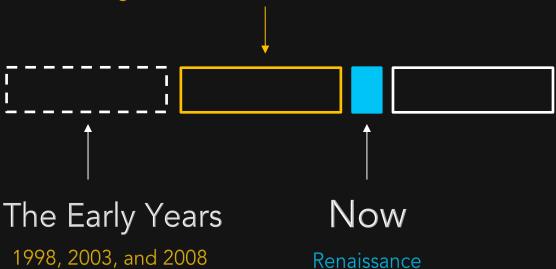
The Sweet Spot in the Eye of the Storm



The Golden Age

August 20, 2011 till December 3, 2021







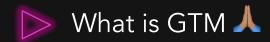


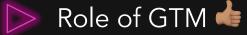
SITUATION

STRATEGY

ACTION

SITUATION WHAT YOU WILL LEARN









WHAT IS GTM?

Marketing

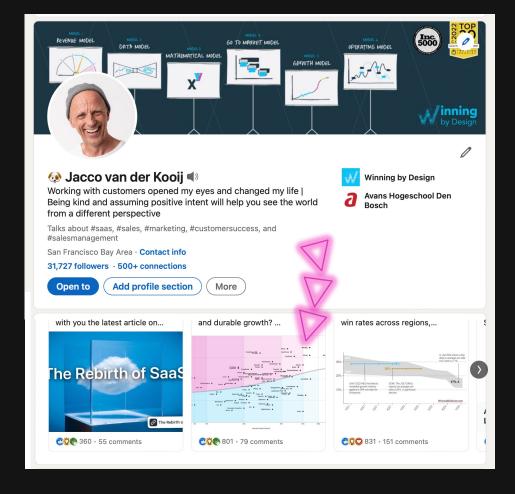
SALES

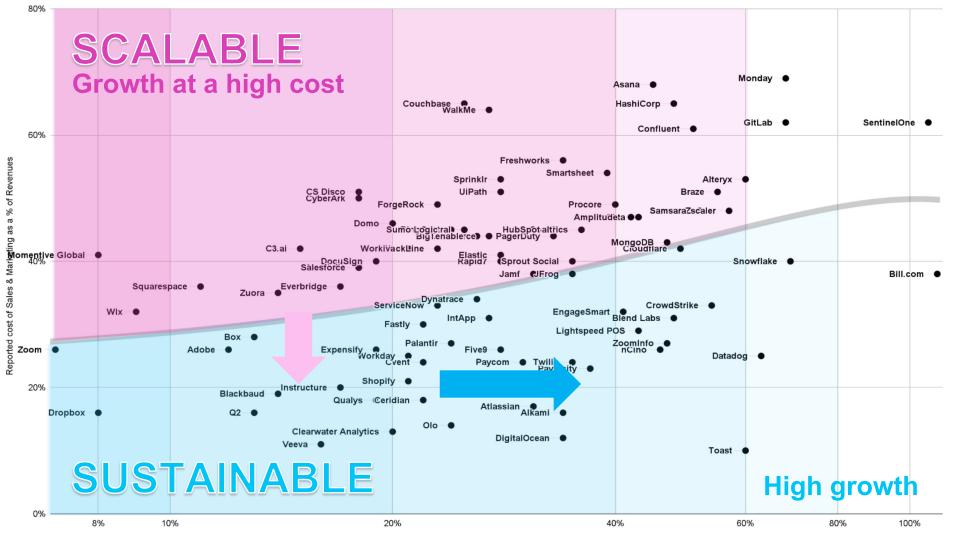
Customer Success

ROLE OF GTM?

- Revenue Growth Do More
- hard the last transfer of transfer of the last transfer of the last transfer of tran
- > Lower the Cost At any cost

THE PROBLEM





ROLE OF GTM?

- Revenue Growth Do More
- > Improve Quality Any growth
- > Lower the Cost At any cost

ROLE OF GTM?

- Revenue Growth Do More
- Improve Quality Do Better
- > Lower the Cost Be smart about it

THE OPPORTUNITY



What do Kaizen, Lean, and Six Sigma have in common?



They all aim to improve quality, reduce costs, and increase customer satisfaction. They are data-driven and rely on statistical analysis to identify problems and make decisions. Additionally, they all emphasize the importance of involving employees at all levels of an organization in the improvement process.

SITUATION WHAT YOU HAVE LEARNED

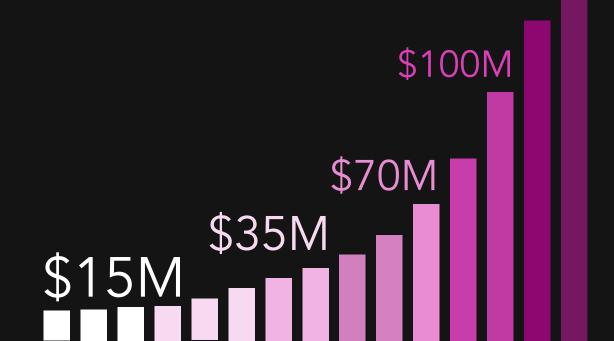
- Role: 🕇 Growth, 🕇 Quality, and 🦊 Cost
- Problem: Growth, Quality, and Cost
- Others have solved this...

BUT WHEN TO START \$400M

BUT WHEN TO START \$400M

\$100M \$70M

BUT WHEN TO START \$400M









SITUATION

STRATEGY

ACTION

STRATEGY WHAT YOU WILL LEARN

- Who is the Protagonist.
- Where it all went Awry.
- How to Fix it.
- Imperative for Growth.

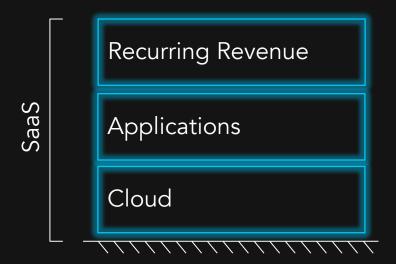
THE PROTAGONIST

When we talk about the cloud we mostly talk about:



THE PROTAGONIST

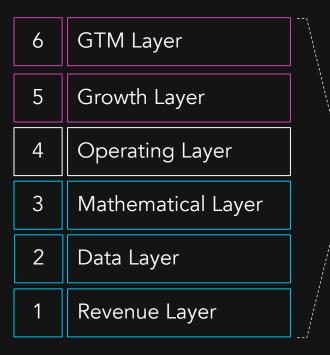
But it was recurring revenue that made the cloud popular!



THE PROTAGONIST

...for the next few Years

Go To Market Recurring Revenue SaaS Software as a Service Cloud



Go To Market Recurring Revenue Software as a Service Cloud

- 6 GTM Layer
- 5 Growth Layer
- 4 Operating Layer
- 3 Mathematical Layer
 - 2 Data Layer
- 1 Revenue Layer

6	GTM Layer

- 5 Growth Layer
- 4 | Operating Layer
- 3 | Mathematical Layer
- 2 Data Layer

1 Revenue Layer

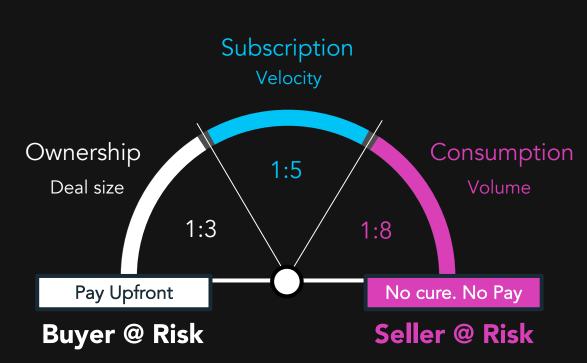
Ownership

Pay Upfront

Consumption

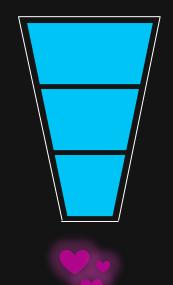
No cure. No Pay





Marketing & Sales Funnel

GTM Layer 6 5 Growth Layer Operating Layer Mathematical Layer 2 Data Layer Revenue Layer

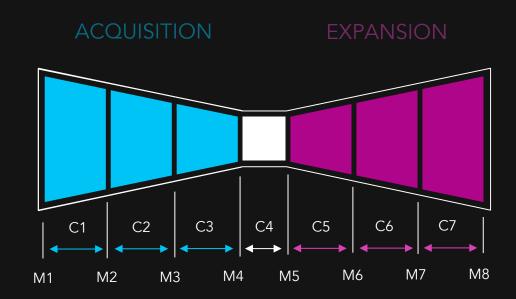


- Acquisition focused
- Linear Mindset
- Need for More
- Churn (Don't Lose)
- NPS Score (Me Tour)

The Bowtie

Full customer Journey

GTM Layer Growth Layer Operating Layer Mathematical Layer Data Layer 2 Revenue Layer



First Principle

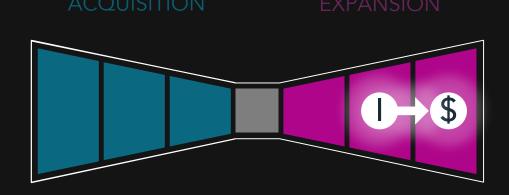
6 GTM Layer
5 Growth Layer

4 | Operating Layer

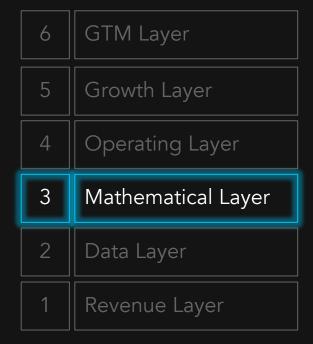
3 ∥ Mathematical Layer

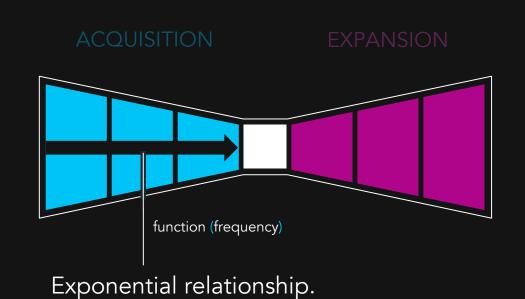
2 Data Layer

1 Revenue Layer

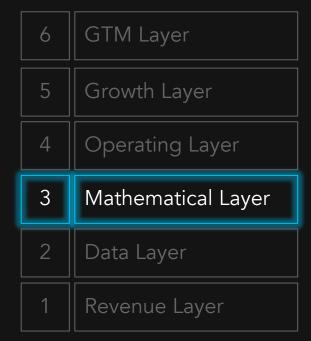


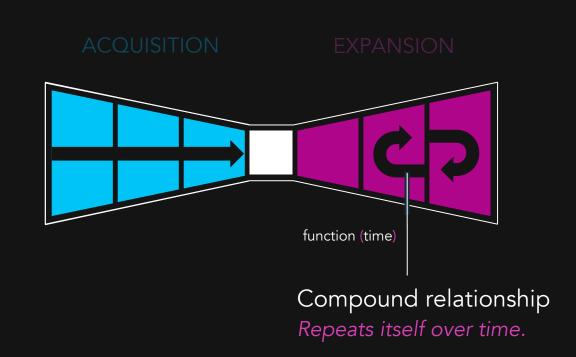
Recurring Revenue is the result of Recurring Impact.

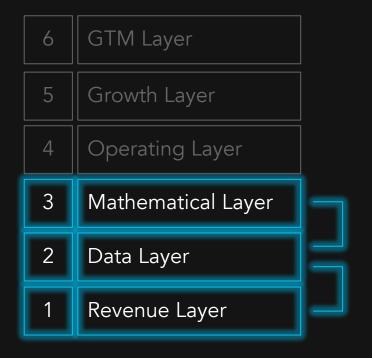


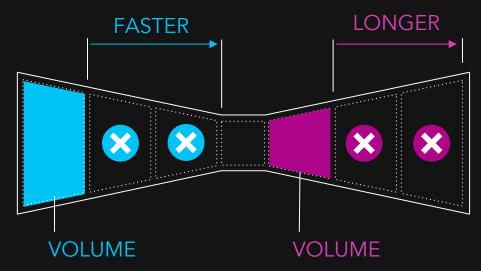


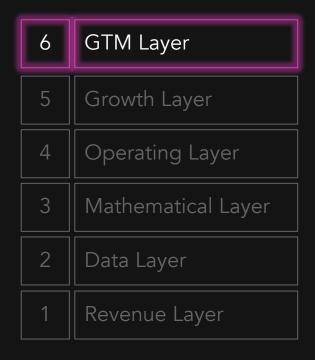
High repetition

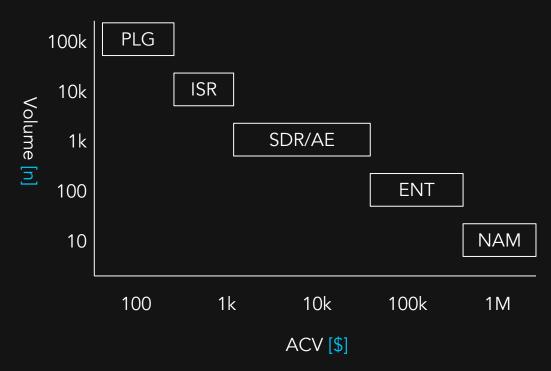


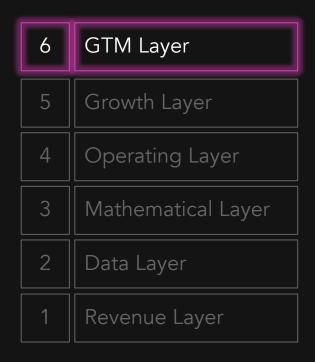


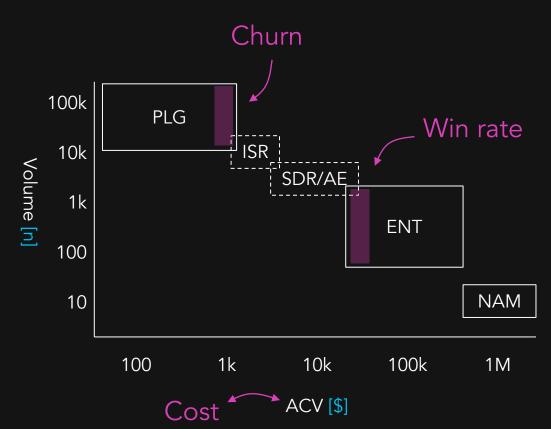




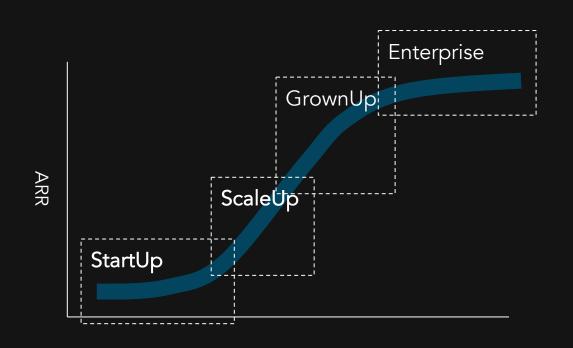




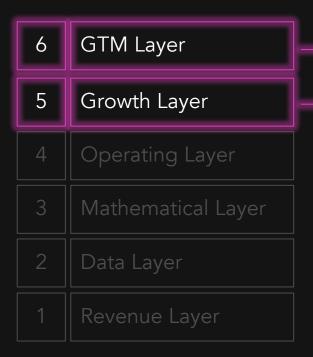


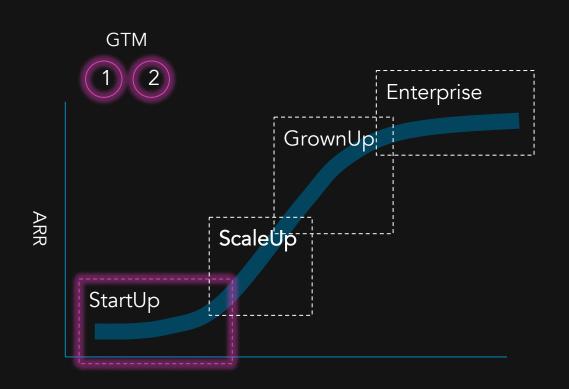




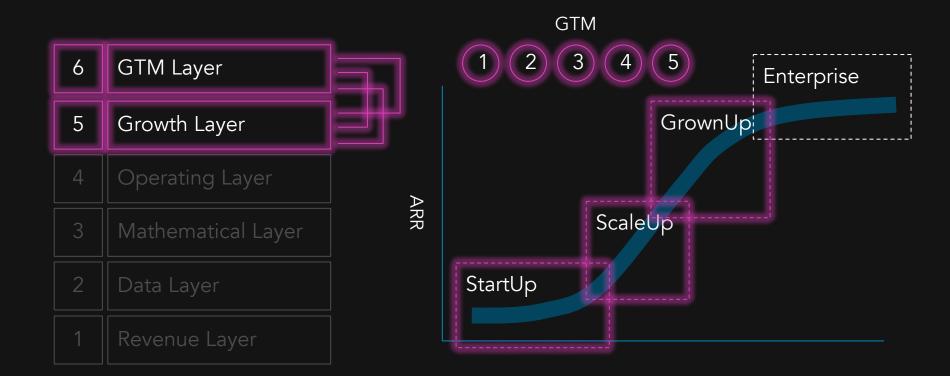


TIME

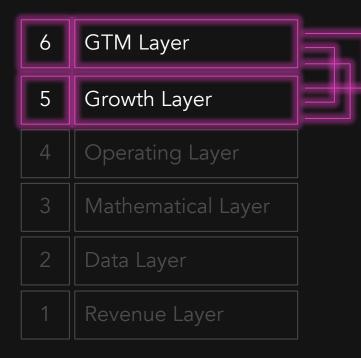




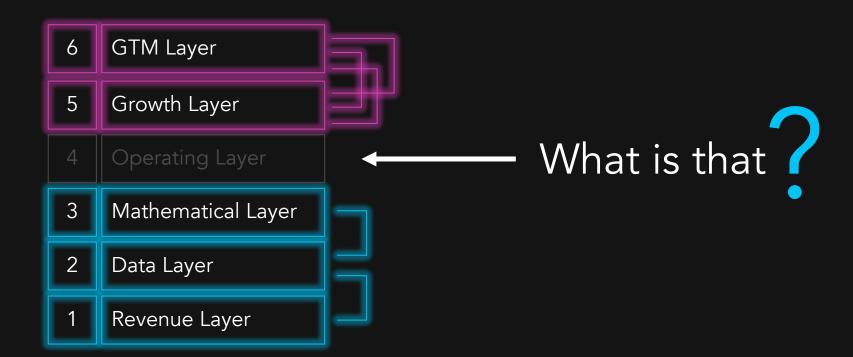
TIME



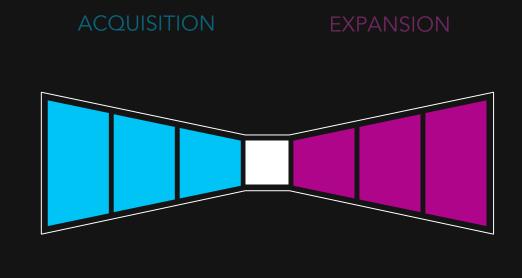
TIME



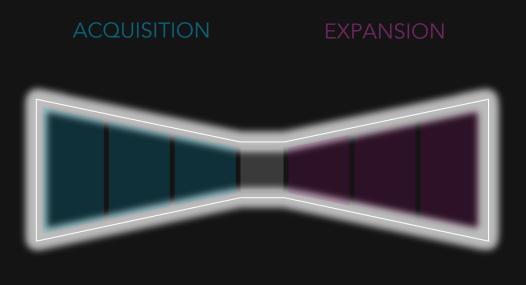




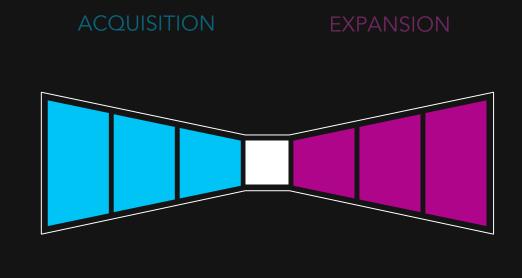
GTM Layer 6 Growth Layer Operating Layer



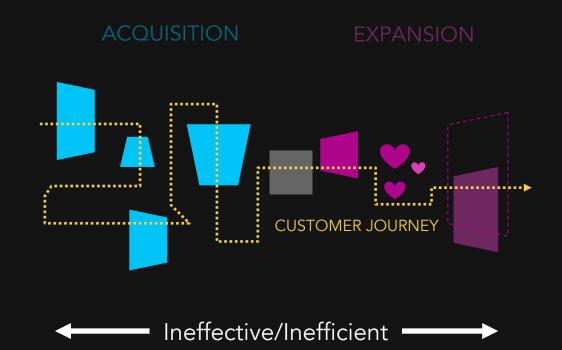
GTM Layer Growth Layer Operating Layer



GTM Layer 6 Growth Layer Operating Layer





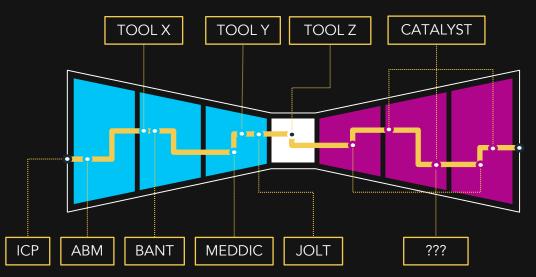


- 6 GTM Layer
- 5 || Growth Layer
- 4 Operating Layer
- 3 || Mathematical Layer
- 2 | Data Layer
- 1 | Revenue Layer

ACQUISITION EXPANSION THE WAY

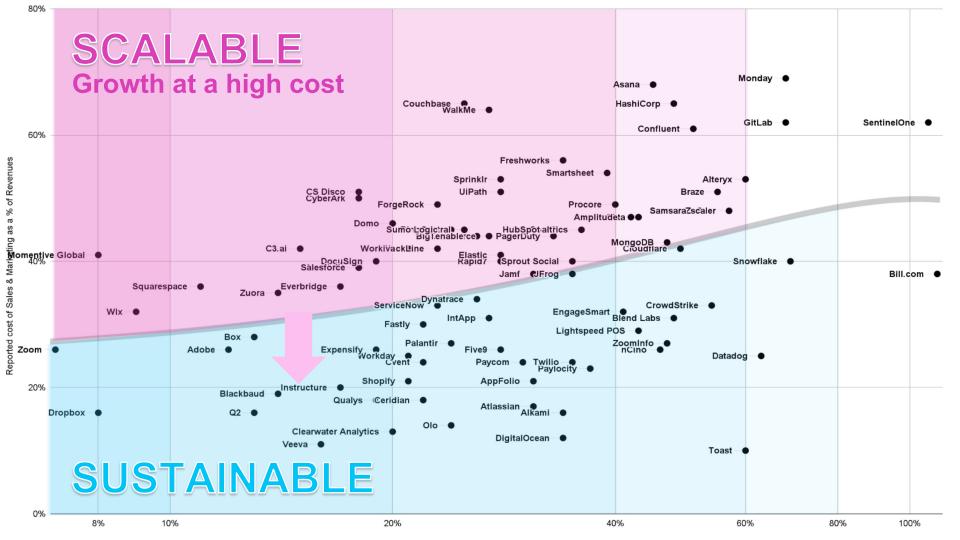
- Uniform Methodology
- Standardized Data
- Common Language

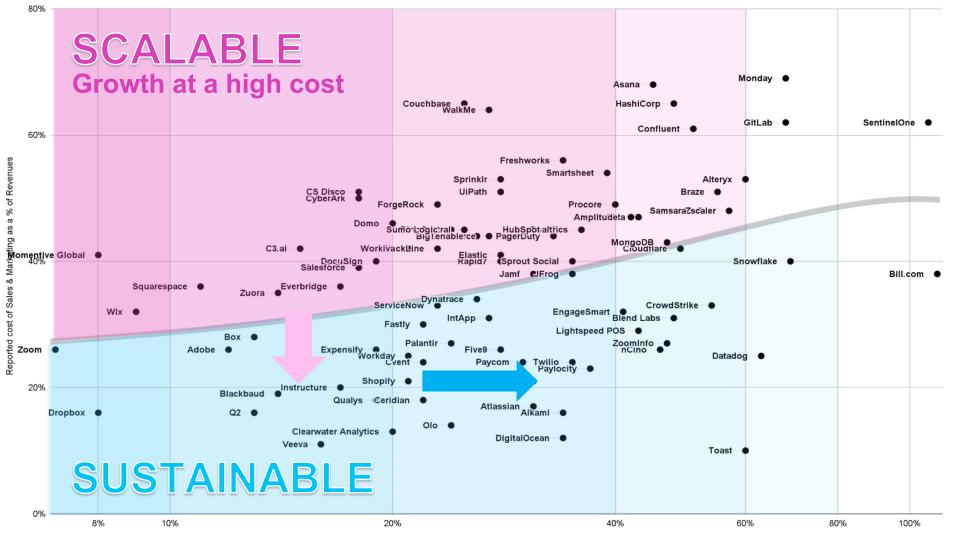




STRATEGY WHAT YOU LEARNED

- GTM is the Protagonist
- How GTM works
- No Uniform Operating Model
- The <...> Way











SITUATION

STRATEGY

ACTION

ACTION WHAT YOU WILL LEARN

- O Biggest & Quickest Gain.
- How to Achieve Impact.
- What Actions Cause the Quickest Impact.
- How to make each action stick.

Who is Faster

our ICP?

Shift from ARR to NRR

CS has been underutilized

EBR

Qualify

for far too long.

Better Targets

Keep clients longer

Onboard

Shorter sales cycle

We can't get to the decision maker

Deals are being delayed **NPS**

Higher win rate

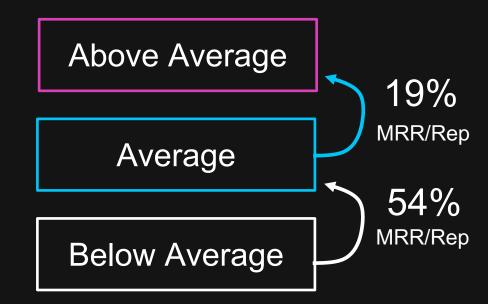
Increased Decision Complexity

Above Average

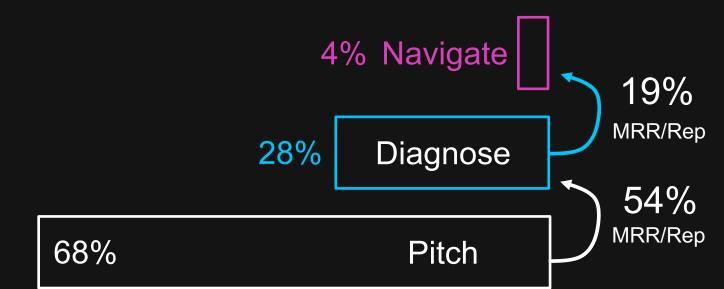
Average

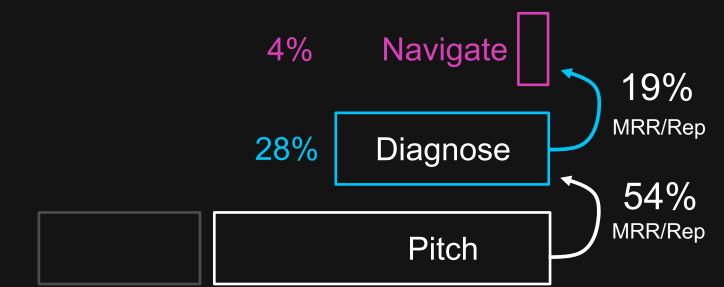
Below Average

(n = 54,000 opportunities in the period of October 2022, March 2023.)



(n = 54,000 opportunities in the period of October 2022, March 2023.)





Navigate



Diagnose



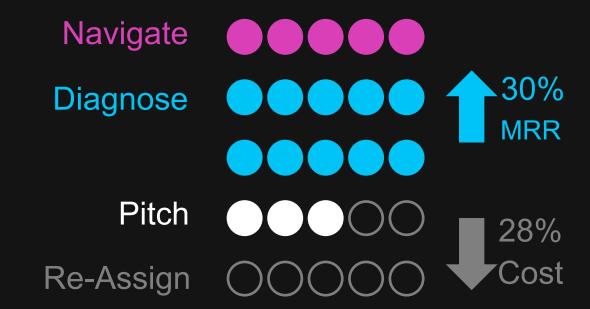


Pitch

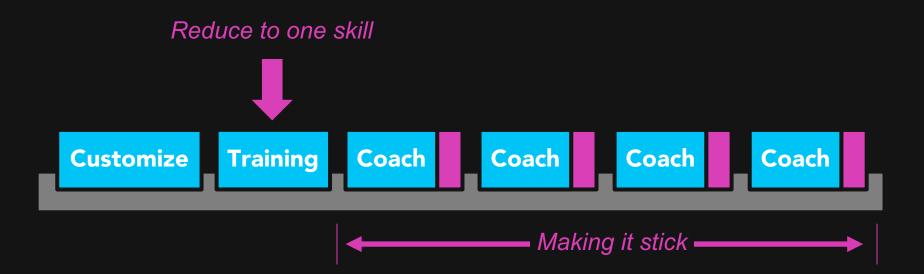


Re-Assign

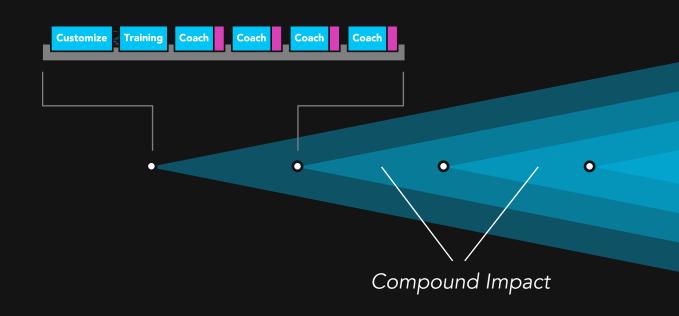




The IMPACT SPRINT®



The IMPACT SPRINT®



The IMPACT SPRINT®

- Indecision-JOLT™ +10% WR
- Decision Complexity +10% WR
- Discounting 45% → 17% ACV
- Diagnose +54% ACV
- Lead Conversion 9% → 23% CR

ACTION WHAT YOU HAVE LEARNED

- Use of Sprints.
- Train One Skill per Quarter.
- Coach to make it Stick.
- Rinse and Repeat.







SITUATION

STRATEGY

ACTION



Share "Sweet Spot in the Eye of the Storm" or the HBR Article "The Rebirth of SaaS."



Operating Model The <..> Way



Impact Sprints®

Thank You

