

So I decided to post few things about selling beats and teach ya'll ways that are never shared in those PDF's people sell claiming that you will make money with the inside info that's usually a plain information that you could find on google.

I might make series or just this one will be the last one - I will see how it performs.

I know that most people would think, that posting beats to YouTube is the only right way to go, but well, without **secret stuff** (it used to be buying views in past) you have a little chance to grow your YouTube nowadays, at least it wouldn't be quick. I suggest you to do YouTube though (I have good performing one, too) but honestly I made way more money off the YouTube and well, it was the money that could be made right away without waiting months for the beat to get views.

I don't know about you, but for me posting beats for 3 months only to see them getting 150 views each wasn't satisfying. Fortunately, I was getting thousands of plays to my Airbit/Beatstars before my YouTube started performing. Yet, people still would wait 5 months for the miracle to happen on their YouTube channels. I think you should treat it as a side hustle **until it really blows up**, and then you can focus on it, because before that day, you will get very few potential clients checking your beats. And you want to sell beats now, right?

Okay, so, **Part 1** - first tactic I use - **direct contacting artists**.

At first, you gotta get yourself emails/contacts to rappers, but the most important thing is they have to be 1) **ACTUAL BUYERS** that are 2) **INTO YOUR TYPE OF BEATS**

This is something that most people seem to miss, and which actually is the **most important thing** in my opinion.

There is like a million rappers out there, but if you ever had a convo with any, 80% are broke/not buying beats at all. It means that **800.000** out of **1.000.000** rappers are a **WASTE OF TIME**. You could literally hit 100 dms a day only to have **20 MAYBE buy your beats in the future**. If you reach 100 day it would take you **28 years to hit them all up, of which 21 years will be HITTING UP BROKE ARTISTS THAT WILL NEVER BUY ANYTHING**. I can't stress it enough how important the targeting is!

But how do you know that the artist is an actual buyer? It's simple. **He usually has Spotify, iTunes etc.** He has to buy a beat in order to distribute his songs.

Now, how do you know he is into your type of beats? **He already used beats** of producers that you look up to as you are their fan. You probably make similar music, so you probably have the similar taste with those artists.

That way you narrow 1.000.000 random artists to like 10.000-50.000 perfectly targeted ones that are both **buying beats & into your type of beats**.

Now look, 50k artists is a lot. If you were to dm 100 a day (which is almost not doable to have well conversation with 100 people in one day), it would take you 500 days straight which is almost **1.5 year**.

That's PLENTY OF ARTISTS OUT THERE looking to actually **BUY YOUR BEATS**.

And the best thing is that 90% of producers either just post beats to YouTube to get 100 views or they spam every rapper they could, so they hit up broke ones and those that are not even into their type of beats, lol. So you cut your competition in the beginning.

Now, I get myself all the info o those artists into .txt file. Their: emails, twitters, instagrams. Then you set up your social media and your email to contact those artists.

And now, before say it's spamming - **you are not going to spam!** Use your head.

What you send them, is something like this: "Sup man, your joints are dope, I got you from social media. Do you want to link anytime?" or **ANYTHING** like this.

The point is to send a genuine message and get them to reply to you. They would never think it's a spam if you don't send a spammy message. They will even be thankful that you complimented their music.

And then, after they reply, you say "blah blah, and by the way, I feel like our styles are very similar, maybe you would want to check out my beats? I'm sure you will fw them!".

Now do it with 50 artists in a day. Then 100. Then 200. Automate the process. **See how the plays on your beatstore grow and the sales start coming in.**

And remember. **Don't look at the number of followers, plays etc.** I have a beat on 1st place for one Type beat for a year, 73k views, and it made only \$1.000.

It's all bout relationship with your clients. You don't need 100k followers etc.
All you need is **50 customers** that spend **\$100** a month to make **\$5.000/month!**

That's it. If you liked it and want to learn how I do it and you are ready to invest, hit me up on email wronadabeatmaker@gmail.com or my instagram: <https://instagram.com/bartas.44>

And here are some examples of successful conversations and sales:



