## How to pitch

I. There is **no wrong answer**.

II. The first thing that pops into your

**mind** is most of the time the right

answer.

III. If you can't be serious, **be funny**, **blunt**, **rude**, **or smart**.

Six Waypoints 1. Define - What is your company? Which goals do you have? 2. Discover - Who is your customer? Why should they care? 3. Design - What are you going to do for your customer? What does your product or service look like? 4. Develop - Bring it together. Prioritize the tasks and dare to choose. 5. Deliver - Organize it. Determine the resources and people you need. 6. Drive - Keep it in motion. Promote and sell.