



# MINDSE OF CONTROL STRATE j. STRATEGY SYSTEMS ACTION

#### SALES IS A CRAFT. THESE ARE YOUR TOOLS.



# THE DAILY HUDDLE

- → GOOD NEWS: Mandatory
- → YOUR KPIs: Current and Forecast
- → TODAY'S TOP PRIORITIES: Max 3

#### → BLOCKERS: What's Stopping Progress?

- Can the <u>Team Help</u> Solve it Now?
- Is <u>Manager Support</u> Needed?

### IT'S NOT A MEETING. IT'S THE HUDDLE.



EXPLICATION CC

# 

→ FIND THE REAL <u>PROBLEM</u>

What Hurts — and Why?

#### → FIND A REAL <u>FIT</u>

Can We Help — In a Way That Matters?

#### → FIND A REAL WIN

Should We Do This — Together? Now?

#### IF THEY DON'T HAVE A REAL PROBLEM, YOU DON'T HAVE A REAL PROSPECT.



EXPL EDITOL TO LESS

# NO DIAGNOSIS, NO TREATMENT

- What Are They Trying To Solve?
- Why Now? What Changed?
- What's the Timeline or Urgency?
- Who Else Needs to Say Yes?
- What Does Success Look Like?
- What Happens if They Do Nothing?





# PROVE IT'S WORTH SOLVING

### → DETERMINE SEVERITY

- ◆ CRITICAL → Must Solve Now
- ♦ IMPORTANT → Is it Escalating?
- ♦ INTERESTING → Budget: \$0

### → FIND EVIDENCE

- Impact on Cost / Revenue / Risk
- Impact on Them / Team / Customers
- What Breaks if They Wait?

### REAL PAIN CREATES REAL URGENCY.



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