

Building a Management Team That Grows With Your Business

April 10, 2008 Bill Nussey, CEO Silverpop I have made these presentations available in the hopes that the ideas will be helpful to others.

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Thank you and enjoy. Bill Nussey

Today's Presentation

▶ There is no such thing as the perfect management team. Each stage in a company's life requires dramatically different management skills.

Agenda

- The basics (assumes a B2B tech company)
- Five stages of a company
- Quick quizzes: is your management team ready?
- A note on founders and some interesting observations

"Failure doesn't always happen because people take their eye off the ball. Sometimes it happens because people insist on sticking with what made them successful in the past"

- paraphrased from Andrew Ward, author of Leadership Lifecycle

" It is better to be wrong than dead. Don't let egos and history prevent you from making the hard changes."

- Yours Truly

The Basics



Definitions

Leadership

- Create a vision, acquire resources, interpret outcomes, communicate to stakeholders
- Drive an outcome that is greater than the sum of the parts

Management

 Organization and coordination of resources within accepted policies towards a targeted outcome

Leadership	Management
People	Process
Vision	Plan
Sell	Deliver
Create	Scale

Two Styles of Leadership

Bulldozer

- One driver, no passengers, sluggish but can move through anything. People either get behind it or get plowed over.
- Pure start ups and turnarounds benefit from bulldozer drivers

Bus driver

- ▶ One driver but many passengers, getting people on board is essential. The group moves together.
- Operating and fast-growth companies benefit from bus drivers

The Five Stages of a Young Company

Generate Idea

- Creativity; ignore conventional wisdom
- Fearless leadership

Create Prototype

- Technical depth; expediency over elegance
- Urgent leadership; project-level management

Closing First Customer

- Evangelical sales; flexibility in vision
- Leadership is key but management is required

Managing Many Customers

- Develop processes and structures
- Experienced middle mgmt becomes essential

Grown Up (no longer a start up)

- Proactive plans; invest in communications
- Management culture trumps leadership

Managing Through the Five Stages



The Idea Stage

The Idea Stage

 Invention includes destruction; be willing to throw out ideas and start over

▶ Things to keep in mind

- Be careful who you pick here because you may be stuck with them for a while
- Avoid promising executive jobs to people who won't be qualified
- Ideas for potential markets are a dimea-dozen, don't buy your own hyperbole
- Beware of big resumes and bigger promises

The Numbers		
0 to 1	Levels of Management	
\$0	Revenue	
2-5	People	
\$0 to 500k	Capital required	

Quick Quiz for "Idea stage" Management Teams



- ✓ Are the founders <u>very</u> thick skinned? Are they comfortable making countless cold calls to complete strangers?
- ✓ Do one or more of the founders have deep experience in the particular niche the start up is focused on (e.g., medical, storage, finance, etc)?
- ✓ Has the team already decided who will take the various leadership roles?
 Waiting till later to pick the CEO is a bad idea.
- ✓ Are the key contributors prepared to come on board full time, perhaps without pay, if the idea can be a company?

The Prototype Stage

▶ The Prototype Stage

 Build it (and sometimes re-build it) and they will come

▶ Things to keep in mind

- Leadership is critical here drive urgency, frugality and hope in the face of daunting hurtles (bulldozing works here)
- Sunk costs and opportunity costs become real
- The level of the teams commitment will be truly tested – these are often the longest and hardest hours of a company's life

The Numbers		
1 to 2	Levels of Management	
\$0	Revenue	
3-20	People	
\$250k- \$1m	Capital required	

Quick Quiz for "Building a Prototype" Management Teams



- ✓ Are the key decision makers able to understand most of the technical decisions that are being made?
- ✓ Can they explain the product vision and its inner workings to non-technical buyers?
- ✓ Are they effective a motivating engineers into a 24/7 work ethic without burning them out or driving shoddy work?
- ✓ Is there an executive who will be credible and compelling to potential investors

The First Customer Stage

▶ The First Customer Stage

 The rubber hits the road and the viability of the idea gets its first real test – if someone will buy it, the company has a future

▶ Things to keep in mind

- Closing lighthouse accounts (or signing up a large set of invite-only beta users) is the single biggest step for credibility and long term value
- Don't worry about revenue if you don't have to
- Customers that buy from untested companies are unique and don't scale
- The art of management starts to become important but fire-fighting still works

The Numbers		
1 to 2	Levels of Management	
\$0 - \$1m	Revenue	
5-30	People	
\$250k- \$1m	Capital required	

Quick Quiz for "First Customer" Management Teams



- ✓ Can your CEO or head of sales personally close the first few customers without help (other than technical assistance)?
- ✓ Are the founders and execs willing to compromise their original vision to meet the needs of their lighthouse customers?
- ✓ Can the execs successfully play multiple roles (sales, support, marketing, finance, etc) until the company is large enough to hire specialists?

"The single hardest part of growing a company is telling someone that was crucial to getting your company to its current success that they are now an obstacle to its future."

The "Many Customers" Stage

► The Many Customer Stage

 This stage is where an idea gets translated into shareholder value – it's harder than it looks

Things to keep in mind

- The culture must shift away from pure leadership towards a balance with management (bus driver management)
- A surprising number of companies actually die or get sold off for little value at this point
- Avoid promoting your salespeople or engineers into management roles (despite their ambitions) – they rarely make good managers and you lose key individual contributions

The Numbers		
2 to 3	Levels of Management	
~\$10m	Revenue	
25 - 100	People	
\$5m - \$10m	Capital required	

Quick Quiz for "Many Customers" Management Teams



- ✓ Are your managers and second level executives comfortable executing on decisions that they, personally, don't necessarily agree with?
- ✓ Can the majority of your executives (except the CEO & COO) shift from being generalists into being specialists?
- ✓ Will the company culture move beyond celebrating "fire-fighting" solutions towards repeatable (boring) processes?

The "Grown Up" Stage

► The Grown Up Stage

 The idea is real, the market is viable, the management team can scale.
 Profitability and predictability drive even more shareholder value

▶ Things to keep in mind

- Most companies experience a profound culture shift here – the sense of community and ownership diminishes
- Leadership is no longer automatically trusted; line feedback is filtered
- Actively developing internal leadership and management is essential
- An entirely new kind of less-risk-averse employee is now interested in working with you – take advantage of it

The Numbers		
3 to 5	Levels of Management	
>\$10m	Revenue	
125++	People	
\$0	Capital required	

Quick Quiz for "Grown Up" Management



- ✓ Does at least some of your exec team like reading spreadsheets?
- ✓ Do any of your executive team have experience with <u>building</u> the processes and operations of a growing company?
- ✓ Will your executive team allow their staff to actually do the day to day work without micro-managing them even if the quality of the work drops somewhat?

A Few Other Key Points to Consider



Founders

- No other role is more pivotal and defining in a company's growth
- The reasons that founders are awesome
 - Founders defy conventional wisdom
 - Founders can convince anyone to follow them regardless of the danger signs
- ▶ The reasons that founders are terrible
 - Founders defy conventional wisdom
 - Founders can convince anyone to follow them regardless of the danger signs
- ▶ As a company grows, it shifts from breaking the status quo towards delivering stability and predictability for the clients and employees who depend on it most founders struggle with this

Invention & Prototype

Many Customers & Grown up

A Few Other Tidbits – The best management building ideas I've seen

- Keep the management in the same geography at all costs, especially in the early stages of a company
- Different styles and backgrounds are fine (and even a good thing) but always make sure everyone shares the same values
- ▶ Energy, brains and a burning need to prove themselves will trump a fancy resume every day.
- ▶ Create time <u>outside</u> of work for people to interact give them an opportunity to remember why they like and respect each other. Pick up the tab.
- ▶ The longer a team works as a team, the better it will perform. The surprising part of this is that it often outweighs talent, resumes, and hours worked

Wrapping It Up



Wrapping It Up

- ▶ Young growth companies are a paradox the very things that make them successful when they're young will kill them as they grow up
- Management teams are often the most outward sign of the kinds of changes growth companies go through
- ► Each stage of a company's life has its unique opportunities and challenges looking at them as a continuum greatly undermines a company's opportunity for success



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