gaming consoles, accessories and video game titles, in both physical and digital formats. The company's unique buy-sell-trade program allows customers to trade in video game consoles, games, and accessories, as well as other electronics for cash or in-store credit. Through all its channels, the company sells various types of digital products, including downloadable content, network points cards, prepaid digital, prepaid subscription cards and digitally downloadable software as well as collectible products.





The company also publishes Game Informer, the world's largest print and digital video game publication featuring reviews of new title releases, game tips and news regarding current developments in the video game industry. It also operates PowerUp Rewards program, and had about 42 million members as of February 1, 2020.

The company operates business in four geographic segments: United States, Canada, Australia and Europe. The company operates approximately 5,300 stores across 14 countries.

Categorization of Products

Hardware and Accessories (42.1% of FY19 Sales): GameStop offers new and pre-owned video game platforms from the major console and PC manufacturers. The current generation of consoles include the Sony PlayStation 4 (2013), Microsoft Xbox One (2013) and the Nintendo Switch (2017). Accessories consist primarily of controllers, gaming headsets, virtual reality products and memory cards.

Software (46.5% of Sales): The company provides new and pre-owned video game software for current and certain prior generation consoles. It also sells a wide variety of in-game digital currency and digitally downloadable content.

Collectibles (11.4% of Sales): The category consists of licensed merchandise, primarily related to the video game, television and movie industries and pop-culture themes, which are sold through the company's video game store and e-commerce properties, and ThinkGeek and Zing Pop Culture stores.

Reasons To Buy:

▲ **Strategic Endeavors:** GameStop is undertaking strategic endeavors to bring the company back on track. These involve cost containment efforts, optimization of inventory, focusing on high margin product categories such as PC gaming accessories, private label and collectibles, and rationalization of store base worldwide with plans to close about 420 stores in fiscal 2020. The company has been focusing on augmenting store experience, expanding and redesigning PowerUp Rewards loyalty program, enhancing digital capabilities and improving engagement with vendors and partners. The company has been enhancing omni-channel features such as "Buy Online Pick Up In Store" and ship from store capabilities to meet the increased demand for products as more consumers work, learn, and play from home in the wake of coronavirus outbreak.

GameStop has been undertaking cost containment efforts, optimizing inventory, focusing on high-margin product categories, rationalizing store base and lowering debt.

▲ **Online Sales Gaining Traction:** Roughly 65% of stores were providing limited curbside pickup following the closure of 3,526 stores effective March 22. In fact, even in the last six-weeks of the first quarter of fiscal 2020 almost 48% stores were completely non-operational globally, while roughly 42% stores were offering limited curbside delivery option. Nevertheless, all stores in Australia, which represents about 10% of the total store count, remained open. Notably, higher demand stemming from the region resulted in comparable store sales growth of 35%. Notably, the company's e-commerce business remained sturdy with sales up 519% during the quarter under review. E-commerce sales soared more than 1,000% during the six weeks when stores were temporarily closed to customer access. The momentum gained continued in the month of May as well with e-commerce sales up more than 1400%. Total e-commerce sales grew to more than 50% of total sales during the quarter under review.

▲ **Positive Adjusted EBITDA for FY20:** GameStop has been focusing on lowering discretionary spending, improving liquidity and maintaining favorable inventory position owing to the coronavirus pandemic. The company intends to allocate resources in high value strategic projects that can produce sturdy cash flow. Further, the company remains well poised to capitalize on the likely increase in hardware and software sales courtesy of the introduction of several new software titles and next generation consoles in the later of the year. Considering aforementioned initiatives and expected trajectory of the business, management anticipates to generate positive adjusted EBITDA for fiscal 2020.

▲ **Focusing on Profitable Zones:** Management plans to shift focus from underperforming areas to those with high-profit potential. In sync with this, the company is on track with making improvements in the physical video game retail business model. It is also on track with exploring opportunities in the digital arena. Further, the company plans to augment technology and data analytics capabilities. It also announced a series of strategic partnerships to boost presence in the gaming industry and widen customer reach. In sync with this, the company has undertaken partnerships with Complexity Gaming, Infinite eSports as well as Entertainment and Envy Gaming among several others. The company is exiting loss-incurring businesses and closing underperforming stores. The company began to wind down operations in Denmark, Finland, Norway and Sweden to counter the weak industry trends, and is likely to exit these markets by late July. The company is utilizing the proceeds from sale of non-core business units to lower debt burden. We note that as part of the company's comprehensive review process, it concluded the sale of Spring Mobile business on Jan 16, 2019. Moreover, the company completed the divestiture of Simply Mac to Cool Holdings in September 2019.

▲ **Strong Footing in Gaming Arena:** GameStop continues to branch out its business and has evolved as a mixed retailer of physical and digital gaming as well as electronics products. The company's venture into digital, iDevice and gaming tablet businesses have been accretive to its results. Also, the company's buy-sell-trade model of selling new games and buying back used games, and the PowerUp Rewards program have made it a popular destination for shoppers. The company's pre-owned trade capabilities and solid omni-channel presence are also encouraging.

▲ **Financial Flexibility:** GameStop ended first-quarter fiscal 2020 with cash and cash equivalents of $570.3 million — reflecting $135 million drawn under its revolving credit facility — portraying an increase of 5% on a sequential basis. The company's cash position looks sufficient to meet the current portion of long-term debt of $417.2 million. Notably, the company has no long-term debt. Also, we note that accounts payable and inventory were down 44.3% to $212.1 million and 43% to $654.7 million, respectively, on a quarter-on-quarter basis. As of June 3, the company had reduced its outstanding borrowings under the facility to about $100 million. In fact, by the end of second-quarter fiscal 2020 management envisions to hold nearly $575-$625 million as total cash and liquidity on the back of its efficient working capital management efforts. Moreover, on June 4, the company announced an exchange offer and consent solicitation for the remaining unsecured notes due to mature in March 2021. The new notes, if issued, will provide additional financial flexibility by replacing and extending the maturity of the existing notes validly tendered in the exchange offer until 2023.

Reasons To Sell:

> GameStop continues with soft comps run in the first quarter of fiscal 2020. Management cautioned that challenges encountered in the first quarter will persist in the second quarter.

- **Dismal Top-Line Performance:** GameStop has been grappling with dismal top-line performance for quite some time now. Net sales not only missed the Zacks Consensus Estimate for the sixth quarter in row but also declined year over year during the first quarter of fiscal 2020. Net sales came in at $1,021 million, down 34% year over year thanks to soft comparable store sales performance, store closures and adverse currency fluctuations. The top line also lagged the Zacks Consensus Estimate of $1,030 million. By sales mix, hardware and accessories sales declined 21.8% to $513.1 million. This is reflective of store closures. While software sales fell 43.1% to $417 million, collectibles sales decreased 42.5% to $90.9 million. The company pointed that only few new software titles were launched during the quarter. Management cautioned that challenges encountered in the first quarter will persist in the second quarter. We note that shares of GameStop have declined in the past six months. The stock has plunged 22.6% compared with the industry's decline of 23.5%.

- **Soft Comps Run:** The company continues with soft comparable store sales run during the first quarter of fiscal 2020. We note that consolidated comparable store sales fell 17% excluding stores that were closed during the quarter as a result of the pandemic. Including the impact of stores, which were closed for the majority of the quarter, comparable stores sales plunged approximately 30%. This followed a decline of 26.1% and 23.2% in the preceding two quarters. Management notified that comparable store sales for the month of May have slid approximately 4%. Management highlighted that the company continues to witness temporary headwind related to lower current generation console hardware and software sales. This is due to customers delaying console purchases in anticipation of new platform launches expected in the later part of 2020.

- **Contraction in Margin:** Margin remains an important financial metric to determine the health of the company. Gross profit fell 40.1% year over year to $282.4 million during the first quarter of fiscal 2020. Again, gross margin contracted 270 basis points to 27.7% owing to the increased mix of hardware compared with the year-ago period. In spite of a decline of 16% in adjusted SG&A expenses during the quarter, the metric, as a percentage of net sales, deleveraged 800 basis points to 37.3%. The company reported adjusted operating loss of $98.8 million against adjusted operating income of $17.5 million.

- **Stiff Competition:** The video game industry is highly competitive, and video game shoppers now have many alternatives to buy software, hardware, and game accessories for video game systems and personal computers. Retail bigwigs such as Wal-Mart, Target and Best Buy have also entered the video game market. These larger retailers could dent GameStop's sales and margins. Moreover, consumers can only download a limited number of PC entertainment software and older generation video games from the Internet. However, with the advancement of technology, if the consumers' accessibility increases, they may no longer prefer to buy PC entertainment software and video games through the company's retail stores.

- **Dip in Consumer Sentiment May Impact Sales:** Any dip in consumer confidence – a key determinant of the economy's health – may have serious bearing on spending. The company's customers remain sensitive to macroeconomic factors including interest rate hikes, increase in fuel and energy costs, credit availability, unemployment levels, and high household debt levels, which may negatively impact their sentiment. For now, the novel coronavirus has wreaked havoc. The retail sector, in particular, remains under pressure. Again, job losses as well as lower disposable income due to this catastrophe are making things worse. Consumers are avoiding discretionary spending and focusing on necessities for the time being.

Last Earnings Report

GameStop Reports Q1 Loss & Sales Decline

Quarter Ending	04/2020
Report Date	Jun 09, 2020
Sales Surprise	-0.83%
EPS Surprise	8.52%
Quarterly EPS	-1.61
Annual EPS (TTM)	-1.15

GameStop Corp. reported dismal first-quarter fiscal 2020 performance on account of the coronavirus outbreak that compelled the company to close majority of its stores. The videogame retailer reported a loss and continued to grapple with soft top-line performance. Net sales not only missed the Zacks Consensus Estimate for the sixth quarter in row but also declined year over year. Comparable store sales results also disappointed.

Let's Delve Deeper

It's quite obvious that GameStop bore the brunt of temporary store closures that were undertaken to check the spread of COVID-19. The company had shut all its U.S. stores — a total of 3,526 effective Mar 22. Notably, roughly 65% of stores were providing limited curbside pickup.

In fact, even in the last six-weeks of the quarter almost 48% stores were completely non-operational globally, while roughly 42% stores were offering limited curbside delivery option. Nevertheless, all stores in Australia, which represents about 10% of the total store count, remained open. Notably, higher demand stemming from the region resulted in comparable store sales growth of 35%.

To mitigate the impact of this catastrophe, GameStop enhanced omni-channel capabilities to meet customer orders through curbside pick-up. It comes as no wonder that the company is focusing on lowering discretionary spending, improving liquidity and maintaining favorable inventory position. The company intends to allocate resources in high value strategic projects that can produce sturdy cash flow. Further, the company remains well poised to capitalize on the likely increase in hardware and software sales courtesy of the introduction of several new software titles and next generation consoles in the later of the year.

Considering aforementioned initiatives and expected trajectory of the business, management anticipates to generate positive adjusted EBITDA for fiscal 2020. However, management cautioned that challenges encountered in the first quarter will persist in the second quarter.

GameStop is making every effort to improve performance. It is exiting loss-incurring businesses and closing underperforming stores. During the quarter, the company closed a net total of 181 stores. Moreover, the company remains focused on expanding high margin product categories. The company also plans to augment store experience, enhance digital capabilities and improve engagement with vendors and partners. Further, the company is enhancing omni-channel features such as "Buy Online Pick Up In Store."

Q1 Performance

GameStop posted adjusted loss of $1.61 per share, narrower than the Zacks Consensus Estimate of loss of $1.76. Notably, the company reported an earnings of 7 cents in the year-ago period. Lower net sales hurt the company's bottom line.

Net sales of $1,021 million declined 34% year over year thanks to soft comparable store sales performance, store closures and adverse currency fluctuations. The top line also lagged the Zacks Consensus Estimate of $1,030 million.

We note that consolidated comparable store sales fell 17% excluding stores that were closed during the quarter as a result of the pandemic. Including the impact of stores, which were closed for the majority of the quarter, comparable stores sales plunged approximately 30%. This followed a decline of 26.1% and 23.2% in the preceding two quarters. Management notified that comparable store sales for the month of May have slid approximately 4%.

Notably, the company's e-commerce business remained sturdy with sales up 519% during the quarter under review. E-commerce sales soared more than 1,000% during the six weeks when stores were temporarily closed to customer access. The momentum gained continued in the month of May as well with e-commerce sales up more than 1400%. Total e-commerce sales grew to more than 50% of total sales during the quarter under review.

By sales mix, hardware and accessories sales declined 21.8% to $513.1 million. This is reflective of store closures. While software sales fell 43.1% to $417 million, collectibles sales decreased 42.5% to $90.9 million. The company pointed that only few new software titles were launched during the quarter.

Moving on, gross profit fell 40.1% year over year to $282.4 million. Again, gross margin contracted 270 basis points to 27.7% owing to the increased mix of hardware compared with the year-ago period.

Adjusted SG&A expenses declined 16% to $381.2 million in the reported quarter. However, as a percentage of net sales, the metric deleveraged 800 basis points to 37.3%. The company reported adjusted operating loss of $98.8 million against adjusted operating income of $17.5 million.

Other Financial Aspects

GameStop ended the quarter with cash and cash equivalents of $570.3 million (reflecting $135 million drawn under its revolving credit facility), current portion of long-term debt of $417.2 million and stockholders' equity of $435 million. Accounts payable were down 53.7% to $212.1 million. The company ended the quarter with total inventory of $654.7 million compared with $1,149.1 million in the prior year. During the quarter, the company incurred capital expenditures of $6.6 million. Management expects capital expenditures of roughly $43 million during the fiscal year.

As of Jun 3, the company had reduced its outstanding borrowings under the facility to about $100 million. In fact, by the end of second-quarter fiscal 2020 management envisions to hold nearly $575-$625 million as total cash and liquidity on the back of its efficient working capital management efforts.

Store Reopening On Track

With restrictions to curb the coronavirus outbreak being lifted, GameStop is reopening stores globally. In this regard, almost 85% of the company's stores located in the United Sates were reopened by the end of May for limited customer access or curbside delivery. Meanwhile, 90% of the company's stores were operational once again in international markets.

However, in the wake of the social unrest in the United States, the company had to close roughly 100 stores that were earlier reopened. Out of these, management expects 35 outlets to be closed for the foreseeable future due to severe damage inflicted.

Valuation

GameStop shares are down 22.8% in the year-to-date period and nearly 17.7% over the trailing 12-month period. Stocks in the Zacks sub-industry are down 21.9% but the Zacks Retail-Wholesale sector is up 9.9% in the year-to-date period. Over the past year, the Zacks sub-industry is down 1.5% but the sector is up 18.1%.

The S&P 500 index is down 4.7% in the year-to-date period and 6.1% in the past year.

The stock is currently trading at 0.05X forward 12-month sales, which compares to 0.39X for the Zacks sub-industry, 1.1X for the Zacks sector and 3.41X for the S&P 500 index.

Over the past five years, the stock has traded as high as 0.52X and as low as 0.03X, with a 5-year median of 0.21X. Our Neutral recommendation indicates that the stock will perform in-line with the market. Our $6 price target reflects 0.06X forward 12-month sales.

The table below shows summary valuation data for GME

Valuation Multiples - GME

		Stock	Sub-Industry	Sector	S&P 500
P/S F12M	Current	0.05	0.39	1.1	3.41
	5-Year High	0.52	0.41	1.13	3.44
	5-Year Low	0.03	0.21	0.81	2.53
	5-Year Median	0.21	0.31	0.95	3.02
P/B TTM	Current	0.7	5.89	5.01	4.19
	5-Year High	2.57	6.16	5.97	4.56
	5-Year Low	0.3	1.66	3.66	2.83
	5-Year Median	0.9	2.97	4.92	3.66
EV/EBITDA TTM	Current	7.83	5.32	17.33	11.25
	5-Year High	8.61	6.06	17.91	12.85
	5-Year Low	0.16	2.73	11.05	8.25
	5-Year Median	3.73	4.23	12.79	10.82

As of 06/15/2020

Industry Analysis **Zacks Industry Rank:** Top 16% (40 out of 253)

Top Peers

Company (Ticker)	Rec	Rank
Systemax Inc. **(SYX)**	Outperform	1
Aarons,Inc. **(AAN)**	Neutral	3
Amazon.com, Inc. **(AMZN)**	Neutral	3
Best Buy Co., Inc. **(BBY)**	Neutral	3
Conns, Inc. **(CONN)**	Neutral	3
Costco Wholesale Corporation **(COST)**	Neutral	3
Target Corporation **(TGT)**	Neutral	3
Walmart Inc. **(WMT)**	Neutral	3

Industry Comparison Industry: Retail - Consumer Electronics

	GME	X Industry	S&P 500	AAN	BBY	CONN
				Industry Peers		
Zacks Recommendation (Long Term)	Neutral	-	-	Neutral	Neutral	Neutral
Zacks Rank (Short Term)	3	-	-	3	3	3
VGM Score	F	-	-	A	A	B
Market Cap	303.72 M	537.05 M	21.70 B	2.95 B	20.60 B	246.10 M
# of Analysts	5	4.5	14	8	9	5
Dividend Yield	0.00%	0.00%	1.95%	0.36%	2.75%	0.00%
Value Score	F	-	-	A	B	A
Cash/Price	1.87	0.20	0.06	0.19	0.20	1.46
EV/EBITDA	-0.78	6.81	12.55	1.39	6.76	6.81
PEG Ratio	NA	1.79	2.96	1.47	2.10	NA
Price/Book (P/B)	0.70	1.58	2.99	2.04	6.04	0.50
Price/Cash Flow (P/CF)	2.68	8.49	11.61	1.25	8.49	1.82
P/E (F1)	NA	16.05	21.21	14.85	16.05	NA
Price/Sales (P/S)	0.05	0.61	2.26	0.73	0.48	0.16
Earnings Yield	-31.98%	-5.30%	4.43%	6.74%	6.24%	-18.99%
Debt/Equity	1.14	0.43	0.76	0.45	0.79	3.08
Cash Flow ($/share)	1.75	1.75	7.01	35.14	9.43	4.65
Growth Score	D	-	-	A	B	B
Hist. EPS Growth (3-5 yrs)	-26.21%	21.61%	10.87%	15.85%	21.61%	35.73%
Proj. EPS Growth (F1/F0)	-783.64%	-16.05%	-10.58%	-23.94%	-17.85%	-183.65%
Curr. Cash Flow Growth	-66.61%	5.05%	5.46%	13.84%	7.58%	8.16%
Hist. Cash Flow Growth (3-5 yrs)	-26.81%	13.36%	8.55%	15.48%	9.16%	9.76%
Current Ratio	0.93	1.34	1.29	3.05	1.02	6.46
Debt/Capital	53.17%	30.87%	45.06%	30.87%	44.16%	75.51%
Net Margin	-10.83%	1.14%	10.54%	-7.55%	3.33%	-1.06%
Return on Equity	-14.93%	14.53%	16.08%	14.53%	45.89%	-1.78%
Sales/Assets	2.08	1.67	0.55	1.26	2.73	0.69
Proj. Sales Growth (F1/F0)	-11.04%	-3.85%	-2.59%	2.23%	-3.85%	-6.35%
Momentum Score	F	-	-	A	C	D
Daily Price Chg	-0.64%	0.20%	0.98%	0.90%	2.89%	-0.59%
1 Week Price Chg	14.01%	-2.22%	-7.25%	-4.43%	-5.78%	-7.28%
4 Week Price Chg	2.40%	5.45%	5.45%	31.67%	-8.20%	49.30%
12 Week Price Chg	23.10%	23.85%	39.81%	179.52%	57.84%	103.85%
52 Week Price Chg	-17.72%	-18.00%	-4.47%	-27.85%	20.08%	-51.26%
20 Day Average Volume	4,136,931	62,043	2,587,370	845,999	2,942,387	1,010,439
(F1) EPS Est 1 week change	8.85%	0.00%	0.00%	3.68%	0.00%	-129.43%
(F1) EPS Est 4 week change	-125.15%	0.00%	0.00%	13.58%	12.57%	-234.58%
(F1) EPS Est 12 week change	-1,327.76%	-24.27%	-15.39%	-24.27%	-21.52%	-179.82%
(Q1) EPS Est Mthly Chg	11.94%	24.94%	0.00%	65.45%	37.93%	81.74%

Zacks Stock Rating System

We offer two rating systems that take into account investors' holding horizons: Zacks Rank and Zacks Recommendation. Each provides valuable insights into the future profitability of the stock and can be used separately or in combination with each other depending on your investment style.

Zacks Recommendation

The Zacks Recommendation aims to predict performance over the next 6 to 12 months. The foundation for the quantitatively determined Zacks Recommendation is trends in the company's estimate revisions and earnings outlook. The Zacks Recommendation is broken down into 3 Levels; Outperform, Neutral and Underperform. Unlike many Wall Street firms, we have an excellent balance between the number of Outperform and Neutral recommendations. Our team of 70 analysts are fully versed in the benefits of earnings estimate revisions and how that is harnessed through the Zacks quantitative rating system. But we have given our analysts the ability to override the Zacks Recommendation for the 1200 stocks that they follow. The reason for the analyst over-rides is that there are often factors such as valuation, industry conditions and management effectiveness that a trained investment professional can spot better than a quantitative model.

Zacks Rank

The Zacks Rank is our short-term rating system that is most effective over the one- to three-month holding horizon. The underlying driver for the quantitatively-determined Zacks Rank is the same as the Zacks Recommendation, and reflects trends in earnings estimate revisions.

Zacks Style Scores

The Zacks Style Score is as a complementary indicator to the Zacks rating system, giving investors a way to focus on the highest rated stocks that best fit their own stock picking preferences.

Academic research has proven that stocks with the best Value, Growth and Momentum characteristics outperform the market. The Zacks Style Scores rate stocks on each of these individual styles and assigns a rating of A, B, C, D and F. We also produce the VGM Score (V for Value, G for Growth and M for Momentum), which combines the weighted average of the individual Style Scores into one score. This is perfectly suited for those who want their stocks to have the best scores across the board.

Value Score	F
Growth Score	D
Momentum Score	F
VGM Score	F

As an investor, you want to buy stocks with the highest probability of success. That means buying stocks with a Zacks Recommendation of Outperform, which also has a Style Score of an A or a B.

Disclosures

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