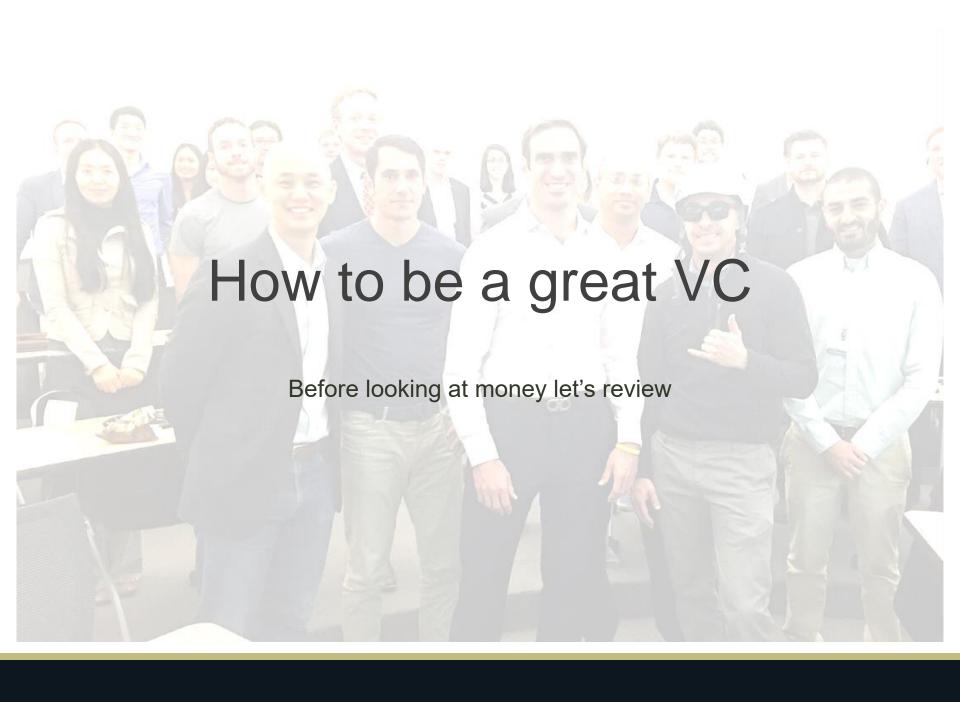


Pitching to Win

IT'S LIKE AN INVESTOR PITCH WITH SOME DIFFERENCES.

1



Say

A LOT!

What gets investors excited?

The business model works

Validated the model through interviewing or initial sales traction

You know how to land customers effectively

You have a good starting (go-to-market) plan

You know how you'll grow

You'll grow to a scalable and sustainable enterprise

An impactful pitch is not dependent upon its length...it's the power of its story

Your plot: the elevator pitch

TELLING YOUR BUSINESS' STORY IN UNDER A MINUTE

Business Thesis: Your Plot

- Customer Statement: "Our company helps [specify people]..."
- Problem statement: "who have [specific problem or aspiration]"
- Solution Statement: "by providing..."
- Value proposition statement: "resulting in..."
- Unique market position statement: "better than [current alternative and why and by how much]..."
- And here's how we make money! (How we sustain the program for Social)

Condense this to less than 1 minutes and you might have a business!

An investor pitch is an ,000 extended telling of our business thesis story combined with relevant data about your plan to bring your business to market



"Let me tell you about my Customer"

CUSTOMER DEFINITION

Who is this Person?

Buildings don't buy, people do!

Demographics—defining them as a person

Title/Position/Situation—is the customer's occupation important?

Motivation—is the customer's attitude or behavior important?

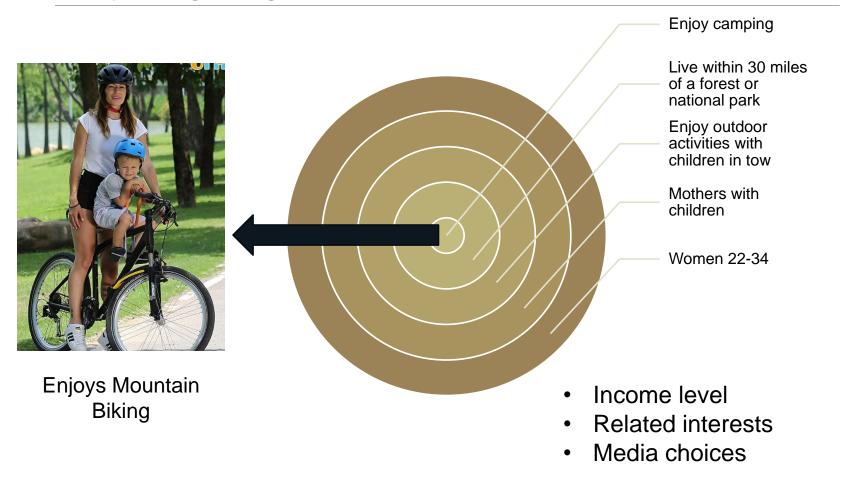
Maybe it's you? Maybe a personal story



What is a customer segment?

Distinct *groups of people* sharing traits relevant to any dimension of your proposed solution.

Why Targeting is Important



If the customer is not clearly defined the rest of the story won't work?



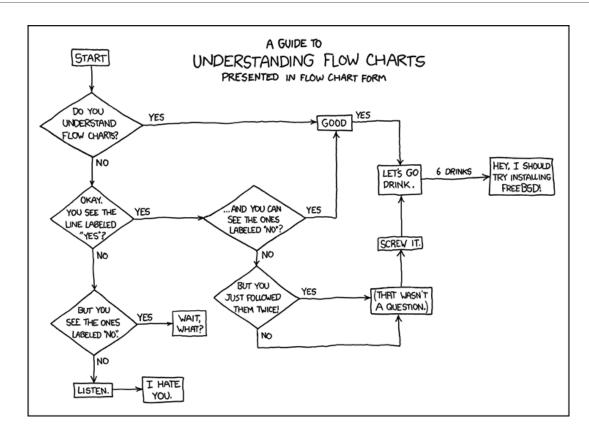
"My Customer has a Problem"

THE GEORGE WASHINGTON UNIVERSITY

WASHINGTON, DC

First you need to define the customer "job"

What is the prospective customer doing that you want to improve?



Not a title: an *activity* they do *frequently* that your innovation *affects*

There's nothing completely new, just *new ways* to solve *existing problems*.

Remember the "Bear Joke"



The Existential Problem e.g., Washing the car

You

The Current Alternative

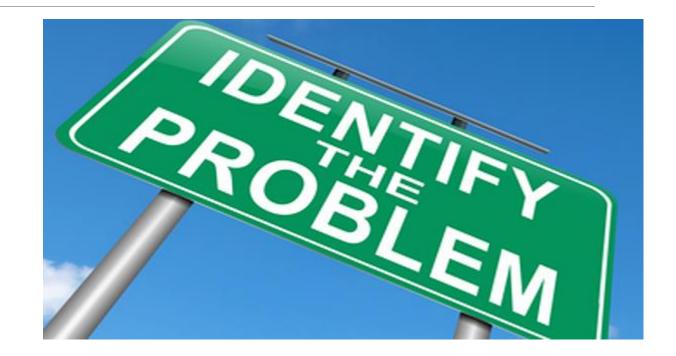
Problem Statement:

Tangible

Relevant

Urgent

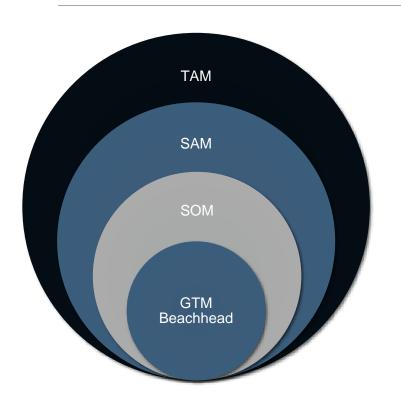
Easily stated



Sizing the Market

HELP JUDGES UNDERSTAND THAT THERE IS A SUFFICIENTLY BIG PROBLEM TO TACKLE

Finalize Your GTM Segment



Total Addressable Market

 "The revenue opportunity available for a product or service. TAM helps to prioritize business opportunities by serving as a quick metric of the underlying potential of a given opportunity."
 Wikipedia

Serviceable Addressable Market

 "market share that can be fulfilled or served by all businesses that offer a particular solution, product, or service" (Management Mania)

Serviceable Obtainable Market

 "an estimate of the portion of revenue within a specific product segment that a company is able to capture. Another way of looking at it is as an estimate of the market share for a particular product that a company can garner." Corporate Finance Institute

Your GTM Beachhead is the most critical for you in NVC. How would you use winnings to acquire your first customers

Share of Addressable Market

This must match your initial customer segmentation scheme and realistically reflect your efforts!



"We have built a solution to their problem"

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Your Solution

Not a technical description

Simple, functional

Enough information to help the audience get what you do



Why is your solution superior to the <u>current</u> <u>alternative?</u>



The Existential Problem e.g., Washing the car

You

The Current Alternative

The Value Proposition

THE BENEFITS THAT FLOW FROM THE IMPROVEMENTS YOU CREATE

Help them understand what you do to create value

"We eliminate the bottleneck in..."

"Whiten teeth, freshen breadth"

"We create highly controlled microenvironments for cellular mutation analysis"

What you do has to be significant enough to change the behavior of your customer

Customers don't buy products or services

They buy the benefits the product or service provides

Investors want to buy value creation not product development

Value Statement

The Value Statement

Tangible

Measurable

Directly Relevant to customer pain/gain





You don't have to be #1, just the best solution for your customer



HOW DO YOU MAKE MONEY, OR, FOR SOCIAL VENTURES, HOW DOES THE VENTURE SUSTAIN ITSELF

WASHINGTON, DC

Unit Economics

The basic financial building block of your enterprise

Not the same as financial projections

Cost / ad spend	\$400
Cost per thousand (CPM)	\$4
mpressions / reach	100,000
Click-through rate (CTR)	1%
Website visits	1,000
Conversion Rate (CVR)	2%
Orders	20
Average order value	\$70
Revenue	\$1,400
Margin	50%
Gross Profit	\$700
Return on Investment (ROI)	75%

Customer Relationships: The Key Equation CAC = **Customer Acquisition Cost Earned and Paid Media** onsideration Cross-Sel Referrals Awareness Un-Bundling Purchase Interest "Keep Customers"

LTV = Customer Lifetime Value

Customer Acquisition is the BIGGEST Cost you will have in your startup!

It's why no one expects you to make money right away

METRICS of your model are key!

"Average order size of X"

"Lifetime customer value of \$Y over Z years"

Customer Acquisition Cost

"Low upfront investment, long-tail revenue stream"

"Gross margins in excess of industry standards"



Go-to-Market Slides

Explaining your early path to market to help judges/investors know you will scale your efforts for maximum efficiency and impact



Who are the very first customers?

Where will you start?



How will you reach them?



What are you trying to prove?

Roadmap Slide: Where will you go next?

How do you grow the market?

How do you develop the product?

When do you need money?



No one expects you to have all the answers today

The Financial Model

A SIMPLE QUANTITATIVE REPRESENTATION OF THE PLAN YOU'VE OUTLINE

Financial Slides

Simple and easy to read

Focus on **key metrics** vs. detailed P&L

Clean graphics can help make the point

The longer the timeline, the less believable

Financials

2015 Financial Projections

Revenue: \$120,000 Expenditure: \$300,000 Profit: (\$180,000)

2016 Financial Projections

Revenue: \$420,000 Expenditure: \$300,000 Profit: \$120,000

2017 Financial Projections

Revenue: \$1,005,000 Expenditure: \$400,000 Profit: \$605,000 Projections are based on our current growth rate and user acquisition costs and also include projected revenue from the retirement community directory and subscription dating areas of Boomeon.



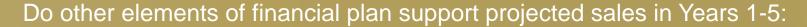
Financial Projections

Do financial projections reflect the business model and early sales traction:

Is customer growth and CAC realistic?

How does the customer base change over time?

Does the team know how long they keep a customer and LTV?



How do revenues and costs change year to year?

Where are the risks to growth?

What will be the profit for the business?

Does the team have a funding strategy?

What are the proposed funding phases and levels?

What is the use of funds for initial fundraising search?

Finance and Operations Timeline



Eventually you'll need one of these



What's Your "Ask"?

Investment

We are seeking a \$600,000 seed round in exchange for 20% equity in Boomeon based on a valuation of \$2,400,000.

This valuation is based on projected 2017 earnings of approximately \$600,000 with a 4x multiplier, which is conservatively below historical industry multipliers.

Anticipated proportional expenditure as % of total raise:

- 25% existing staff salaries
- 10% new hires
- 50% sales and marketing
- 10% new product development
- 5% infrastructure and overhead



Investment Slide

How much do you need?

How far does the money get you?

How will you spend it?

Valuation or other deal terms not required

The Team



WASHINGTON

The knowledge, skill set and experience necessary to develop a long-lasting, profitable business.



Bill Johnson - Founder & CEO

Bill was the VP of Marketing for Sugar CRM for 5 years, helping the company grow to become a dominant player in the market. Bill's responsible for creating the vision and direction for the company, and working with the rest of the executive team to plan how this will be accomplished.



Jennifer Thomas — CMO

After 8 years of experience as a Marketing Executive at EBay, Jennifer joined the Symbiosis team in 2009 as the Chief Marketina Officer, Her major responsibilities include creating an innovative marketing itrategy to meet the company's overell goals for sales and revenue. She is also responsible for the company's overell goals for sales and marketing teams.

Michael Russman — CFO

GIVE THE JUDGES/INVESTORS
CONFIDENCE THAT YOU HAVE THE BEST
PEOPLE FOR THE JOB.

John Bryant — Founder & CTO

John brings wide ranging technological expertise and experience to the team, from zura-zule, John was the lead UI Engineer for the CRM division at BizAutomation, John also have a heading teams specialized in both front and back-end engineering. John's major responsibilities include product development and managing ongoing system improvements.

The Three Key Roles...Generally



The Hustler: They have the tendency to be the most misunderstood member of this trio. The Hipster is likely to accuse the Hustler of having sold out to the man because of their constant question of "It's cool, but is it something our partners and clients want?"

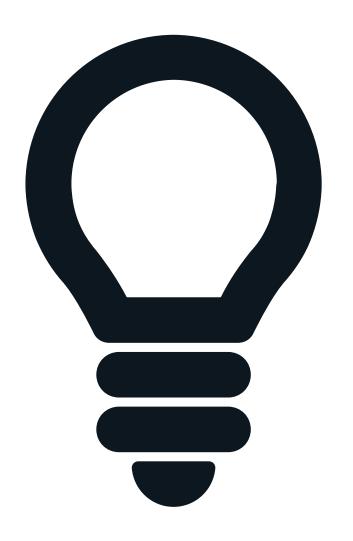


The Hacker: The one most likely to sit quietly through a board meeting until uttering the three sentences that answers the all-important question of "how?" the new idea or initiative can be brought into reality.



The Hipster: Usually working their way into the mix as the designer or creative genius, they'll make sure the final product is cooler than anything else out there.

Descriptions courtesy of Forbes, "The Dream Team: Hipster, Hacker and Hustler"



Other Tips



Partners and Channels

Do you have a way to make every dollar stretch?

Can you get to potential customers cheaper and easier?

Can someone help get the word out?

Are their existing capabilities you can dip into?

If your product or service customarily is delivered through channels, it's essential to tell that story.



Some other quick tips

Don't do an ugly pitch deck!

Organize presentation to best tell your story

Never forget that you're a performer

Remember why you're there. Stay on message