

# **New Ventures B.C. Presentation**

# Ralph Turfus

April 3, 2013



# "Assessing the Opportunity"

- 1. Your Go To Market Strategy how and why you will WIN?
- 2. Your Market Opportunity is it realistic and worthwhile?
- 3. You as an Entrepreneur?



### Ralph Turfus Background

- Education BASc, MASc and MBA
- Ex ROTP and Canadian Air Force Officer 7 years
- 28 + Years as Founder and CEO
  - Escom (founded 1976) and Class (2000 name change)
  - A number of strategy shifts & 4 recessions; 8 startups & & sold 5 companies
  - Completely internally financed 1 shareholder
- Class status when sold in 2004
  - #1 in the market for Parks & Recreation solutions, Y's, Continuing Ed, University Student Recreation, Government CRM
  - 730 customers in Canada, USA, NZ and Aus
  - 145 employees (25 in India); ~\$20M in Revenue; ~18% EBITDA; 25% per annum growth rate; 1+ office location
- Current Tech Industry Involvement
  - Associations Premiers Technology Council, AceTech
  - Investor 19 direct and 5 Funds (WUTIF, Yaletown I & II, BC Discovery, GreenAngel) ~ 105 total investments direct and indirect
  - Chairman 5 companies; CEO Mentor 3
  - Recognition
    - 2000 Canadian Recreation Association Person of the Year
    - 2006 B.C. Technology Industry Person of the Year
    - 2009 AceTech Fellow Growth Strategy Program
    - 2013 Queen's Diamond Jubilee Medal Technology industry contributions



# The Purpose of Business - Dr. Peter Drucker

"If we want to know what a business is, we have to start with its purpose. And the purpose must lie outside the business itself. In fact, it must lie in society, since a business enterprise is an organ of society. There is only one valid definition of **BUSINESS PURPOSE: TO CREATE A CUSTOMER**. The customer is a foundation of a business and keeps it in existence. The customer alone gives employment. And it is to supply the customer that society entrusts wealth-producing resources to the business enterprise".

Because it is the purpose to create a customer, any business enterprise has two – and only two – basic functions: **MARKETING & INNOVATION.** These are the entrepreneurial functions. **MARKETING** is the distinguishing, the unique function of the business.

**Action Point**: Find out what needs your customers want fulfilled today. Determine how well your products are meeting the needs of your customers.

THAT IS THE PURPOSE OF BUSINESS!!



### What is a Startup?

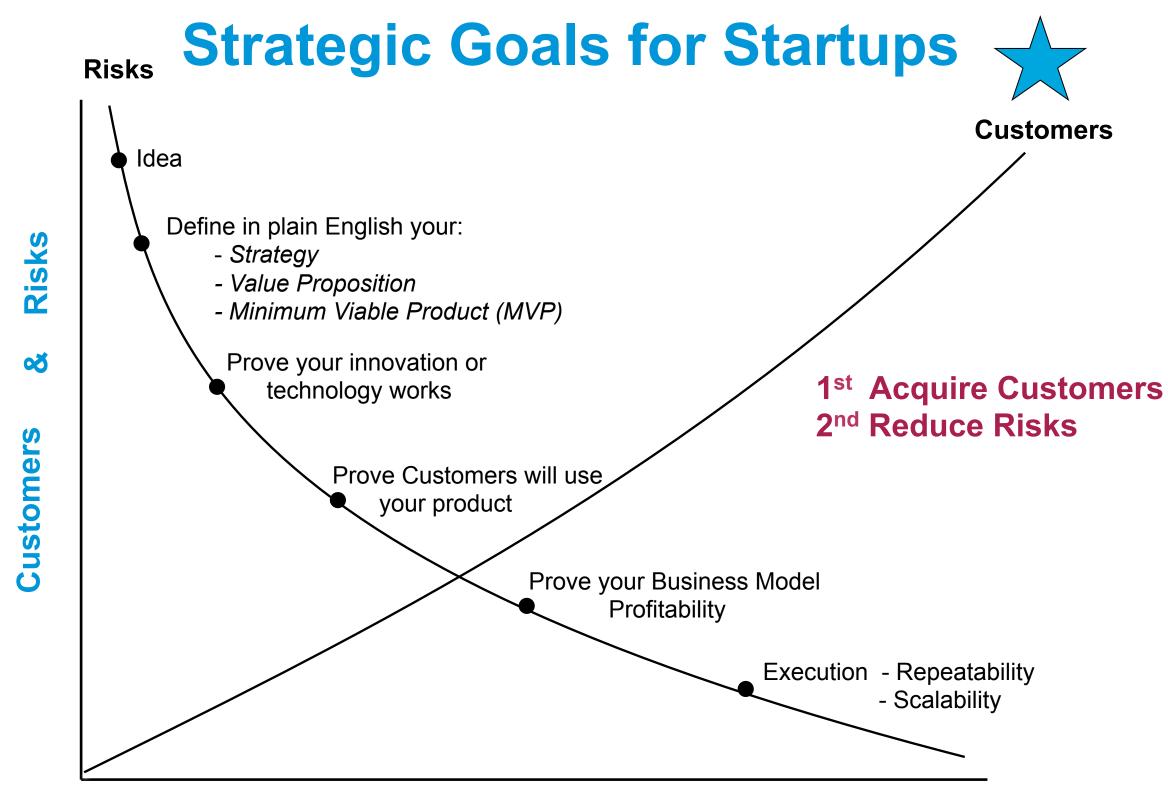
#### A Startup is a human institution (organization) formed to:

Create and gain agreement from CUSTOMERS to use a new Product or Service under conditions of extreme uncertainty

#### and then

Become **SUSTAINABLE** through the discovery of a **Profitable**, **Repeatable** and **Scalable Business Model** 

Your immediate Goal is acquire Customers and, in doing so, transition your Product or Service from Hypotheses to Facts, reducing Risk as fast as possible!



**Time** 



# "Assessing the Opportunity"

1. Your Go To Market Strategy – how and why you will WIN?



### **Key Concepts**

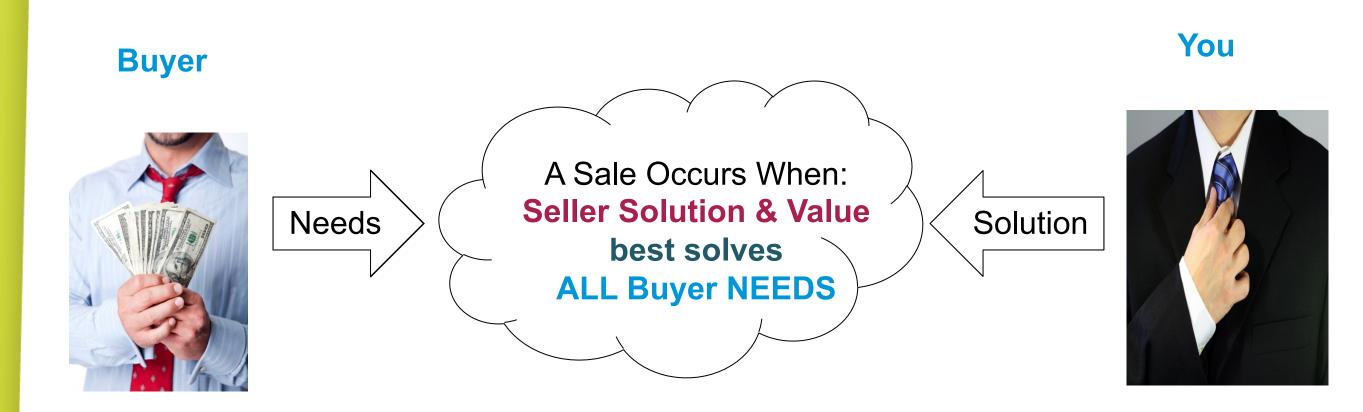
PAIN / GAIN: What a motivated Buyer must have in order for the buying process to start

**VALUE:** What a Seller must have to cause the Buyer to consider your Solution

**DIFFERENTIATION:** What You must have to Win the Buyer's agreement



## **Selling Transaction Fundamentals**





1- For

2- Who need

Specific Customer you could sell to in a key segment?
Your sandbox? Target customer is?
Needs/Pains/Hurts! Compelling reason to buy!
What Problem is being solved or new opportunity addressed?

3- Product X is

The product category is?

4- That provides

Key Benefit that addresses the compelling reason to buy?

5- Unlike competition A, B, C

Competitor product categories & leaders?

6- Our product

Key competitive differentiation?

7- Company also provides



### PAIN / GAIN – What Good looks like for the Seller!!

#### **KEY CONCEPT**

For - Your target market BUYER

Who Need - Define precisely the BUYER PAIN / GAIN you address

intuitively defines the BUYER Demand in Supply & Demand

#### WHAT GOOD LOOKS LIKE

Magnitude of the PAIN / GAIN –
Timing to Resolve the PAIN / GAIN –
Longevity -

Very, very high Priority for the Buyer

Must be solved Now

Pain will **Not** go away and there is no substitution now for solving it



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### Positioning Statement: Neoteric

**FOR**: blood bank departments in hospitals

WHO NEED: to lower costs by reducing blood wastage & transfusion labour

**NEOTERIC IS:** 

**THAT PROVIDES:** 

**UNLIKE COMPETITORS:** 

**OUR PRODUCT:** 

**COMPANY ALSO PROVIDES:** 



### Positioning Statement: FitBrains

**FOR**: females age 35 to 55 in North America

WHO NEED: to maintain their brain acuity in an effective and efficient way

**FITBRAINS IS:** 

THAT PROVIDES:

**UNLIKE COMPETITORS:** 

**OUR PRODUCT:** 

**FITBRAINS ALSO PROVIDES:** 



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### **Exercise**

#### **Exercise #1**

#### ~ 10 minutes

#### You create your first version of:

Lines 1 - Who is the Target Customer?

Line 2 - What is the PAIN that the Target Customer wants solved?

#### What Good Looks Like!

- Target Market a clear definition of the typical buyer.
- Pain / Gain a precise statement of the Pain / Gain and why. This should convey a big sense of OUCH!



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# Your VALUE to the Buyer to solve the PAIN / GAIN

#### **KEY CONCEPT**

Product X is - Your 'sandbox'; connecting BUYER to YOU; positioning

That provides - The BENEFIT / VALUE that you provide by solving the PAIN / GAIN

#### WHAT GOOD LOOKS LIKE for the SELLER

Sandbox – A potential Buyer easily finds you; your positioning is clear

**Benefit** – Your Product delivers the biggest **VALUE** to the PAIN / GAIN



### **Positioning Statement: Product X is**

### **CATEGORY & POSITIONING**



Words that define how Customers will find YOU



### **Positioning Statement: That provides**

### Your RESCUE for the HURT/PAIN of the CUSTOMER



The Quantity, Quality and Timing of VALUE Gained by the Target Market/Customer from YOU



### **Your Value**

#### Feature, Benefit and Value Definitions:

Feature - What your product does

**Benefit** – The gain that the Buyer derives from your Feature

Measurable and/or Tangible – Logical (IQ)

Hard to Measure and/or Intangible – Emotional (EQ)

**Value** – The Net Benefit, which includes all the costs that the Buyer incurs

#### **Benefits**

Costs

(Includes your Price and all Buyer costs)

\_\_\_\_\_

**= Your VALUE** 

(Net Benefit)



### Examples of Benefits for a Customer - 1

#### **LOGICAL / TANGIBLE**

- 1. Financial Changes
  - Increase Revenues
  - Increase Profits
  - Decrease Cost
- 2. Operational Efficiency
  - Productivity increase
- 3. Risk think "insurance"
  - Reduction/Mitigation
  - Safety
  - Reputation



### Examples of Benefits for a Customer - 2

#### **EMOTIONAL / INTANGIBLE**

- 1. Satisfaction Increase
  - Customer
  - Employee
- 2. Personal Satisfaction Increase Digital Media
  - Easier Connectivity with others like you
  - Increase your Image
  - Reputational capital increase
  - Fun increase



### The Nerve you can Hit!

- Ability to Save their Time
- Immediacy now; faster and better
- Convenience it is easy
- Comfort e.g. have a choice of ads in or out
- Desirability due to scarcity
- Belonging exclusivity; special club
- Creating & maintaining relationships brokering
- Health and well being information; games
- Success & status
- Entertainment fun
- Creative learning



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### Positioning Statement: Neoteric

FOR: blood bank departments in hospitals

WHO NEED: to lower costs by reducing blood wastage & transfusion

**NEOTERIC IS**: a blood transfusion management hardware and software solution

**THAT PROVIDES**: controlled access storage so that unused blood allocated to operations can be returned to the central storage, eliminating wastage

**UNLIKE COMPETITORS:** 

**OUR PRODUCT:** 

**COMPANY ALSO PROVIDES:** 



### Positioning Statement: FitBrains

FOR: females age 35 to 55 in North America

WHO NEED: to maintain their brain acuity in an effective and efficient way

FITBRAINS IS: a scientifically proven brain training technique delivered using both

SaaS and Mobile casual game platforms

**THAT PROVIDES**: a suite of challenging casual games that exercise all five main areas

of the brain helping to provide a healthy life style

**UNLIKE COMPETITORS:** 

**OUR PRODUCT:** 

FITBRAINS ALSO PROVIDES:



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### **Exercise**

#### Exercise #2

#### ~ 10 minutes

#### You create the first version of:

Lines 3 - What is the Category that your product fits into?

Line 4 - What is the Value (Benefits) that you provide?

#### What Good Looks Like!

- Category the customer can use Google to describe your Product and find you
- Benefit a clear statement of what the Benefit is that a Buyer is receiving.
   This Benefit statement ties directly to solving the PAIN ALOT!



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## **Selling Transaction Fundamentals**





### How you WIN!!

#### **KEY CONCEPT**

Unlike Competition The list of Key Competitors is known; no surprises!

Our Product Your Differentiation that provides the Buyer extra VALUE

Your Wow that causes you to WIN

#### Two types of Differentiation

Me too only better!

Only me!

#### WHAT GOOD LOOKS LIKE for the SELLER

**Unlike Competition** – You understand your key **Competitors strategies** 

Our Product – Your Differentiators are now best meaning they Win deals



### You WIN when:

**Your Company** 

**Benefits** 

Costs

\_\_\_\_\_

**= Your VALUE** 

Your Company's VALUE

The Competition

**Benefits** 

Costs

\_\_\_\_\_

= Their VALUE

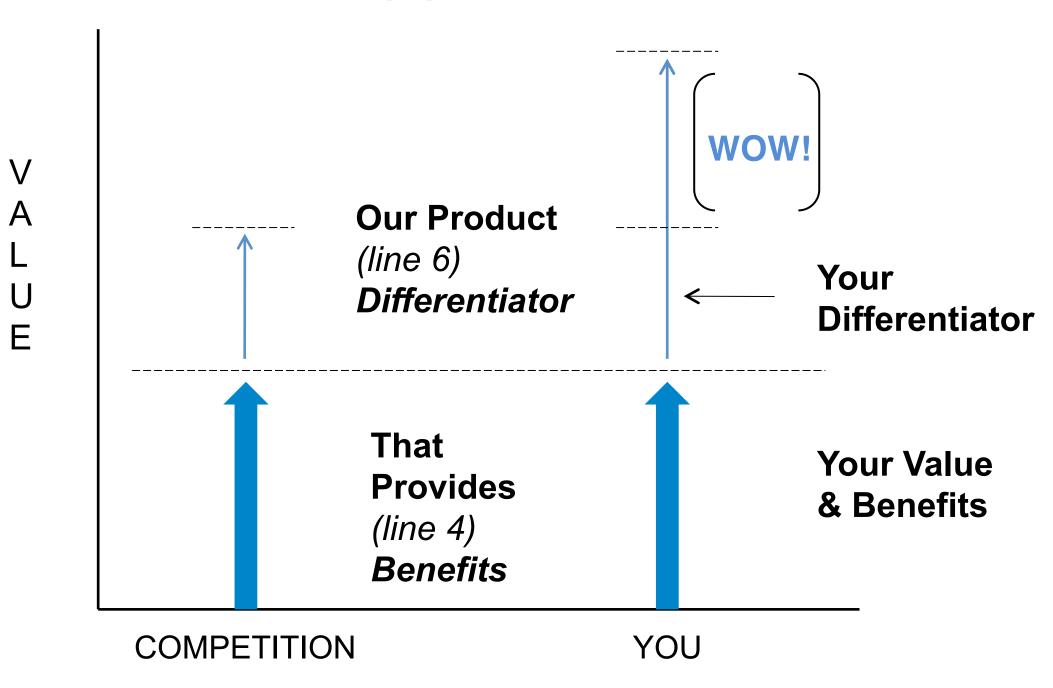
**Competitor's VALUE** 

**AND the Buyer AGREES** 

>>



# **YOU WIN!**





## **Smartphone Positioning Statement**

1- For People who are mobile

3- Product X is An all in 1 device for email, phone, internet access and apps

4- That provides On line access to important processes & data

5- Unlike competition A, B, C RIM, Apple and Google (Android)

6- Our product is

RIM – secure data communication

Apple – highly useable and 'cool'

Google – ubiquitous (available 'everywhere')



### **Talking Points**

#### Sources of Customer Value, in descending order of strength:

- Your Product Features → Benefits / Value to meet the Buyer's Needs
- Your Company
- Your People

#### Decision Making process by the Buyer, in descending order of strength:

- 1st, Best Benefits / Value + Differentiation its an easy decision!
- 2<sup>nd</sup>, Lowest Price
- 3<sup>rd</sup>, Lowest Risk



### Positioning Statement: Neoteric

FOR: blood bank departments in hospitals

WHO NEED: to lower costs by reducing blood wastage & transfusion labour

**NEOTERIC IS**: a blood transfusion management hardware and software solution

**THAT PROVIDES**: controlled access blood storage so that unused blood allocated to operations can be returned to the central storage, eliminating wastage

UNLIKE COMPETITORS: such as paper based systems and manual methods

**OUR PRODUCT**: eliminates deaths from blood mismatching using barcode confirmation

COMPANY ALSO PROVIDES: full implementation and support services; solution updates; customer conferences



## Positioning Statement: FitBrains

FOR: females age 35 to 55 in North America

WHO NEED: to maintain their brain acuity in an effective way

FITBRAINS IS: a scientifically proven brain training technique using an online casual games platform

**THAT PROVIDES**: a suite of online casual games that exercise all five main areas of the brain helping to provide a healthy life style

**UNLIKE COMPETITORS**: such as Lumous Labs

**OUR PRODUCT**: is mobile, fun, social and as competitive as you wish, motivating users to keep coming back

FITBRAINS ALSO PROVIDES: a range of research papers on brain fitness, constant product innovation through new product updates



## Elements of a Positioning Statement

1- For

2- Who need

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What else is needed for a Whole Product? Partners provide?



### **Exercise**

#### Exercise #3

### ~ 10 minutes

### You create the first version of:

Lines 5 - Who are the top 1 or 2 Competitors?

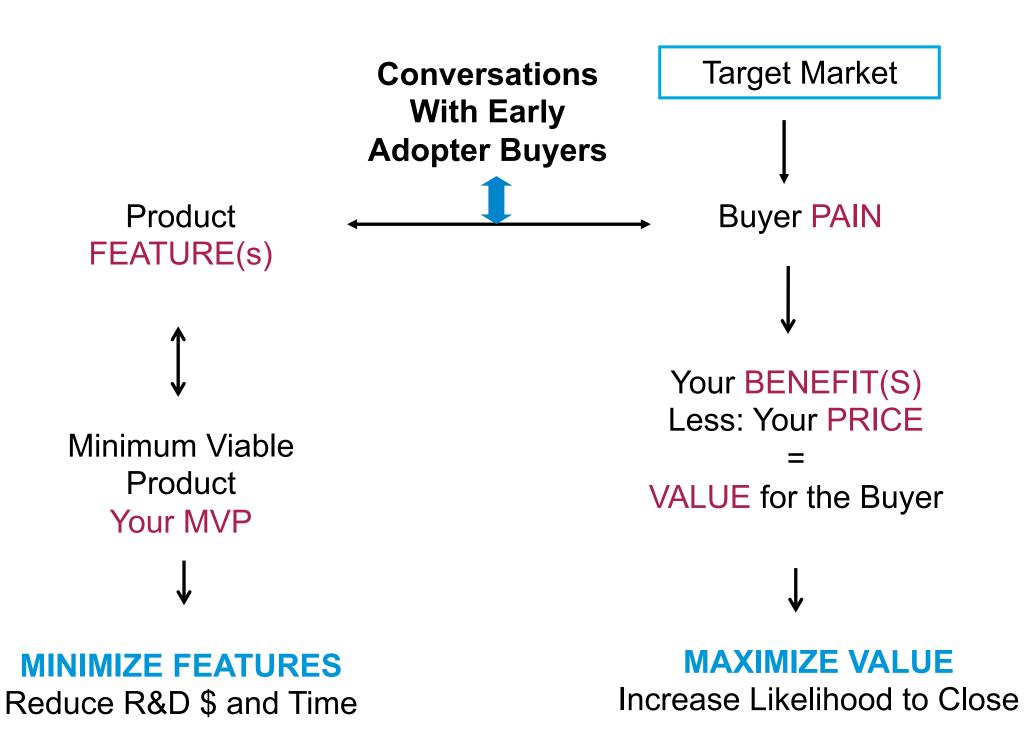
Line 6 - What is your Differentiator for each Competitor?

#### What Good Looks Like!

- Competitors the top 1 or 2 are known
- Differentiator compare to each competitor, what is the WOW factor that they don't provide. Good = the overall VALUE increases A LOT!



## Connecting Feature(s), Benefit(s), Price & Value





## Why the Positioning Statement is Important!

### **Various Perspectives**

**Staff** – involved; empowered; aligned

**Investors** – confidence; committed

**Customers** – involved; they want your product to be the best

Risk Mitigation – enough of 'think 1st, then do'; minimize retrys

You - focused; confident about doing the right things, right; Winning



## **Summary**

You now have a **Hypotheses for a Positioning Statement** and are ready to **determine the FACTS** by talking to representatives **in the Target Market!!** 

Doing the Positioning Statement sets you up for Success by requiring you to think about and decide

how and why you are going to WIN and making the BEST CHOICES!

You now have a 17 Second Pitch to tell others concisely what you do!

Doing the Positioning Statement provides you and those around you **CONFIDENCE** that you are **doing the Right thing, RIGHT**.



## "Assessing the Opportunity"

2. Your Market Opportunity – is it realistic and worthwhile?



## Is this a Worthwhile Opportunity?

### **KEY CONCEPTS**

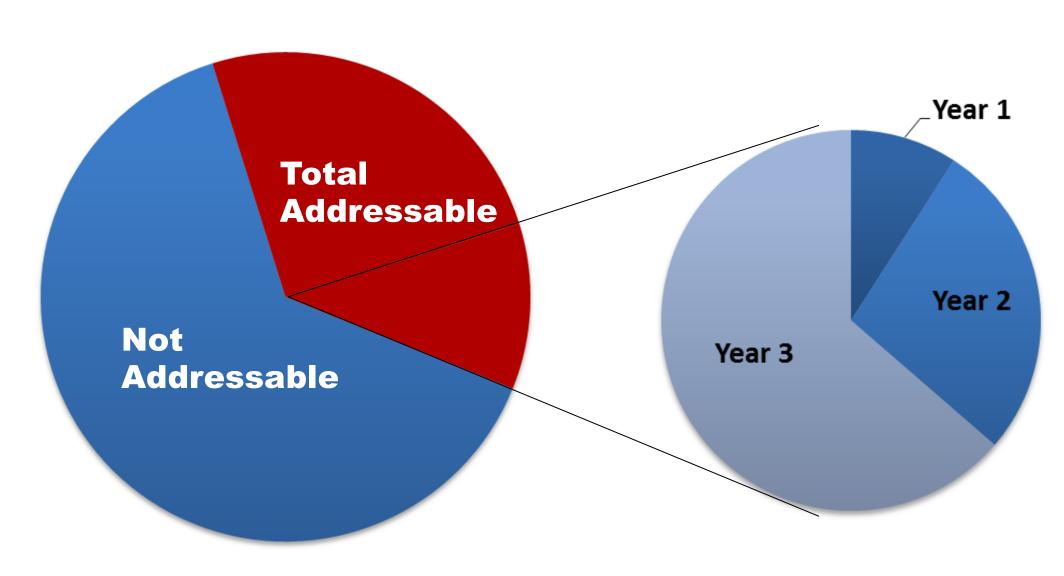
How Big can this Opportunity become?

How much of this Opportunity do you think you can WIN in the next few years?

You will spend 5 to 10 years of your life pursing this Opportunity should you decide to commit to it – is this Opportunity worthwhile enough to make this commitment?



# What is your Market Size?



**Total Market** 



## Your Opportunity – How big is it?

How **BIG** can this **Opportunity** get?

**Total Market** – if ALL Buyers bought at your Target Price

Revenue = Your Target Price X ALL Units

**Total Addressable Market** – the Market that you can realistically sell into?

Revenue = Likely Price X Likely # of Units

**Year 1, 2, 3** – Expected Market Results for the first 3 years?

Revenue = Year 1, 2, 3 – Price Expected X # of Units per Year

Is this a Worthwhile Opportunity for you?



## **Your Opportunity**

Measure	# of Units	X Price per Unit	=	Total Revenue
Total Market				
Total Addressable Market (TAM)				
Year 1 Revenue				
Year 2 Revenue				
Year 3 Revenue				



### **Exercise**

#### Exercise #4

#### ~ 10 minutes

### You create the first version of:

- Your Opportunity Expectations in \$\$
- Your Total Addressable Market
- Your Years 1,2,3 Revenue expectations

### What Good Looks Like!

- Opportunity Expectations good market size; beachhead; large room to expand
- Unfair Advantage you have leverage to get you started such as domain experience



# "Assessing the Opportunity"

3. You as an Entrepreneur?



## You as an Entrepreneur

Ralph's Personal Experience & Thoughts – "control of my destiny"

**Boss Choices** - there wasn't a boss I thought I could work for and learn lots. I was not employable long term. Instant set up for disaster to work for anyone.

**Risk Taker & Like Challenges** – athletics, tough university education courses. Did not look for the easy way. Deep end of the pool; sink or swim. Good dose of personal confidence, but not arrogance.

**Financial Rewards** – Financial rewards came but they were not the primary focus.

**Like Creating & Seeing Customers smile** – enjoy creating something new and seeing the satisfaction that customers derive AND telling you.

**Unfair Advantage -** MBA helped for business fundamentals and savvy. Technical education helped a lot – tough to BS.



## You as an Entrepreneur

Ralph's Investor Criteria – its all about the people!

**PASSION - Being an Entrepreneur; the Opportunity** 

**ADAPTABILITY – Pivoting will happen** 

JUDGMENT – Separating the Facts from the Noise; Decision Making; Focusing

**EXPERIENCE-** Time in the domain and business experience helps a lot!!



### **Summary**

Walk in the shoes of a Customer, always! Think HURT & RESCUE!

Find clear and big PAIN / GAIN, deliver Value and Win with your Differentiator!

**Ensure that your Opportunity is worthwhile pursuing!** 

Decide if you want to be an entrepreneur – a typical opportunity will take 5 to 10 years of your life!

It is an absolute BLAST for the right type of person!!

**BEST of LUCK!!** 



## **Wrap Up Thought**

# "WITHOUT EXCEPTION, ALL OF MY BIGGEST MISTAKES OCCURRED BECAUSE I MOVED TOO SLOWLY"

John Chambers – CEO, Cisco

