

Business 101

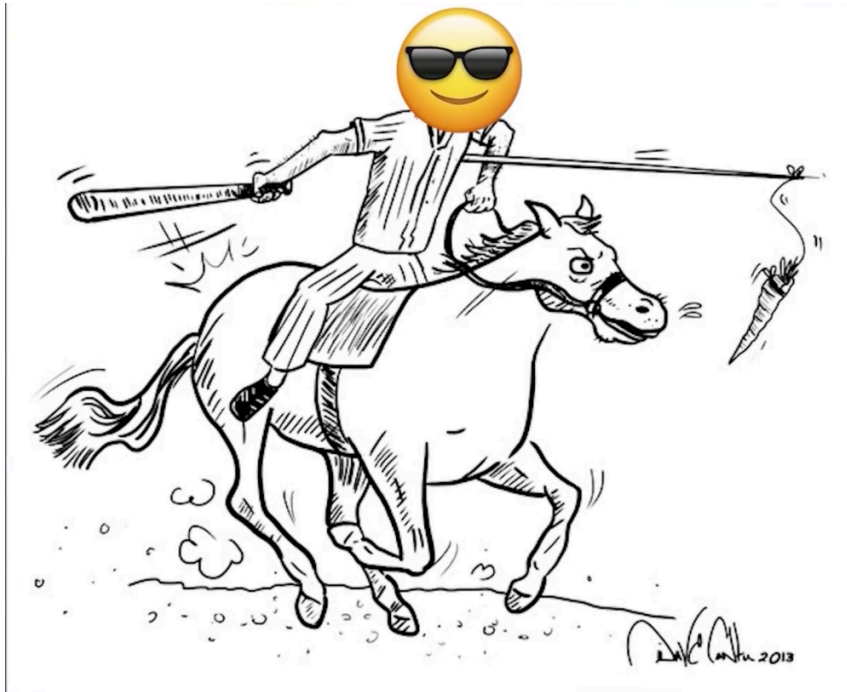
$$\text{Value} = \frac{\text{Dream outcome} \times \text{Perceived likelihood of success}}{\text{Effort \& Sacrifice} \times \text{Time Delay}}$$

- ❖ Value is only significant if it is perceived that it has value.
 - ❖ The two “levers” of success
 - Help and retain current customers
 - Find more & more ways to get **new** customers
 - ❖ Find a way to pull both levers so that you can maximize your profits
 - ❖ The Value Ladder
 - Initial contact
 - A free gift / aka “lead magnet”
 - Low-ticket item (\$1-\$100)
 - Mid-ticket item (\$100-\$1,000)
 - High-ticket items (\$1,000 & Up)
 - ❖ Get as many people to climb up the value ladder as you can
 - This will ensure that you’re providing lots of value to the customer
 - ❖ Focus on how you can get people to go up that value ladder as fast as possible
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- ❖ What is the Market/Niche?
 - There are **BIG** and **small** Markets.
 - If there is one small group of people that wants one thing specifically, you can create a business to help them achieve their very niche problem.
 - Find what the market wants, and give that to them.
 - The world tends to very specific groups called niches, this could have to do with anything.

❖ [How Humans Work](#)

- Human “Motivators”
 - Towards Pleasure
 - Away from Pain



- ❖ You need to understand the following:
 - What someone really, really wants
 - What is painful about that someone's current situation
 - Find **emotion** within the target audience

❖ [Current State —> Dream State](#)

- ❖ Roadblocks and Solutions for Clients/Customers
 - Questions to figure out & Ask:
 - What is stopping them from getting what they want?
 - What mistakes are they making?

- What limitations do they have?
 - What are they not doing that would get them to where they want to go?
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❖ What Products Are Used For

- The Product is usually just a tool for the customer to use to find their solution then and accomplish their goal
 - Figure out how the product helps people take advantage of their situation:
 - Quickly
 - Easily
 - Fast
 - Without many efforts
 - Create a bridge for the customer to go from their **current state** —> **dream state**, and use the product to do this.
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❖ Brand & Identity

- ❖ People will often purchase things to get an identity or a certain level of status associated with the product.
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❖ Market Systems

- ❖ How businesses get your attention
 - They find you/you search (**Search**)
 - They interrupt your attention (**Interrupt**)
- ❖ (**Search**)
 - Pay to show up in a search result
 - Organic recommendation
- ❖ (**Interrupt**)
 - Pay for ads, videos, pop-ups
 - Create content for social media

❖ What makes a human pay attention?

- Seeing something that stands out
 - Seeing something that provides value
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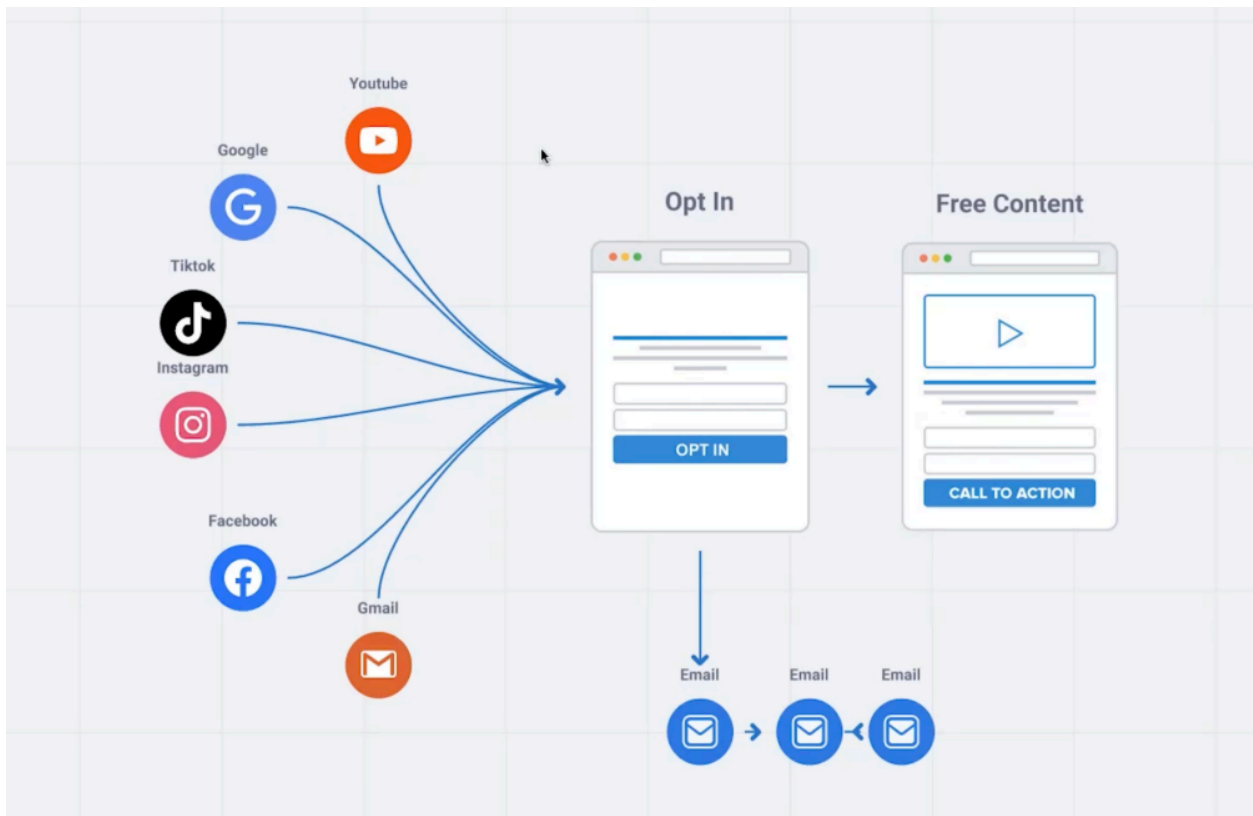
❖ What are “Funnels”?

❖ **Lead funnels**

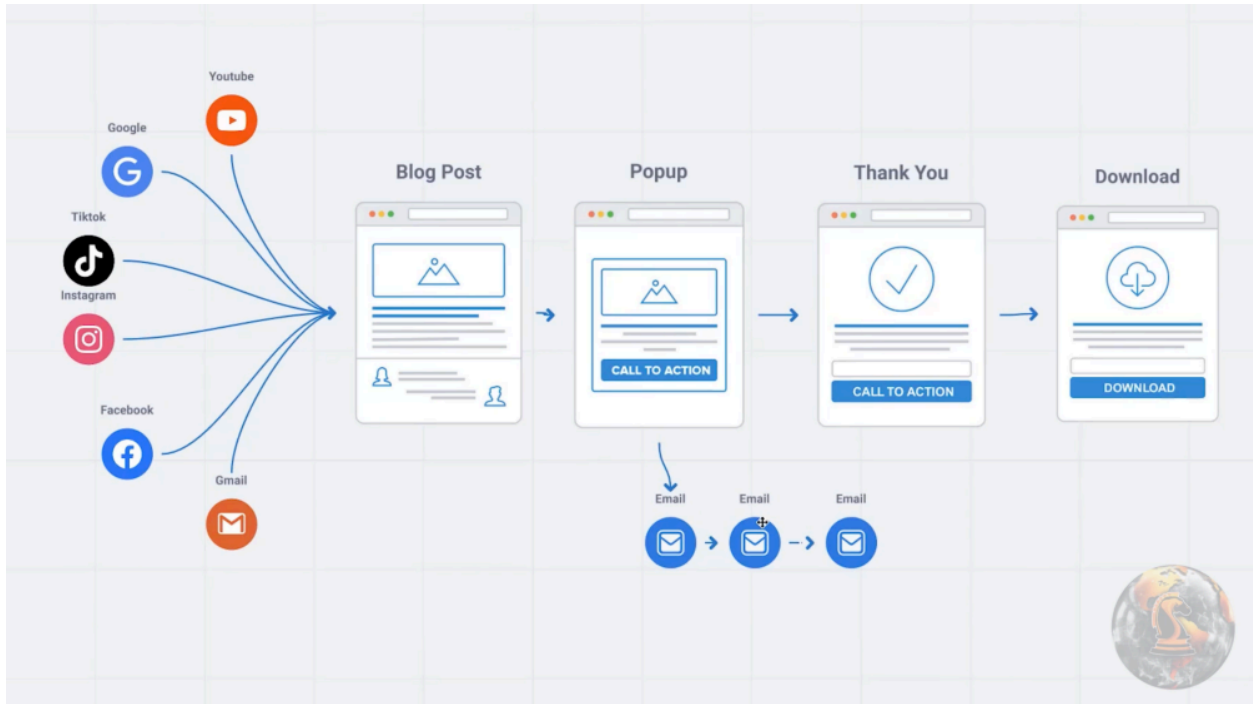
- Customer lead funnel outcome
 - Phone #
 - Email
 - Etc.

❖ Do this in exchange for some type of value.

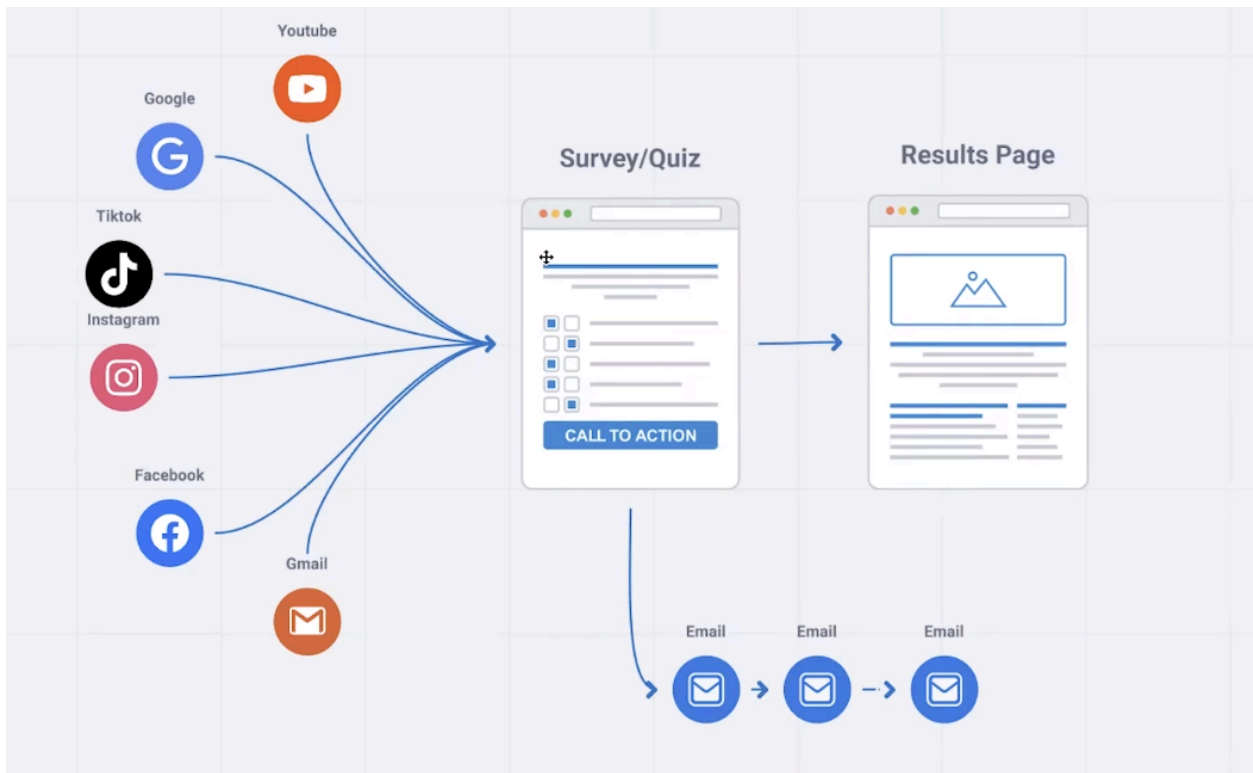
❖ **Lead funnel #1**



❖ **Lead funnel #2**



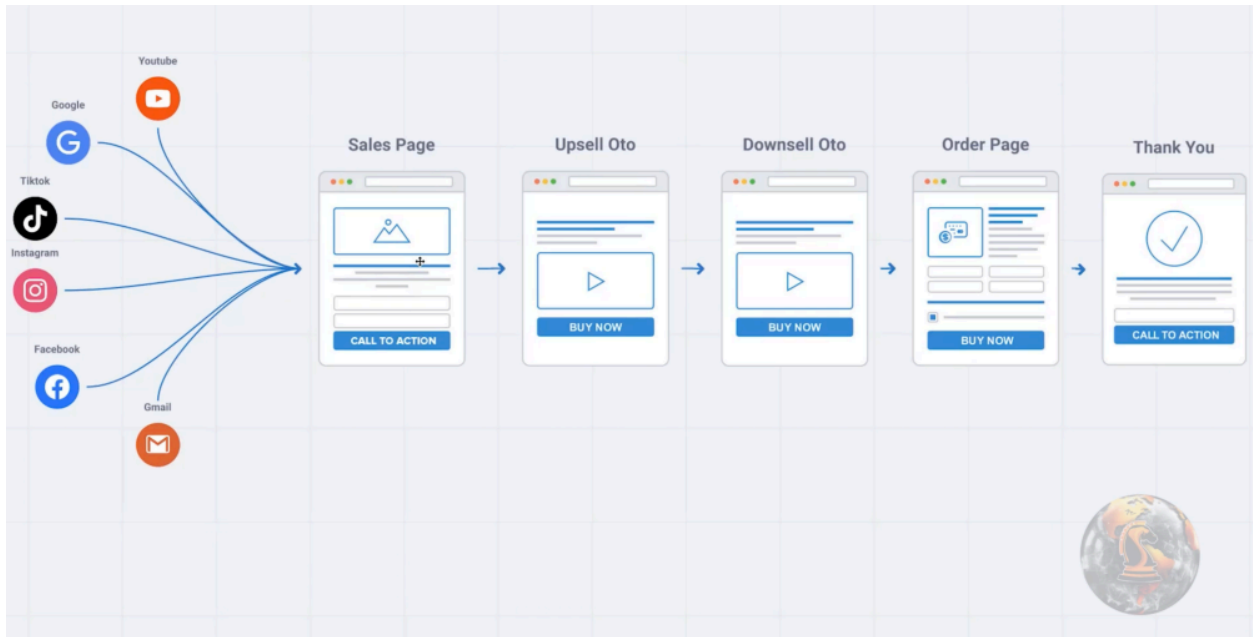
❖ Lead funnel #3



❖ Sales funnels

❖ Sales funnel #1

- Persuade the customer
- Upsell
- Down sell
- Payment
- Thank you



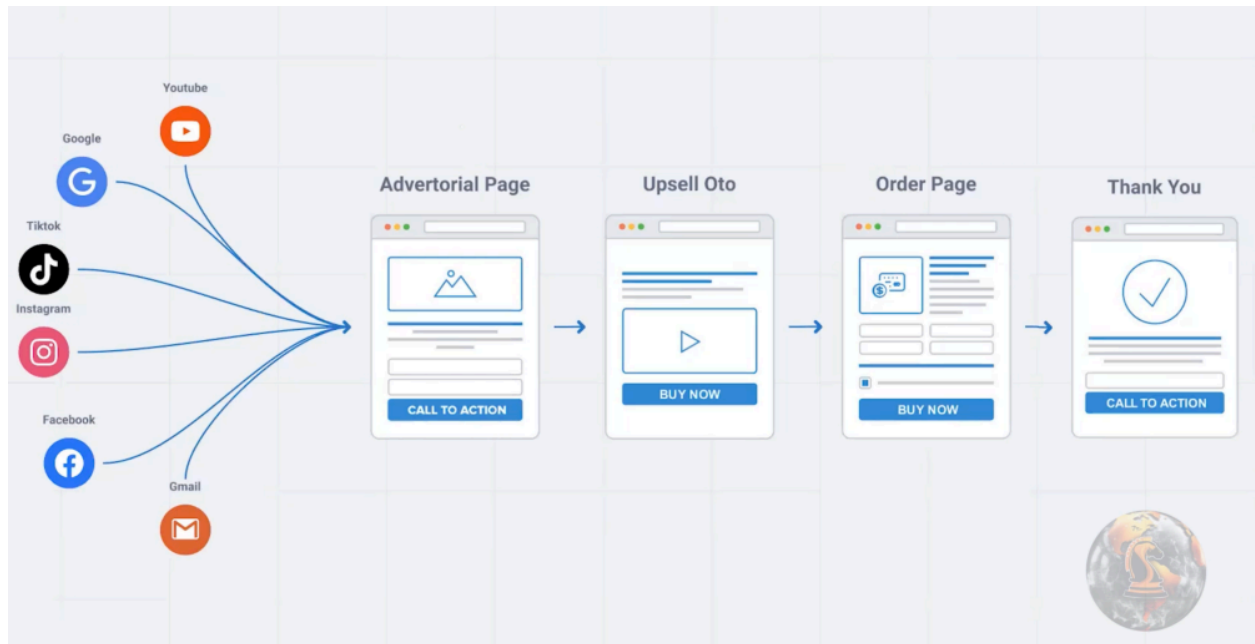
❖ Sales funnel #2

- Video sales page

❖ Same as the 1st sales funnel, but with **just** a video instead

❖ Sales funnel #2

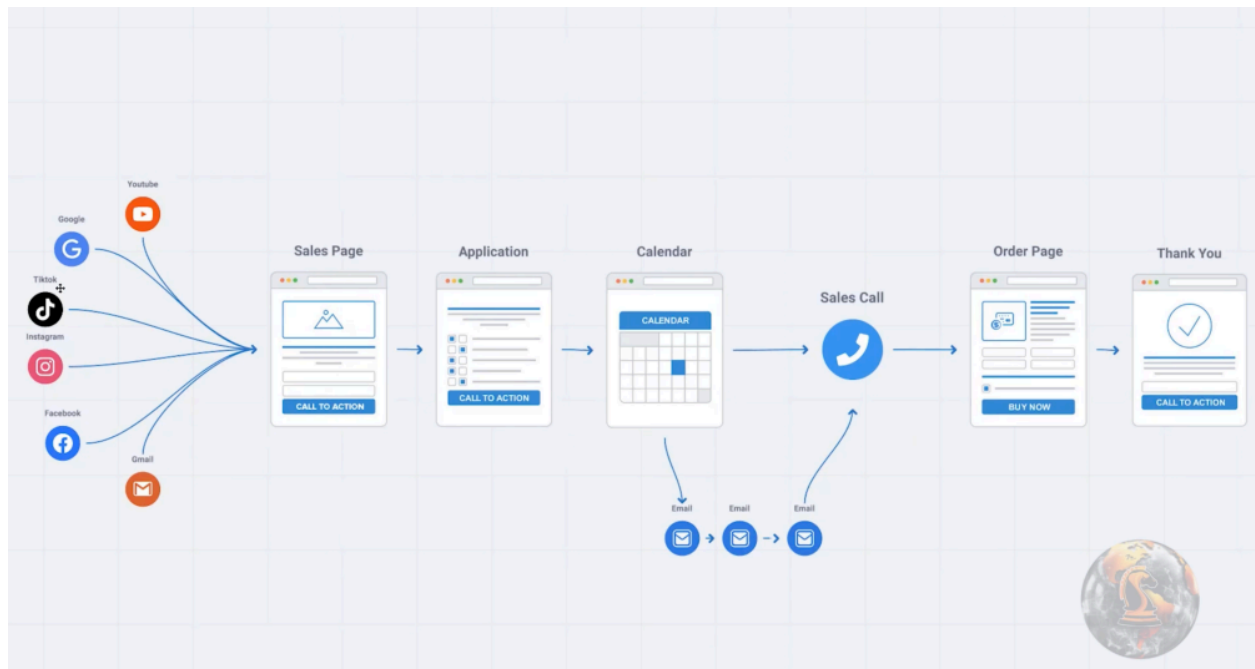
- Advertorial sales page
 - Disguises itself as an article
 - Upsell
 - Payment
 - Thank you



❖ Sales funnel #3

➤ Application funnel

- Apply for event/Product
- Book a call with a sales rep
- Payment
- Thank you

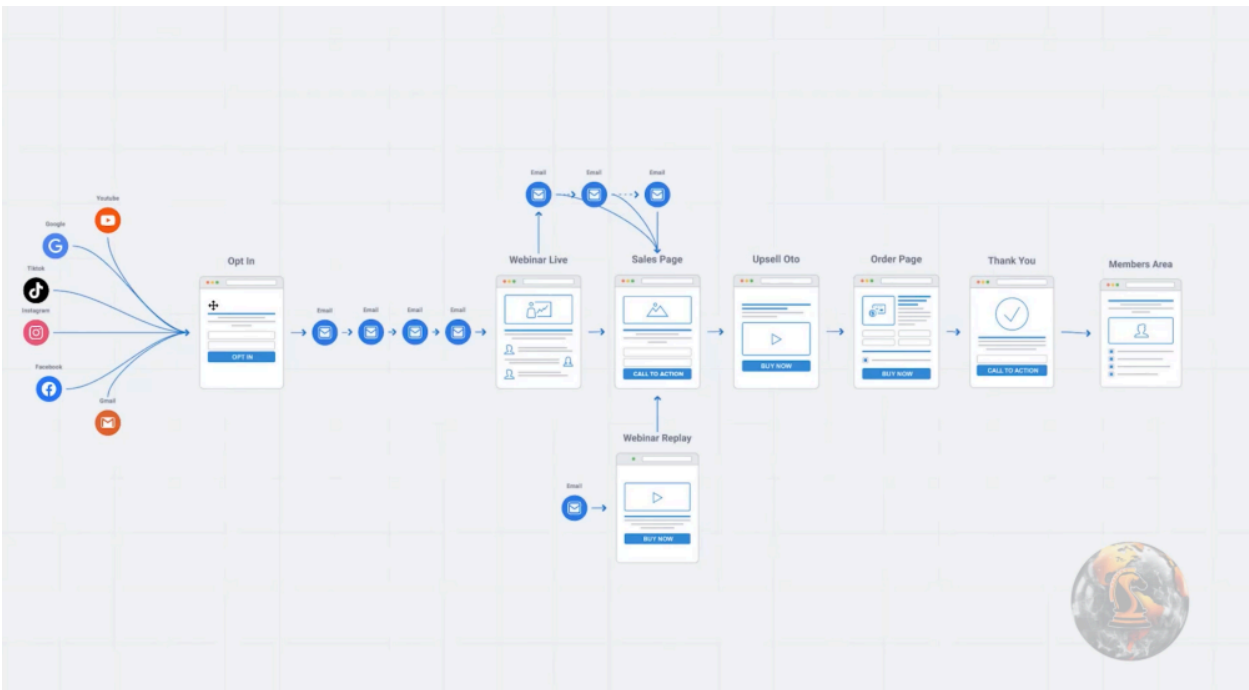


❖ Event Funnels

❖ Event funnel #1

➤ Webinar funnel

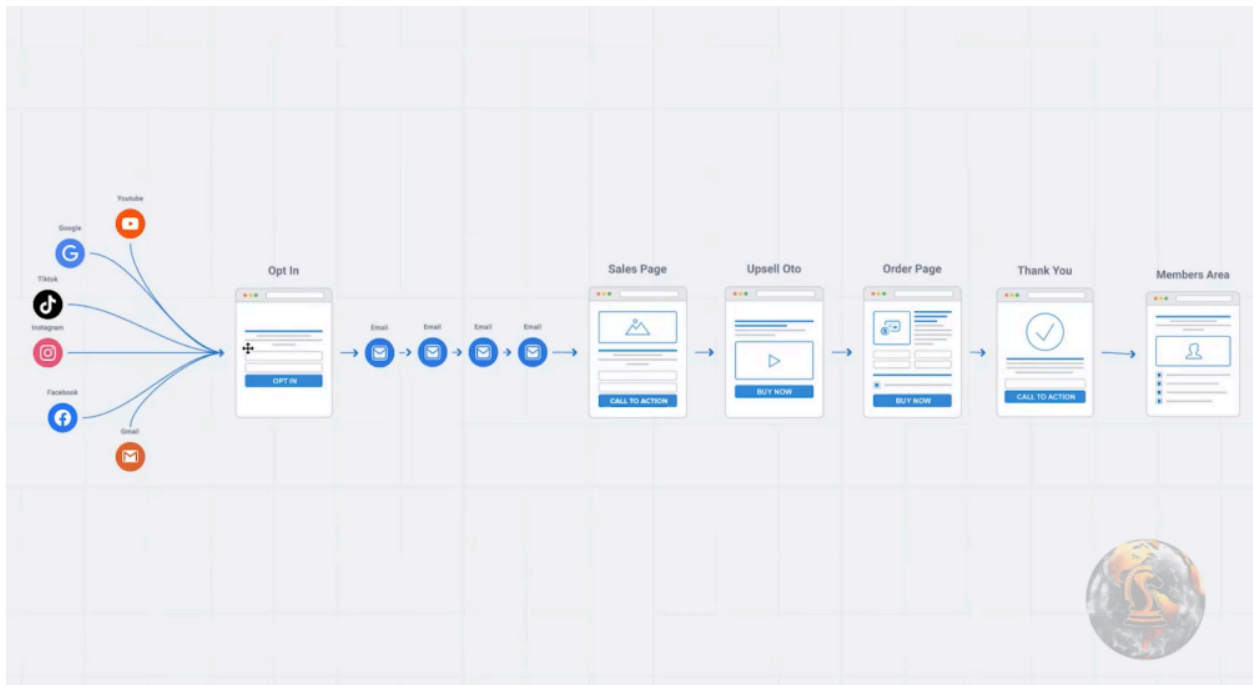
- Opt-In
- Tease the value of the whole product
- Webinar
- Upsell
- Payment
- Thank you
- VIP Area



❖ Event funnel #2

➤ New Product/Course funnel

- Opt-In
- Teasers
- Sales page
- Upsell
- Payment
- Thank you
- VIP Area



❖ Homepage funnels

❖ **Homepage funnel #1**

- The home page opens up:
 - Lead generation funnel
 - Sales funnel
 - Info funnel

