

# **The Open Source Business Model**

**Key Metrics and Levers**

# Key Elements in “Business Model”

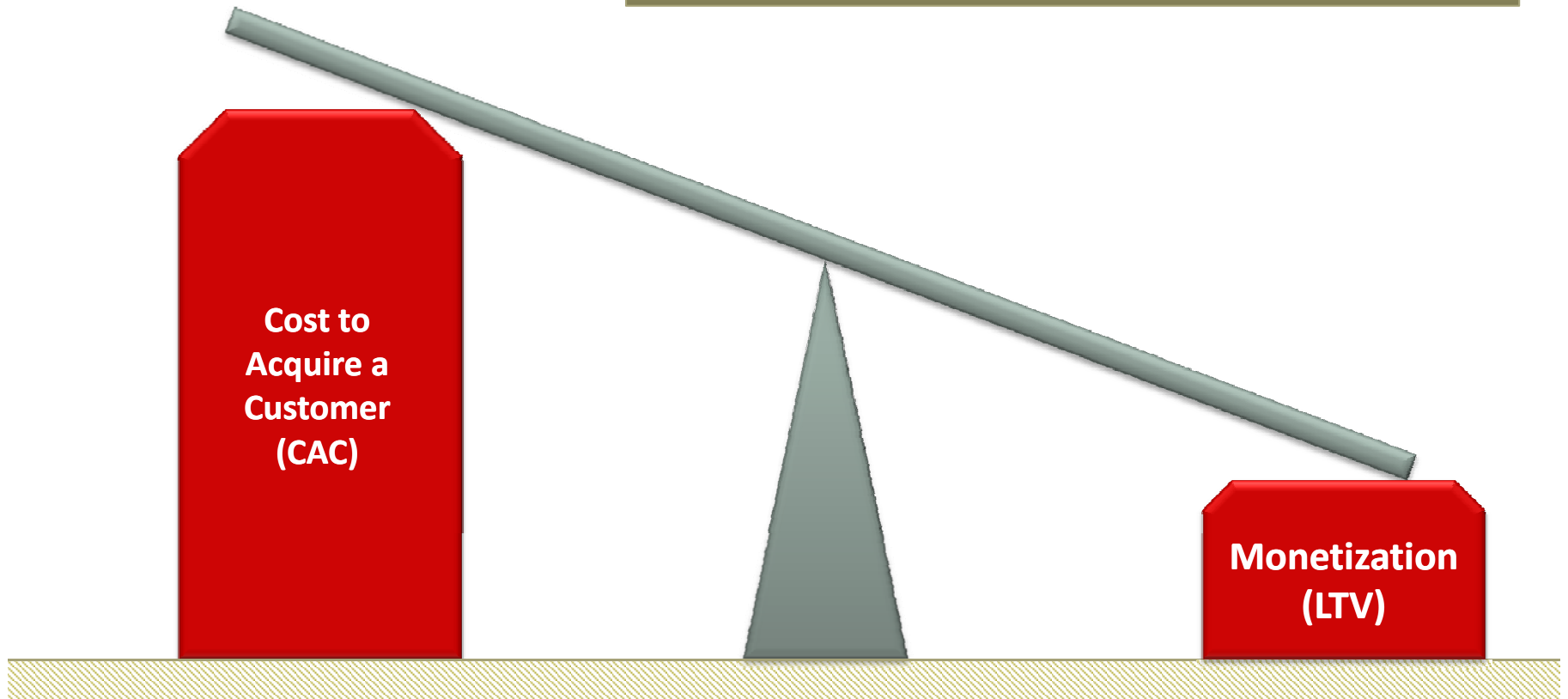
- Cost to Acquire the Customer (CAC)
- Profit from that Customer (LTV)
  - For subscription revenue businesses = the value of that customer over their lifetime
  - This number takes into account the COGS or cost to serve

■ There is a common problem:

Startup Killer

# An out of balance Business Model

Entrepreneurs are over-optimistic



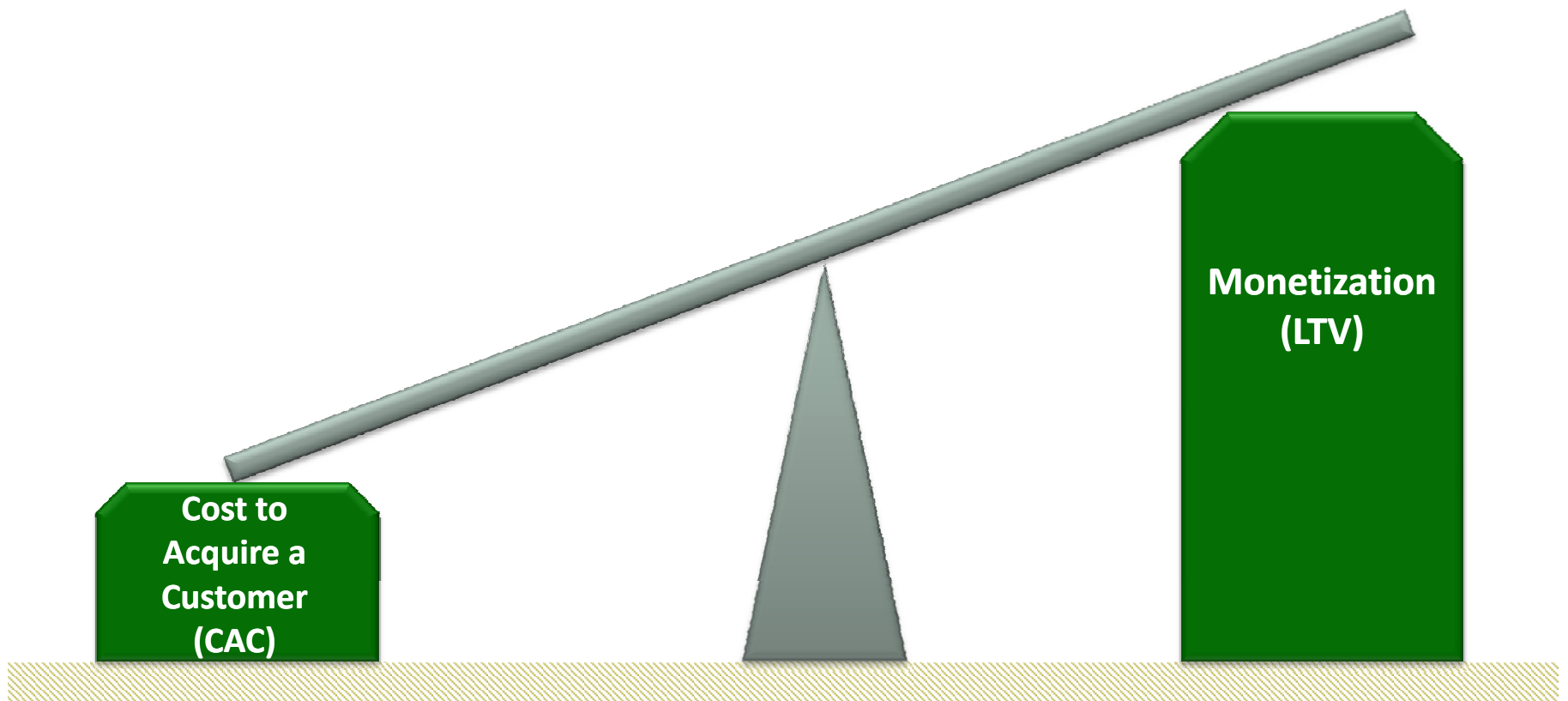
# CAC for a Direct Salesforce

	Sales	Sales Eng	Inside Sales
Team composition	1	1	0.5
On target earnings	\$ 230,000	\$ 140,000	\$ 90,000
Salary Cost	\$ 230,000	\$ 140,000	\$ 45,000
Salary + Overhead	\$ 310,500	\$ 189,000	\$ 60,750
Total Team Cost	\$ 560,250		
Avg. team Failure Rate	25%		
Adjusted Team Cost	\$ 747,000		
No. of Marketing people	0.5		
Average cost per person	\$ 200,000		
Marketing Programs Spend	\$ 150,000		
Total Marketing Costs	\$ 350,000		
Total Sales & Marketing spend	\$1,097,000		
No of deals per team per year	10		
Cost of Customer Acquisition	\$ 109,700		

Annual  
numbers

# What we are looking for

A well balanced business model



# Open Source is a Business Model Disruption

- Freemium concept
  - Give away a free version of the product
  - Goal: Drive viral customer adoption
    - Lower CAC
- Second Stage
  - Upsell some portion of the free customer base
  - Many variations:
    - Subscription
    - SaaS offering
    - Premium version
    - Etc.

# To work well, the OS Model requires:

- The Free version must sell itself
  - At this price, you can't afford much marketing
  - For this to happen: needs a well defined category
    - No customer education needed
    - Significant existing customer demand

# The Free Product must sell itself

- The product becomes your salesperson

Unless selling to developers:

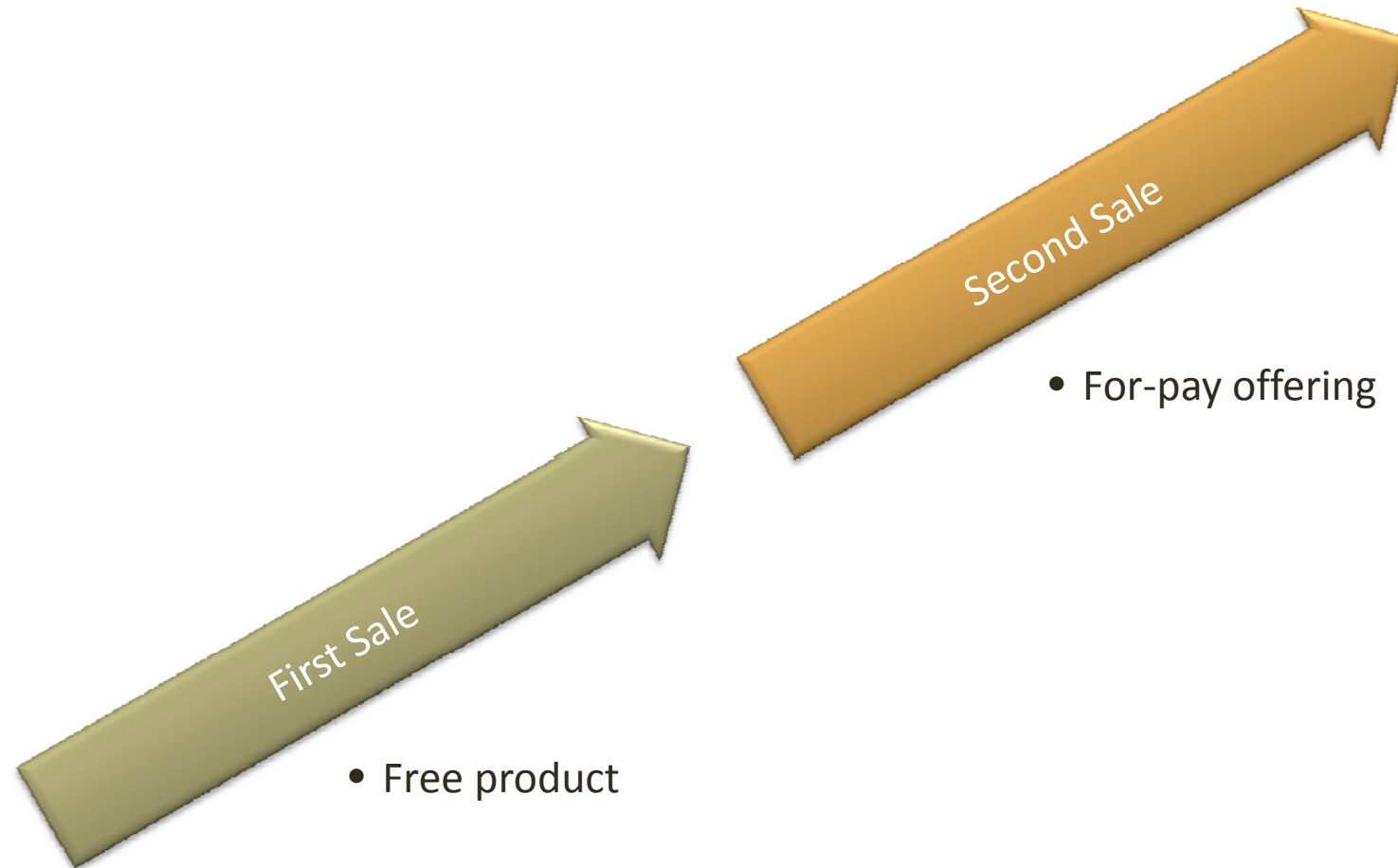
- Time to WOW should be very short
  - Installation should be quick and foolproof
  - Operation should be self-evident
  - Any required instruction should be easily accessible in both text and video form
  - Tangible results should happen fast



# To work well, the OS Model requires:

- A large market
  - You will typically only monetize a small %
  - And monetization per customer will be much lower than the old enterprise software model

# The Freemium Business Model



# Successful Freemium Models require:

- A free product that is highly compelling
- A for-pay offering that is also highly compelling
- What typically goes wrong:
  - Not enough value in the free product
  - Too much value in the free product
    - Makes the for-pay offering less compelling

# Low Conversion Rate to paying is OK

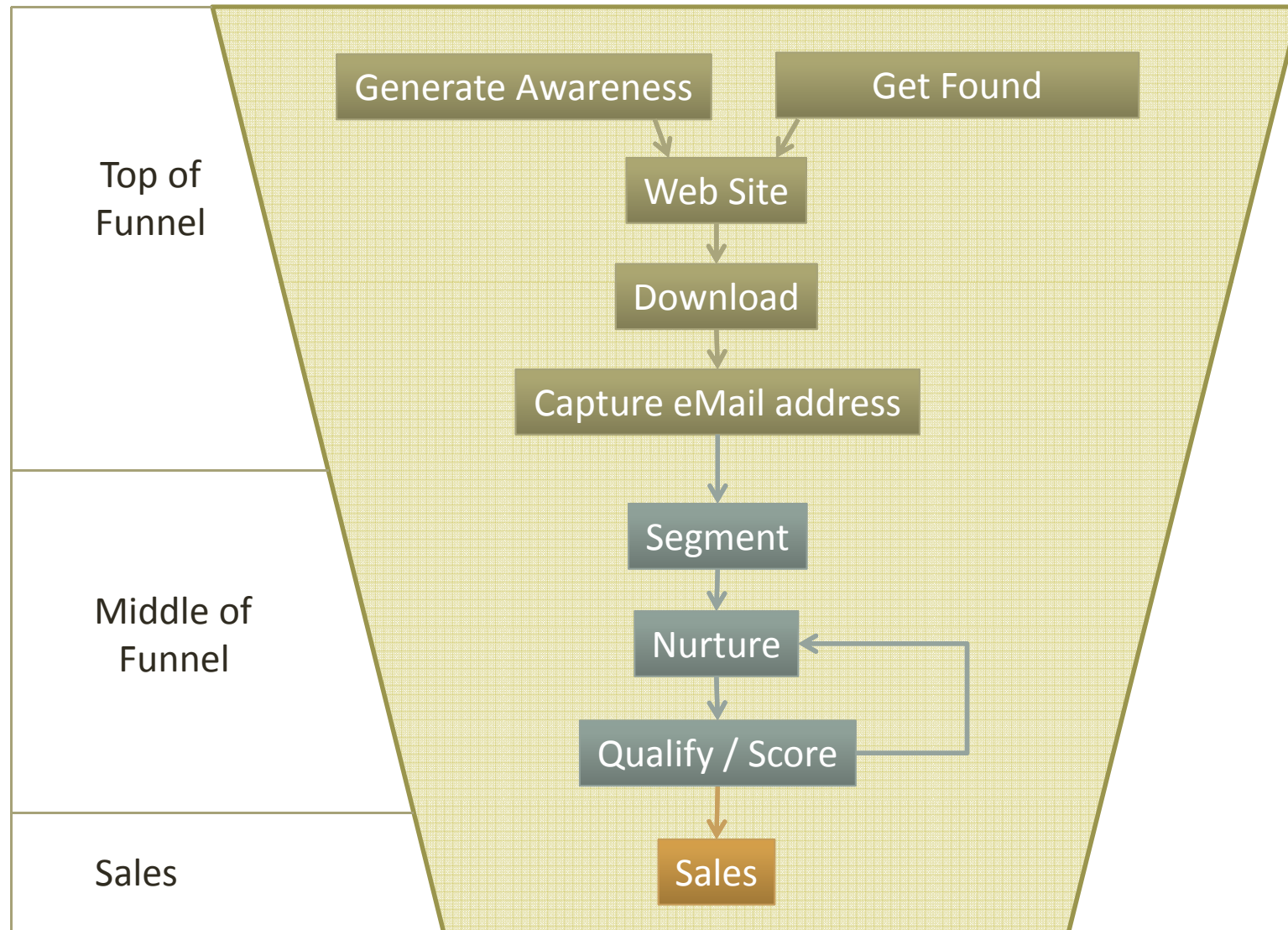
- Recognize that your audience is divided:

Customers that are  
OK to pay

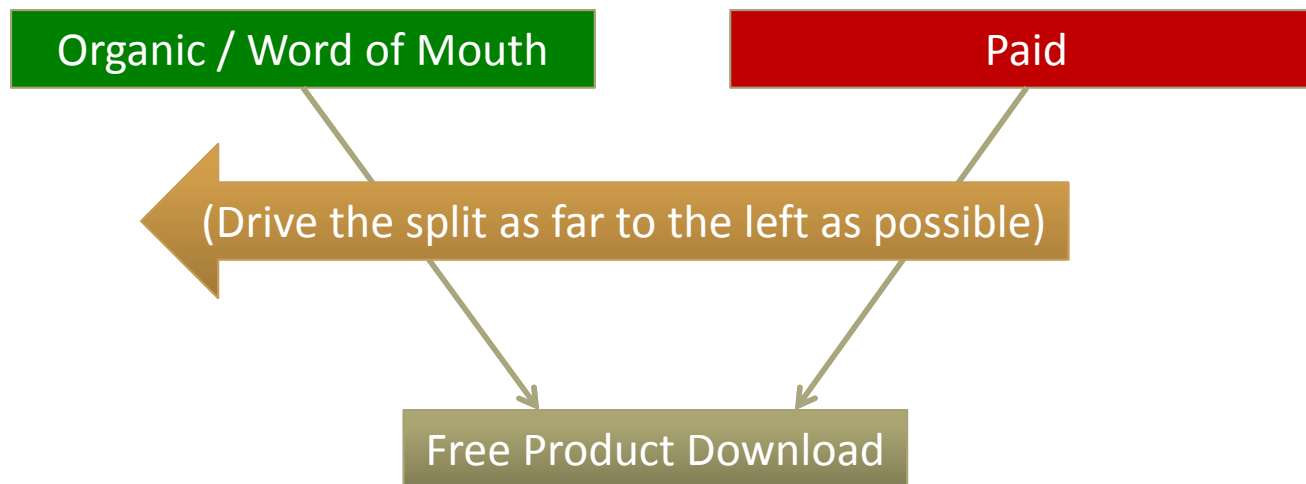
Many people that  
will never pay

Non-paying customers are OK, as they will spread the word

# Typical Open Source Funnel



# Top of the Funnel CAC



Even the “Free version” customers have CAC unless you are highly viral

# Computing LTV

(LTV = Lifetime Value of a Customer)

# Computing Customer Lifetime

- Average Lifetime =  $1 / \text{Churn rate}$



# Computing Average Lifetime

## Examples

Monthly example – 2.5% monthly churn:

- Average Lifetime =  $1/2.5\%$  (40 months)

Annual example – 25% annual churn

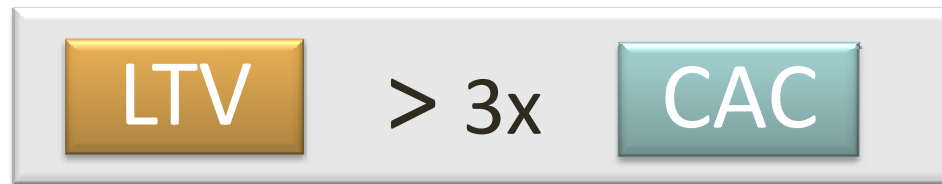
- Average Lifetime =  $1/25\%$  (4 years)

# Computing LTV

- $LTV = \text{Monthly Subscription} / \text{Monthly Churn}$
- $LTV = \$500 / 2.5\% \quad (\$20,000)$

Churn rate has a major impact on LTV

# My rules for CAC/LTV balance in a SaaS model



A horizontal light gray bar with a 3D effect. Inside, from left to right: an orange square with the text "LTV", a black greater-than sign followed by "3x", and a teal square with the text "CAC".

$$\text{LTV} > 3x \text{ CAC}$$



A horizontal light gray bar with a 3D effect. Inside, from left to right: a gold square with the text "Months to recover CAC", a black less-than sign, and the text "12 months".

$$\text{Months to recover CAC} < 12 \text{ months}$$

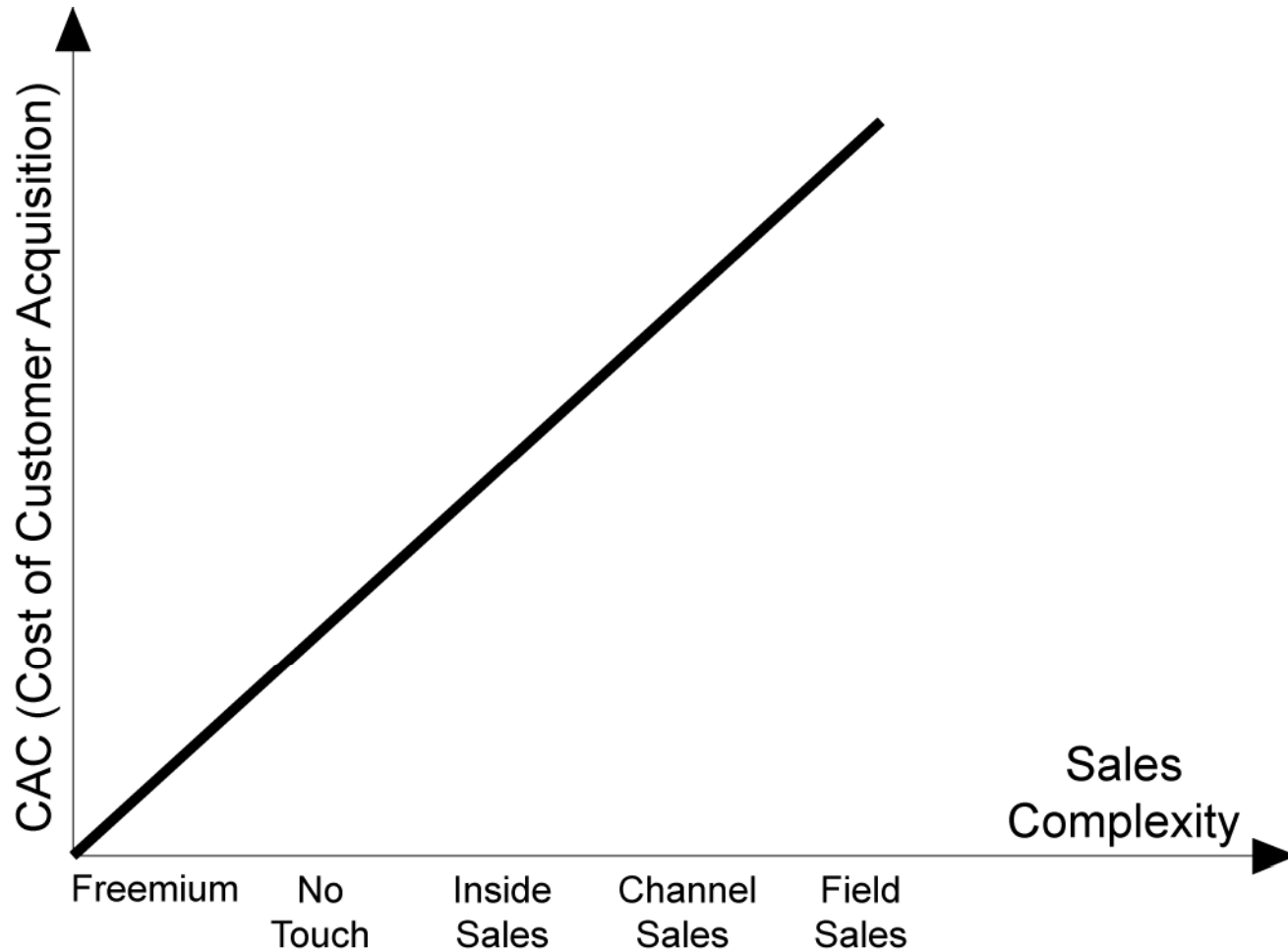
Required for Capital Efficiency

# **How Sales Complexity impacts CAC**

# Sales Complexity



# How I assumed the two would relate



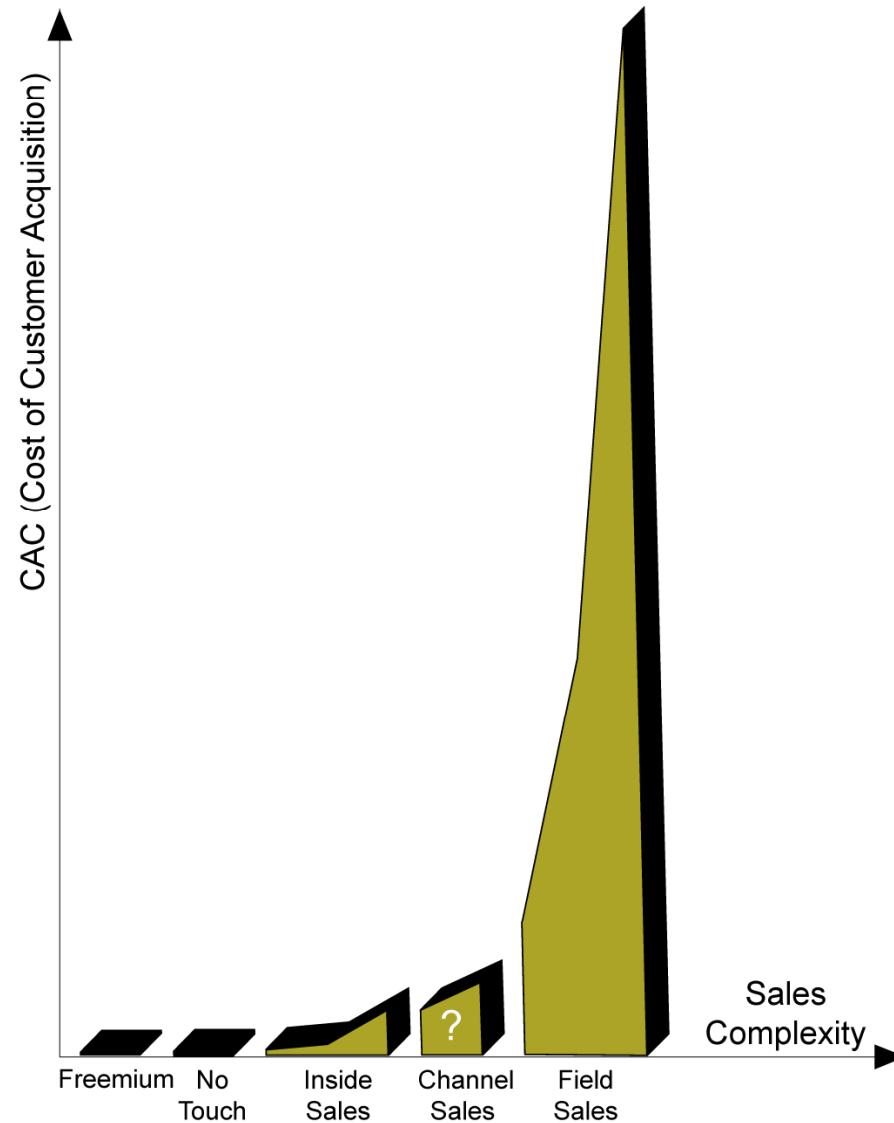
# A rough estimate of CAC versus Sales Complexity



## Rough Estimates of Cost of Customer Acquisition (CAC)



# The relationship is roughly exponential



Clearly adding Human Touch dramatically increases costs

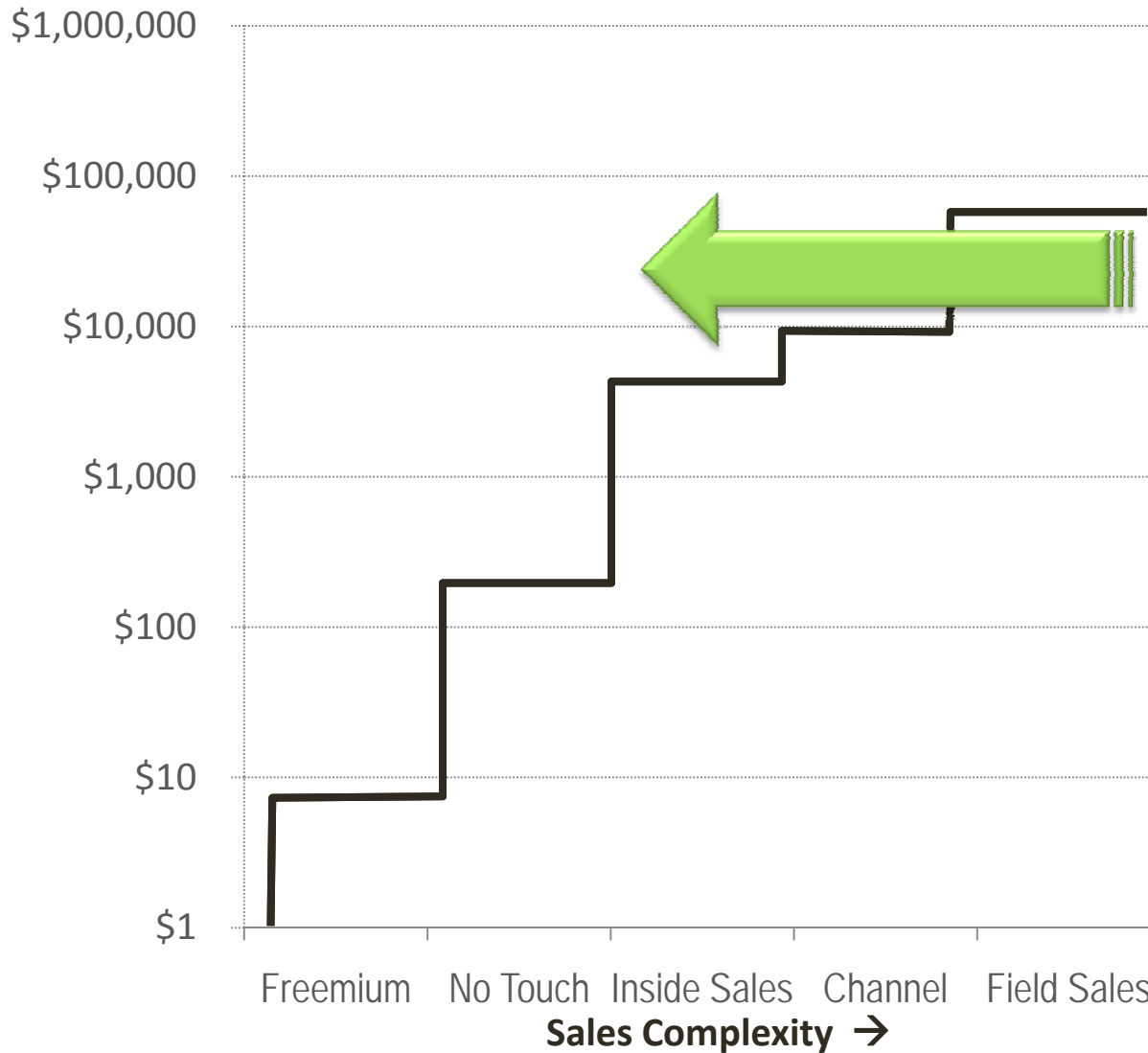


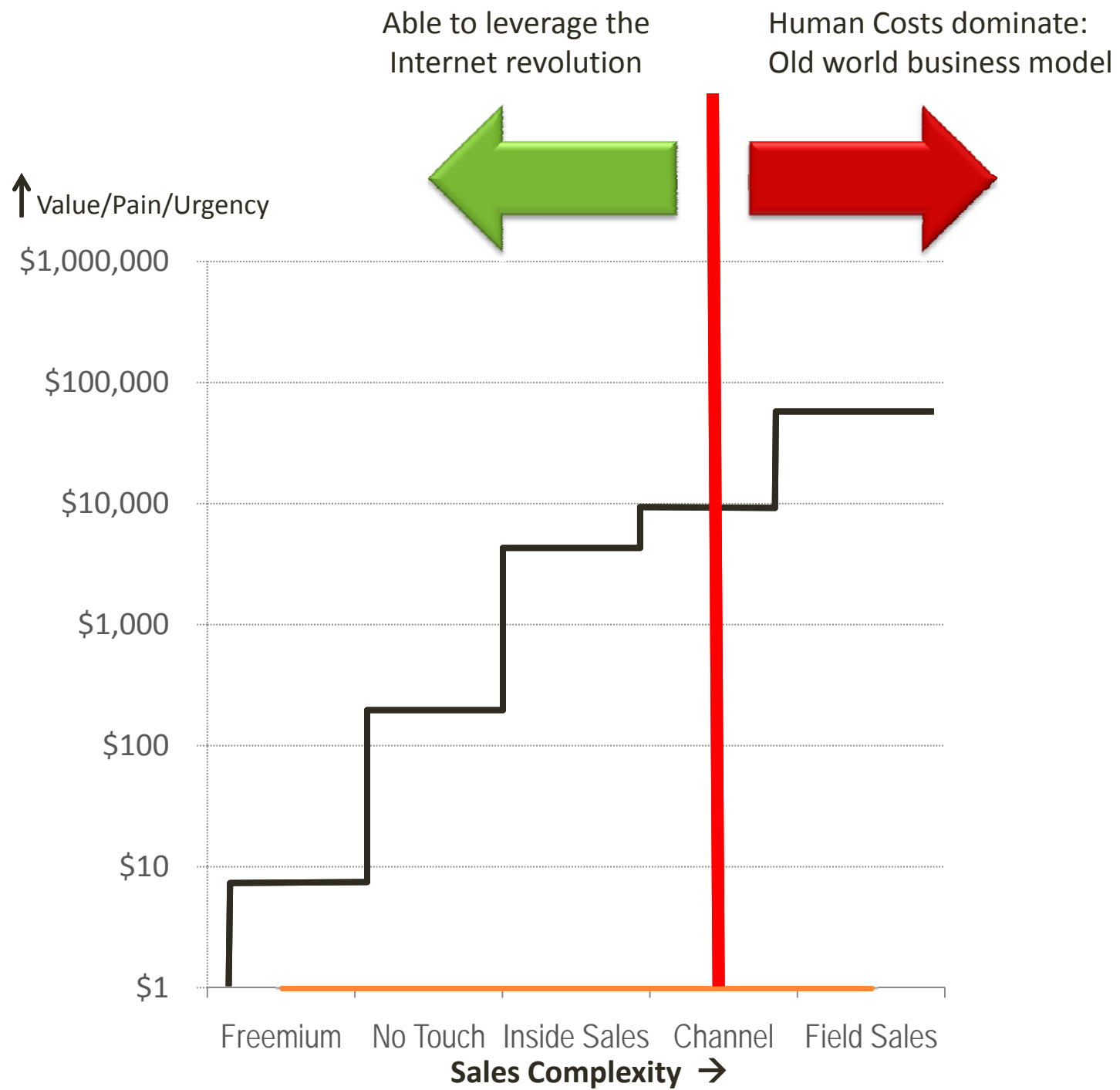
## CAC (logarithmic)



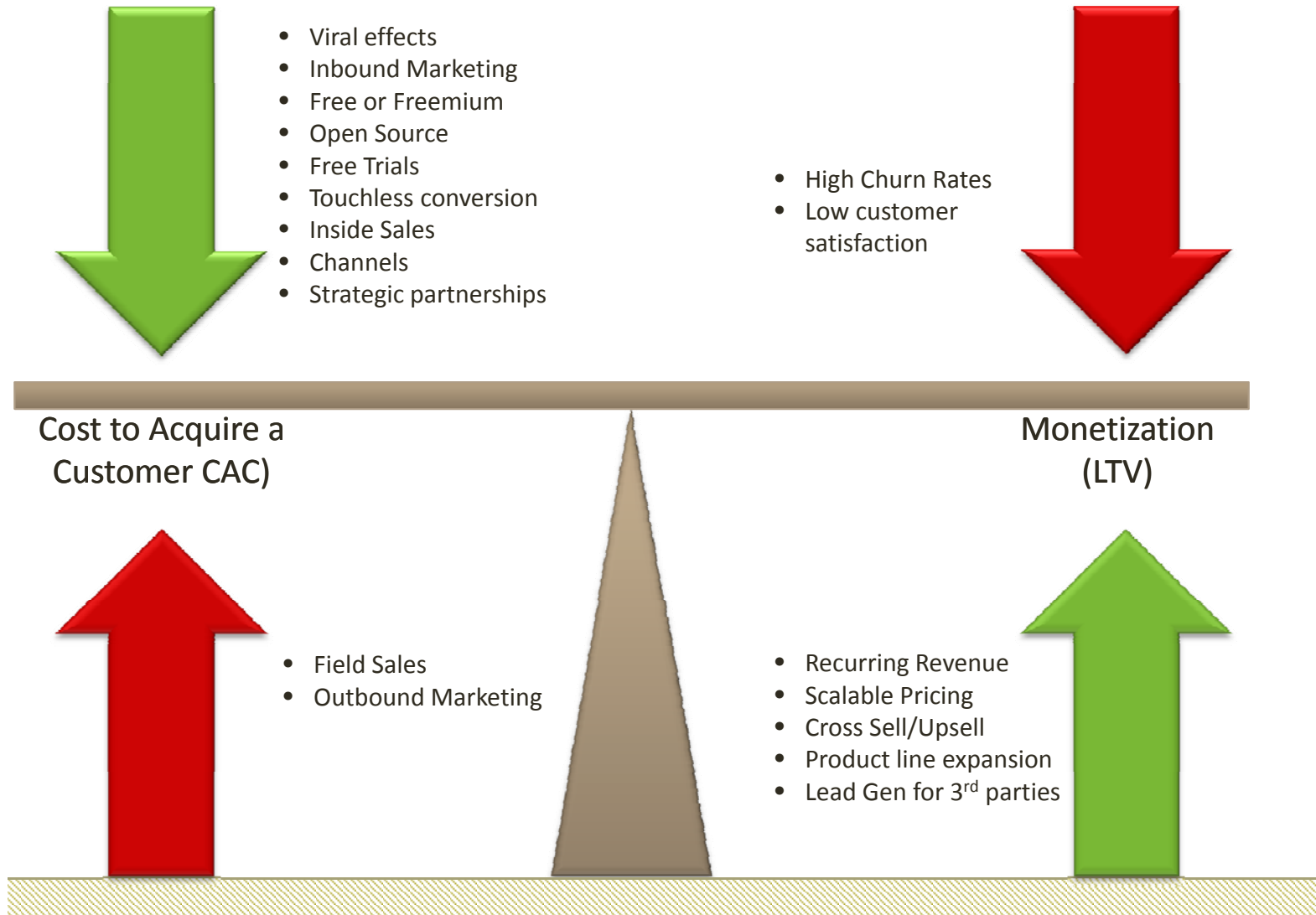
# How SaaS changes Sales Complexity

↑ Value / Pain / Urgency = LTV (logarithmic)





# The Balancing Act



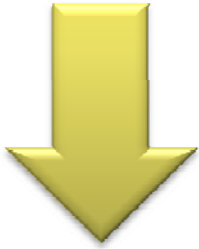
# Key Questions to Ask

# Key Questions

- Where are we in the company lifecycle?
  - Tells you what you should be focused on

Conserve Cash

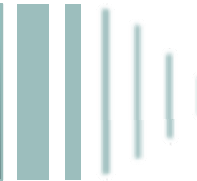
Invest Aggressively



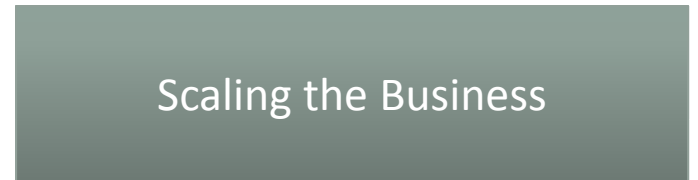
Search for Product/Market Fit



Search for Repeatable & Scalable  
Sales Model



Scaling the Business

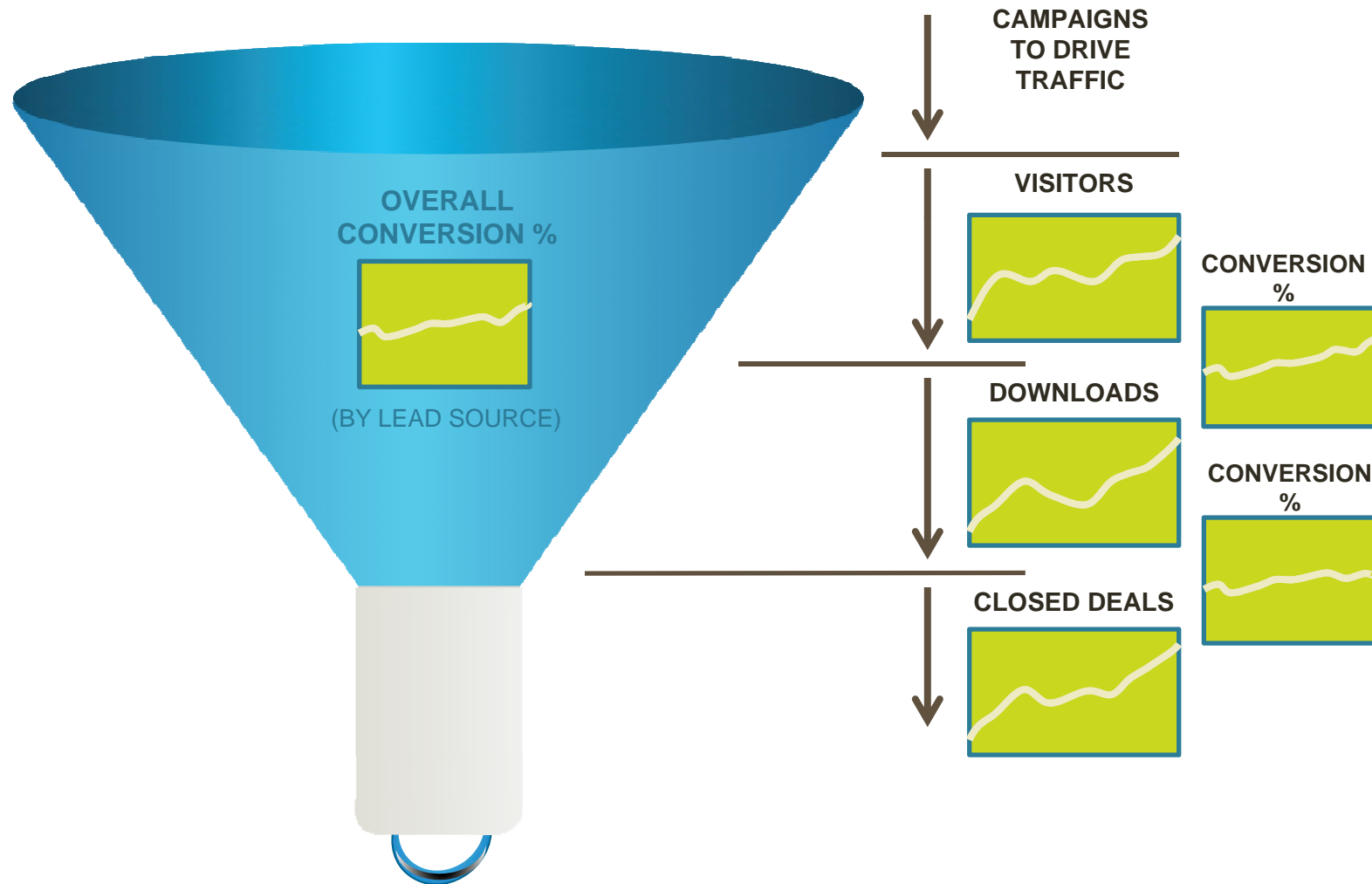


# Questions when searching for Repeatable/Scalable Sales Model

- What is LTV?
- What is our CAC?
  - Different for each lead source?
  - Do we have a positive ROI when we pay for more leads?
- What happens when we try to scale?
  - Are the results repeatable?
  - Is our salesforce productive?



# The Key Metrics



# **The SaaS/Subscription Cash Flow Trough**

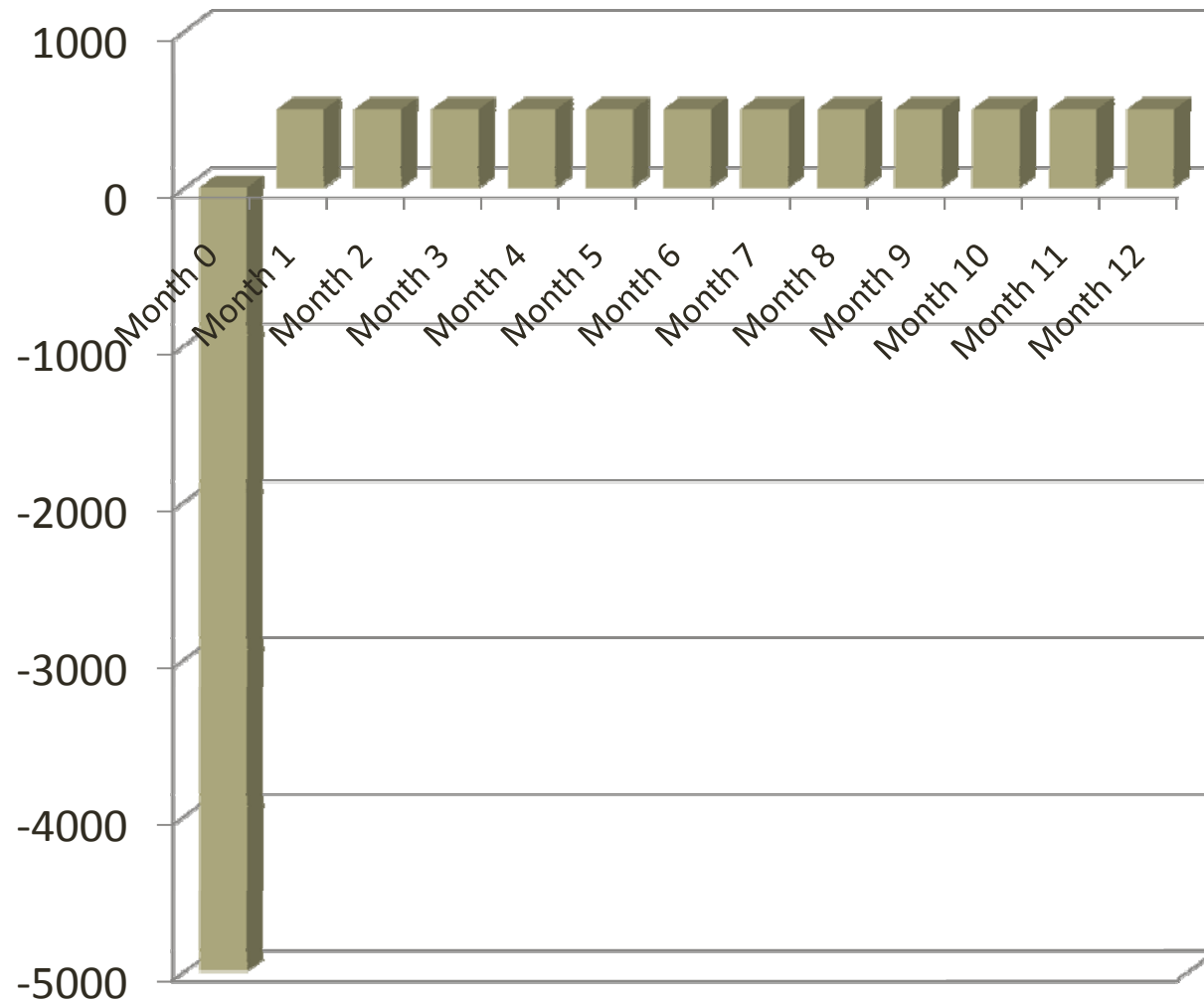
# The Problem with SaaS

- SaaS businesses suffer from a cash flow trough
  - Invest up front in sales & marketing to acquire a customer
  - But only get return over a long period of time

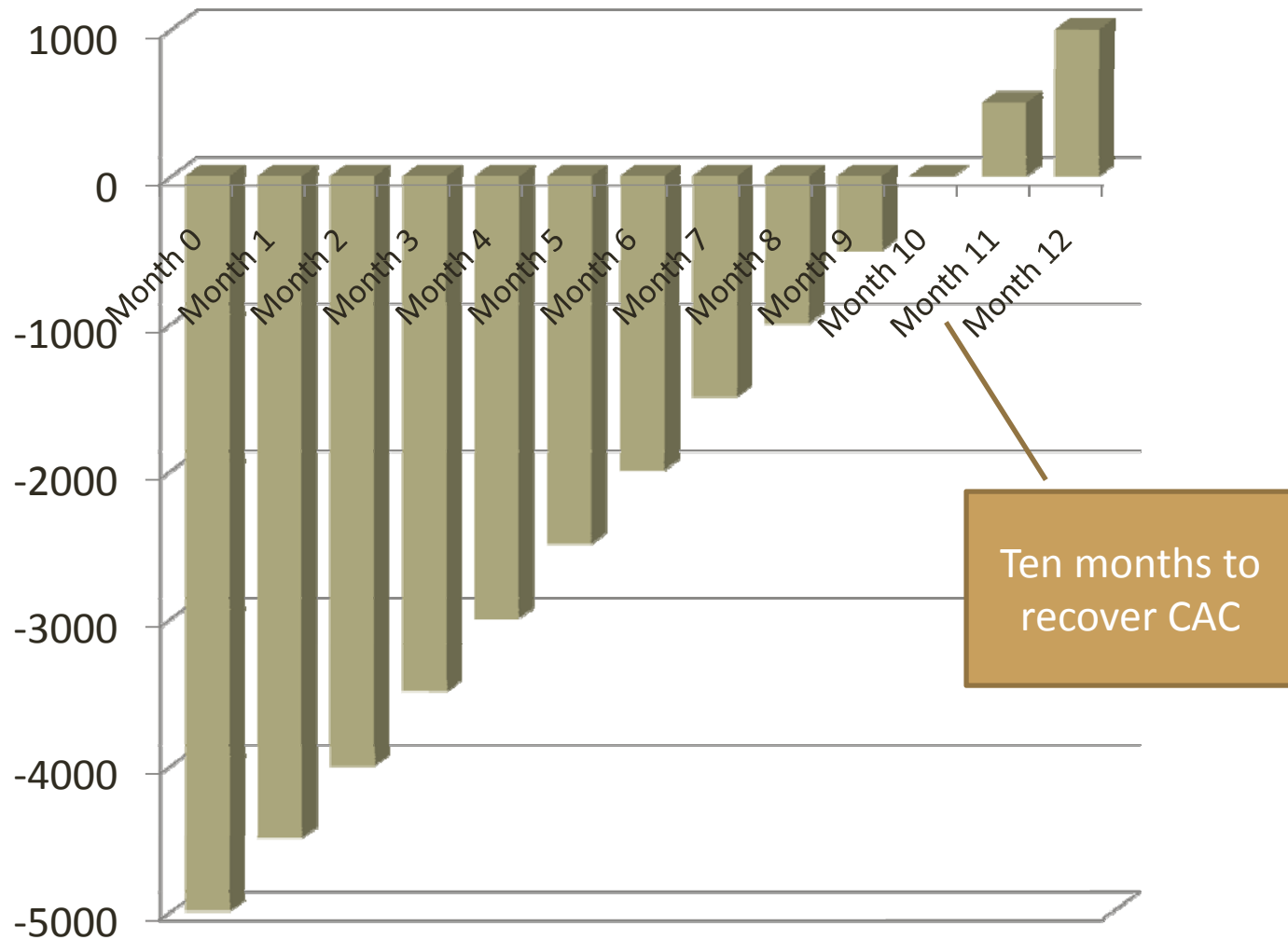
# Illustration of the Problem

- Inside Sales CAC \$5,000
- Monthly Subscription \$500
- Monthly Churn Rate 2.5%

# Cash Flow at the Customer Level



# Cumulative Cash Flow



# Modeling a single sales hire

Another Valuable Analysis

# Key Variables

## Sales compensation and overhead

Base Compensation	\$ 50,000			
Variable Compensation	\$ 55,000	with 50% draw for first four months		
Draw on Variable Comp	100%	70%	30%	0%
Productivity Ramp	10%	33%	66%	100%
Additional overhead	\$ 30,000			
Sales attrition factor	15%	a factor to discount bookings to account for failed sales hires and attrition		

## On target annual bookings

Annual Bookings	500,000	ACV (Annual Contract Value)
Monthly Bookings	\$ 41,667	ACV (Annual Contract Value)
Monthly Bookings	\$ 3,472	Billed monthly (=ACV / 12)

## Churn Rate and Margin

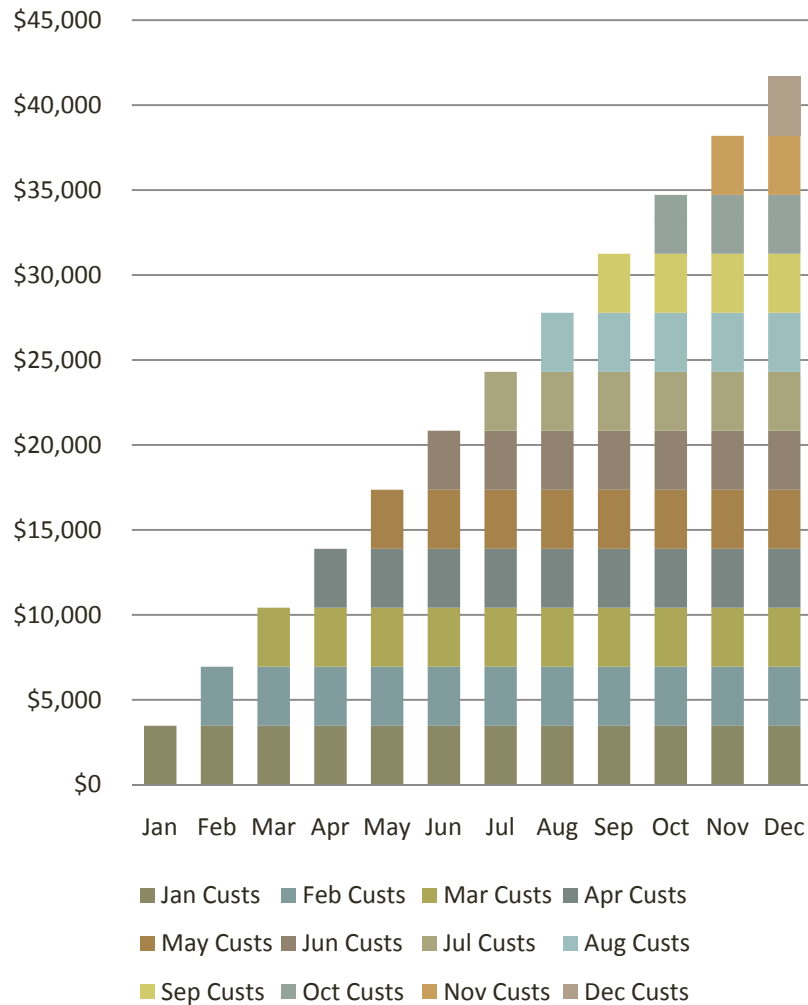
Churn Rate (monthly)	2.50%
Gross Margin	80.00%



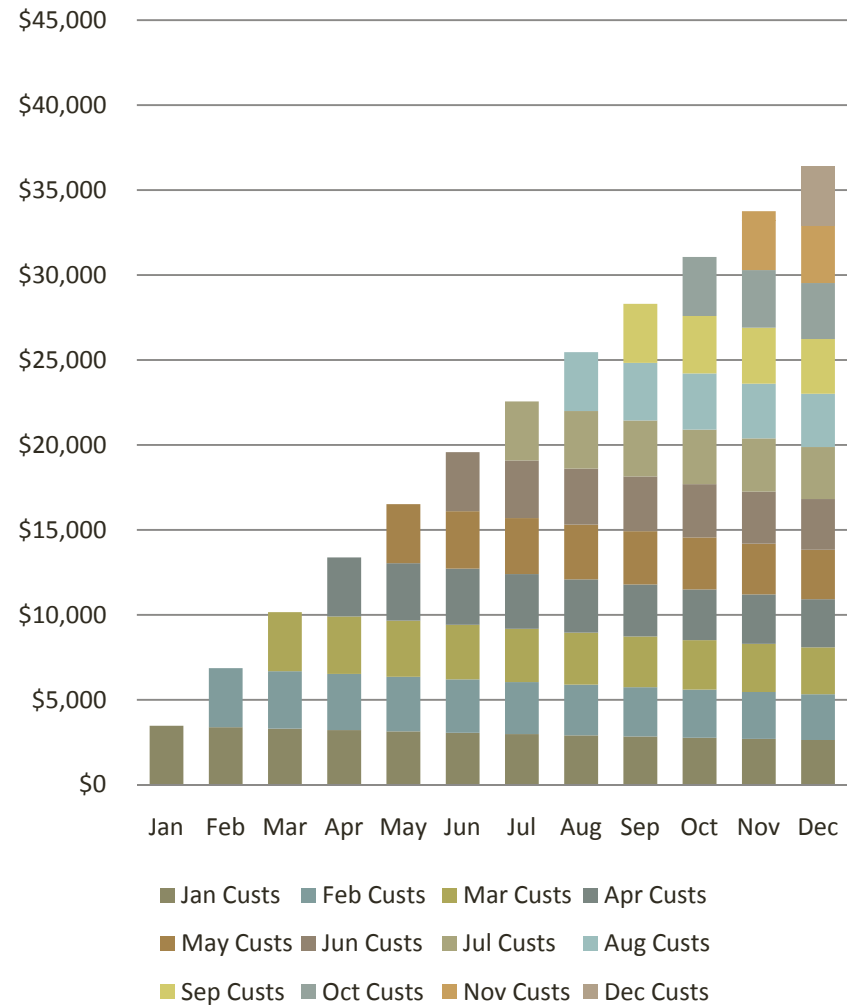
# How Revenue Builds for a SaaS Salesperson

(assuming no ramp up time)

**With no Churn**

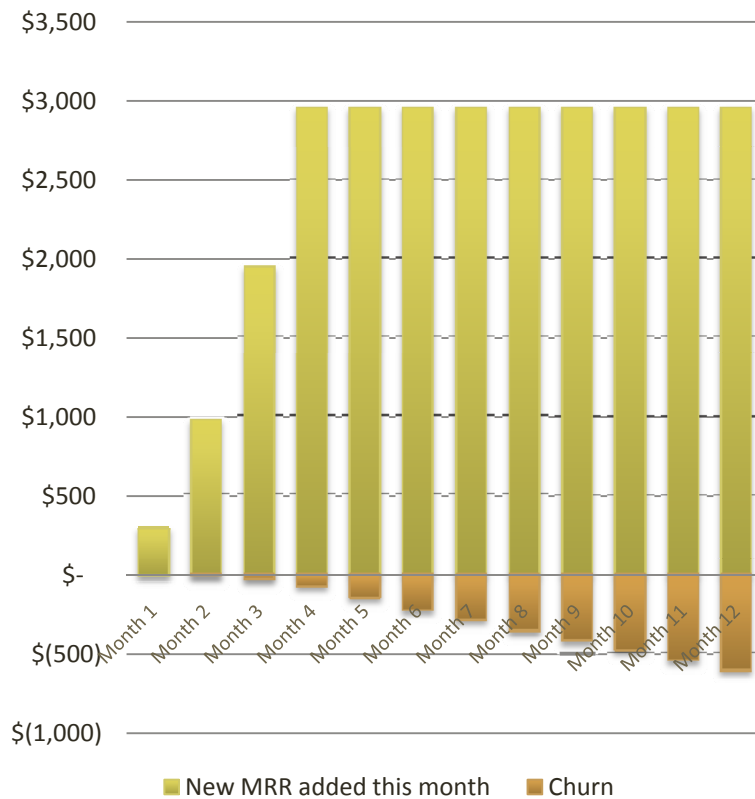


**With Churn of 2.5%**

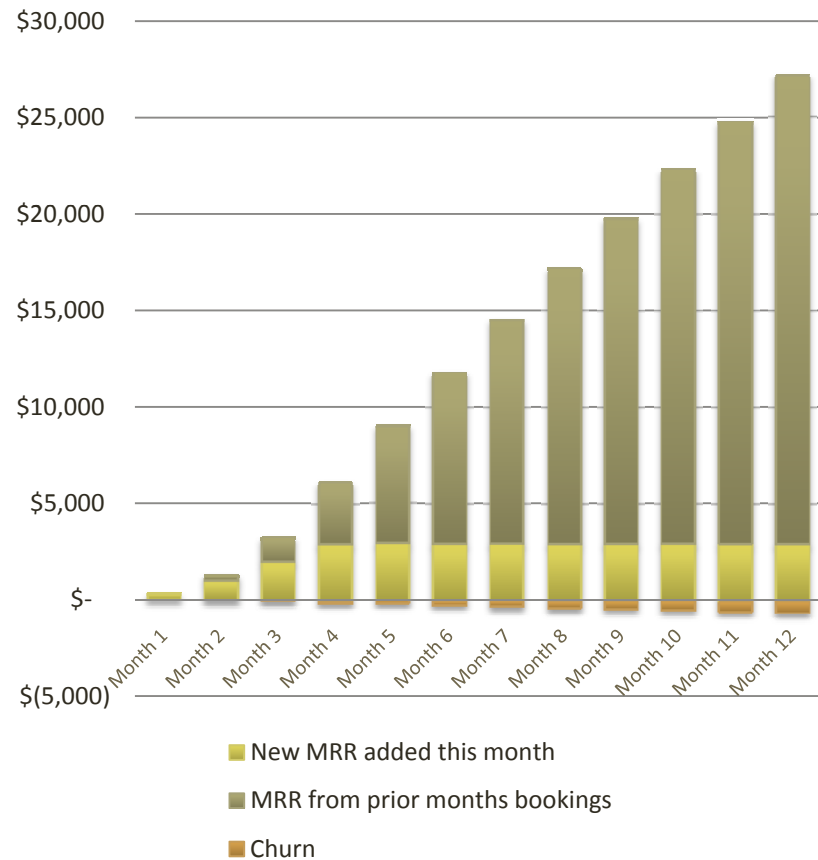


# Looking at a Single Salesperson

## Bookings & Churn – Single Sales Hire

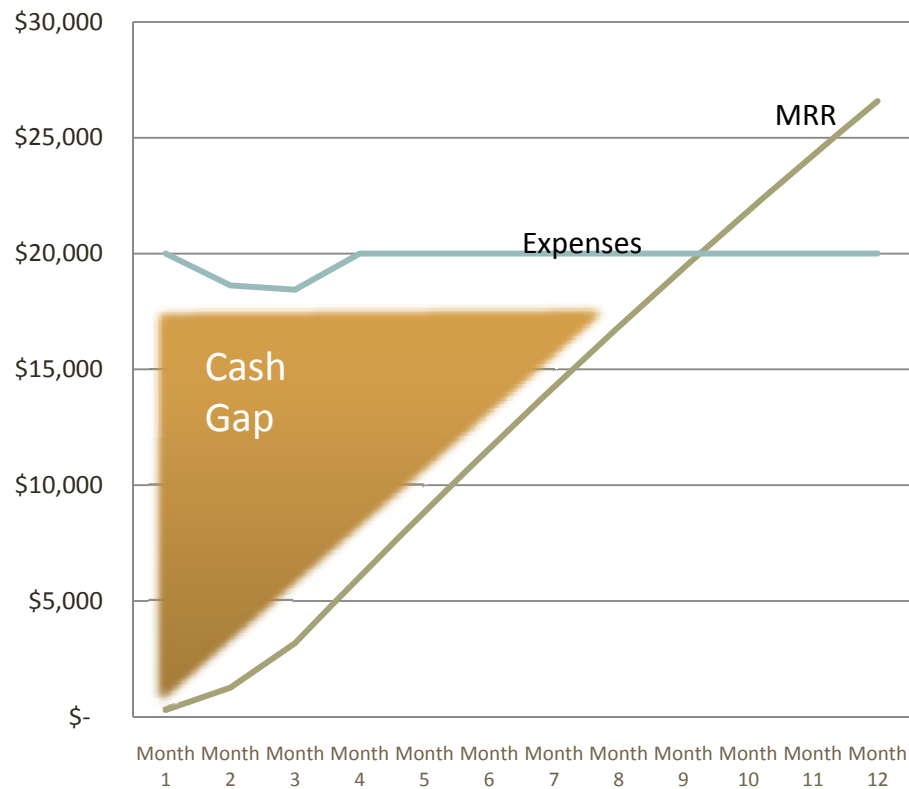


## MRR – Single Sales Hire

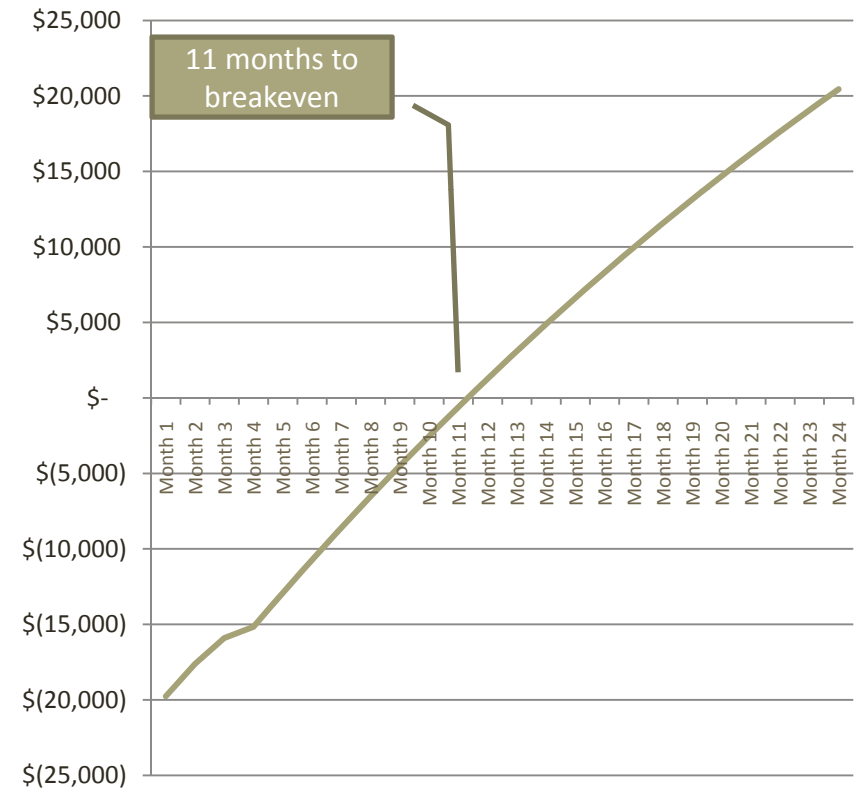


# The Cash Flow Gap

## MRR vs Expenses – New Sales Hire

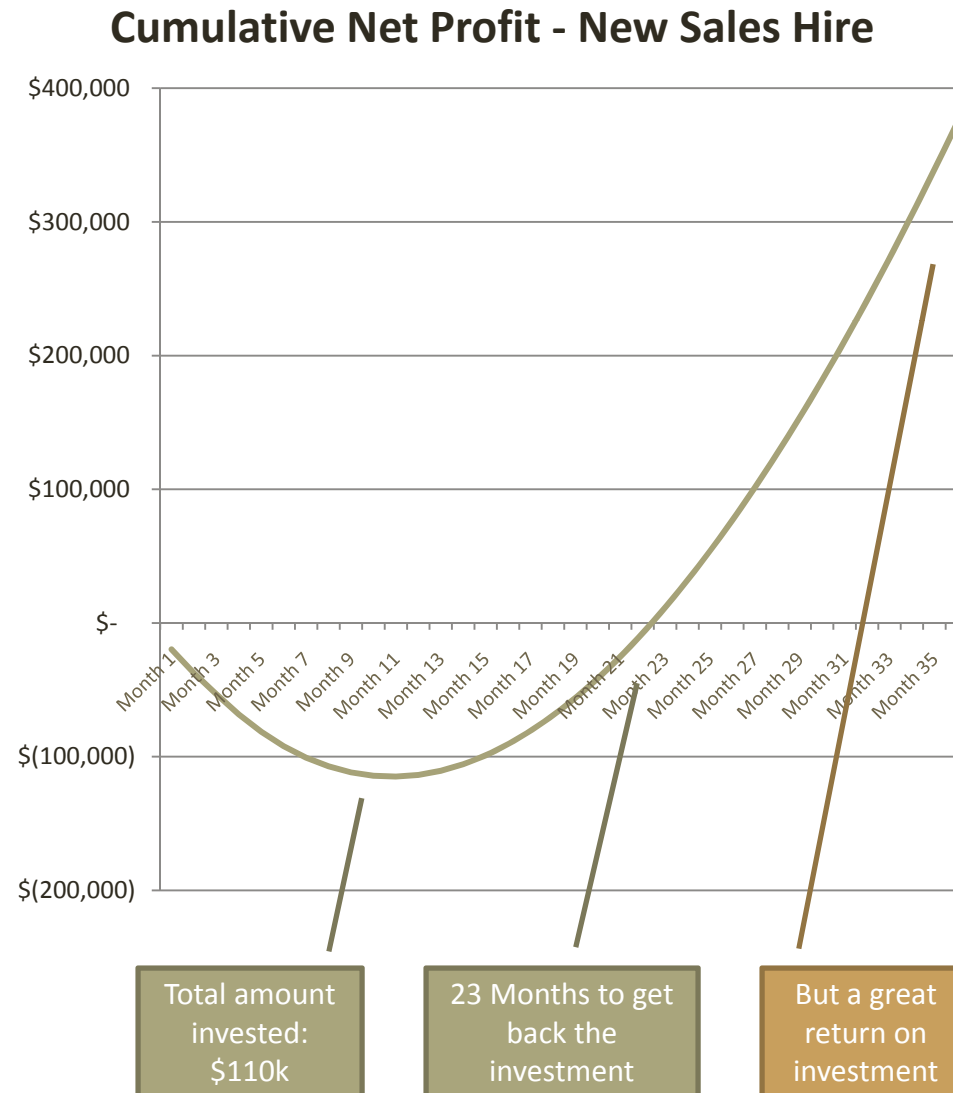


## Net profit - New Sales Hire



(Slightly later breakeven point, because Gross Profit is less than MRR)

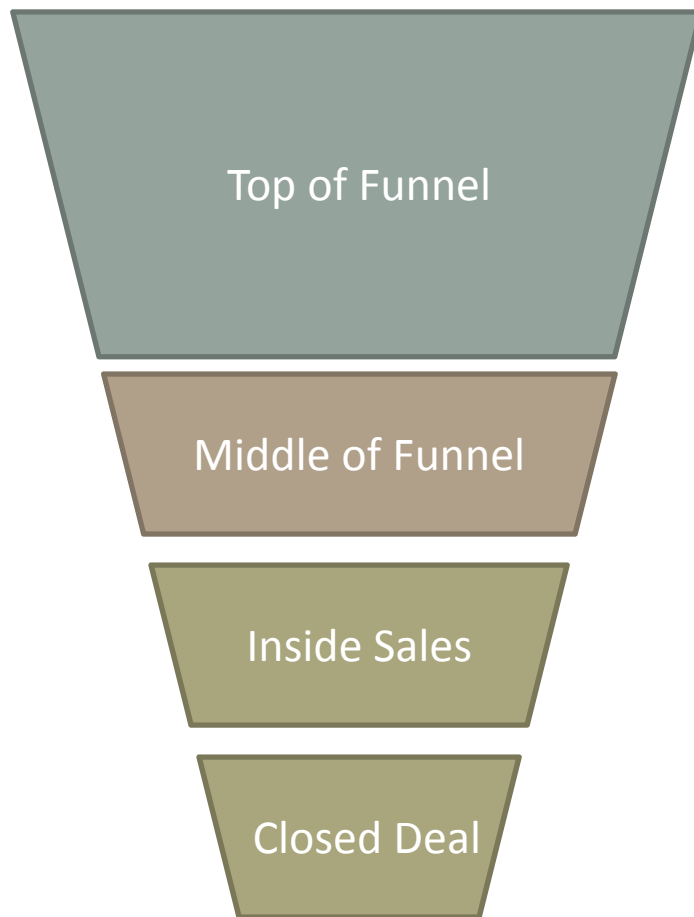
# The SaaS Cash Flow Trough



# Another Guideline

- Salespeople should be able to 4-6 times what they cost you  
(Gross margin)

# Marketing Funnel Economics



# Marketing Funnel Economics

## Quick Marketing Calculation

50%	amount of traffic that is organic versus paid
\$1.50	cost per paid visitor (Google AdWords, etc.)
\$ 0.75	Cost per visitor (both paid and unpaid)
3%	visitors convert to raw leads
20%	number of raw leads that turn into qualified leads

1 qualified lead

5 raw leads required

167 visitors required

\$125 Cost of visitors (also = Cost per qualified lead)

# Marketing Funnel Economics

## Cost of Leads required to feed sales

Average Deal Size	\$6,000	(ACV) Annual Contract Value
Deals to meet target	6.9	per month
Leads to closed deal	10	
Cost per Qualified Lead	\$125	
Cost of Leads required	\$	8,698 per month, for 1 fully productive sales person



# The model also computes CAC and LTV

Lead Gen costs per deal	\$	1,253	Excludes people costs (Cost per qualified lead x no of leads required per closed deal)
Selling costs per deal	\$	1,620	Excludes cost of sales management
Total CAC	\$	2,873	Excludes people costs in marketing, and sales management. (CAC= Cost to Acquire a Customer)
Total LTV	\$	16,000	Calculated by dividing average monthly gross profit per customer (ARPU x Gross Margin ) by the churn rate

This excludes people costs in marketing, and sales management costs

# What we learn from the model

- How long it takes to get to breakeven
- What is the investment required?
  - i.e. Bottom of the trough
- How long it takes to recover the investment
- How profitable a salesperson can be over a long period of time

# Where this is applicable

- Applies equally well to any other form of recurring revenue business where there is a salesforce needed
- Does not apply to the perfect business: touchless conversion
  - Those are usually extremely profitable early on

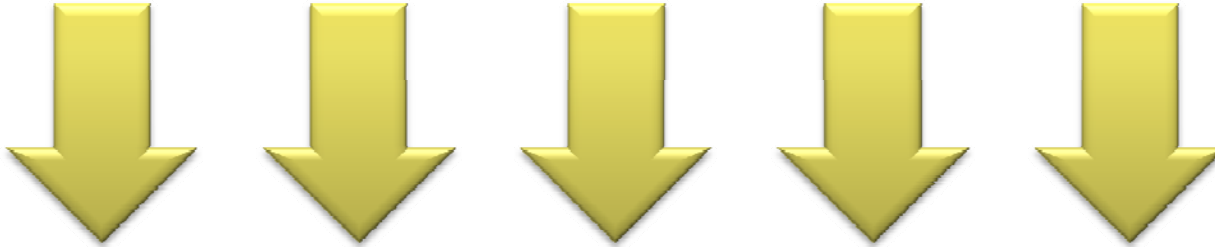
## **Part 2: Scaling the Sales Force**

# Scaling the Business

- From my prior blog post, you will know that:
  - After you have reached a repeatable, scalable sales model - it is time to invest aggressively
- This model shows you what it looks like to scale a SaaS business that needs sales people
  - It assumes that you have already found product/market fit and a repeatable, scalable sales model.

Conserve Cash

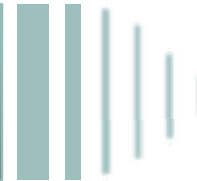
Invest Aggressively



Search for Product/Market Fit



Search for Repeatable & Scalable  
Sales Model

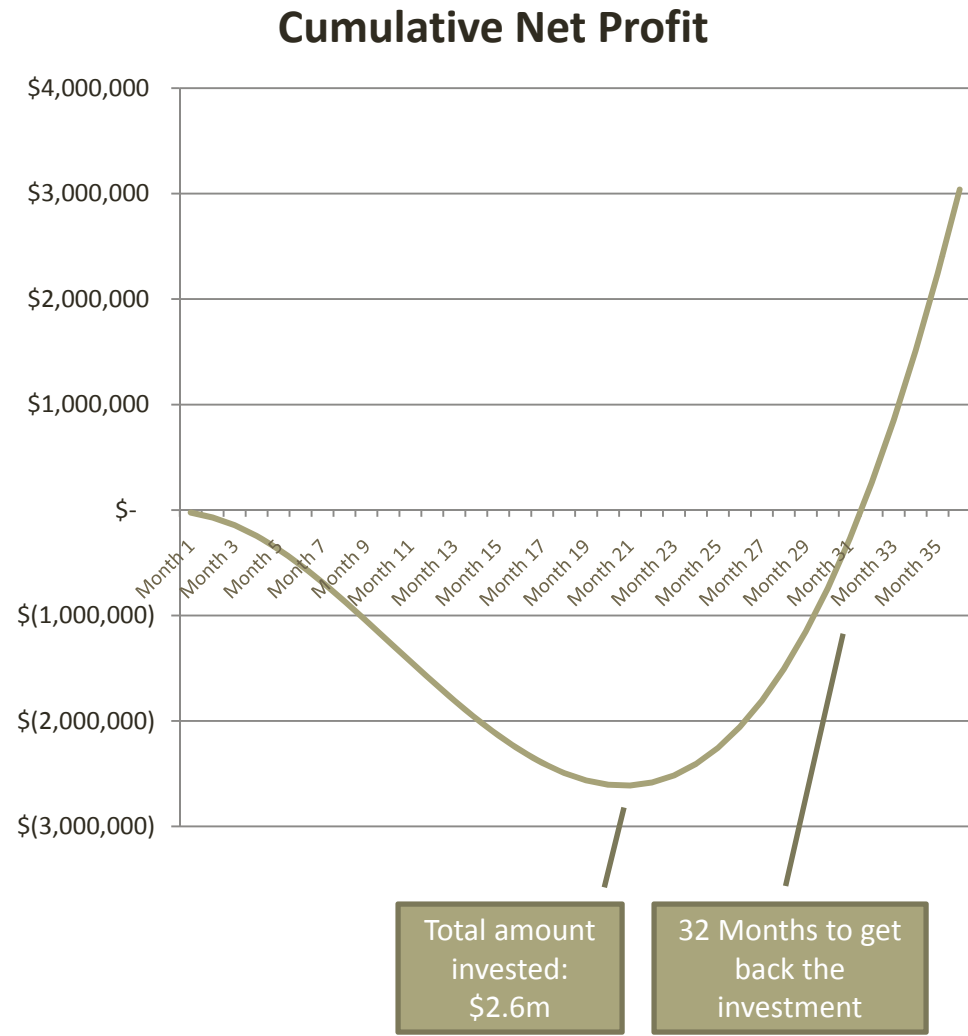
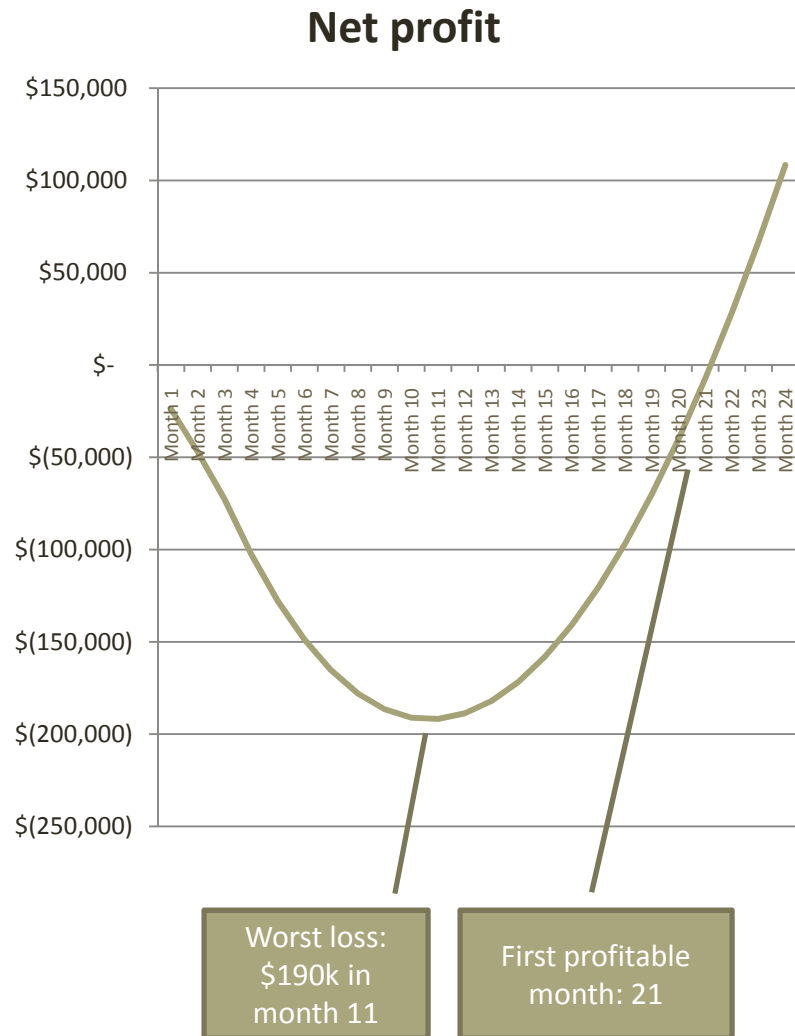


Scaling the Business

# What is a Repeatable, Scalable Sales Model?

- The process that you go through to acquire a paying customer is clearly repeatable.
  - If your process involves salespeople, you can add new hires and they can achieve the same productivity level as the original sales team.
  - If it is a touchless web sales model, your web traffic converts in a predictable way through your web site.
- The process is scalable.
  - You can increase the sources of your leads and/or web traffic without reaching a near-term limit.
  - The resources (e.g. salespeople) in your conversion funnel can easily be scaled without reaching a near-term limit.
- Your cost to acquire a customer [<http://www.forentrepreneurs.com/startup-killer/>] (CAC) is significantly less than the amount you can monetize them over the customer's lifetime.
  - In a SaaS business I recommend that LTV should be more than three times higher than CAC.
  - It should also be possible to recover CAC in less than 12 months for a capital-efficient startup.
  - Lifetime value (LTV) should be calculated using gross profit (not revenue) after cost of goods, cost to serve and cost of on-boarding.

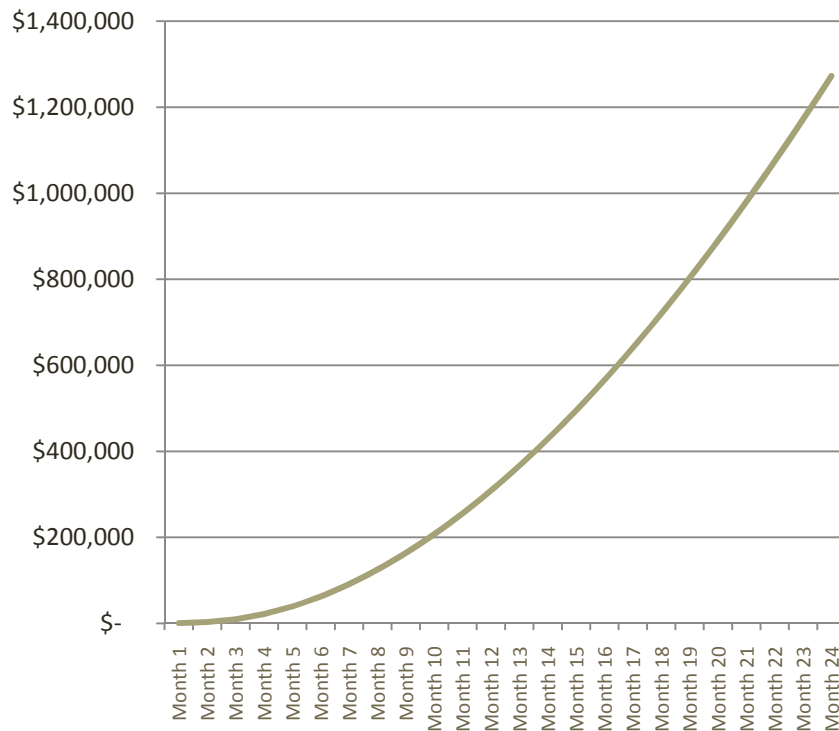
# What happens at the company level when we add 2 new sales hires every month?



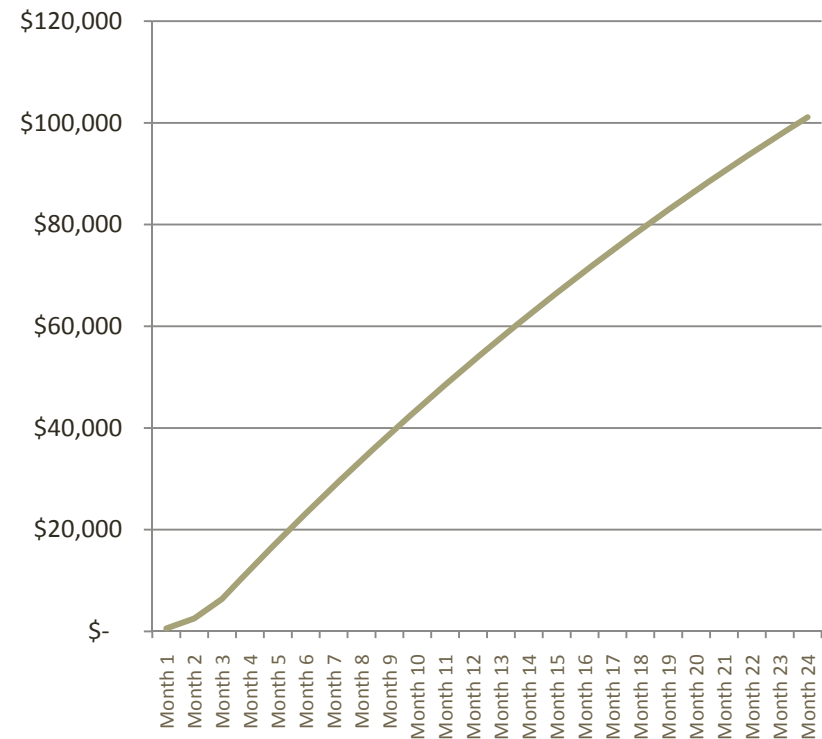


# How MRR Grows when hiring 2 salespeople per month

**Total MRR (Billings)**

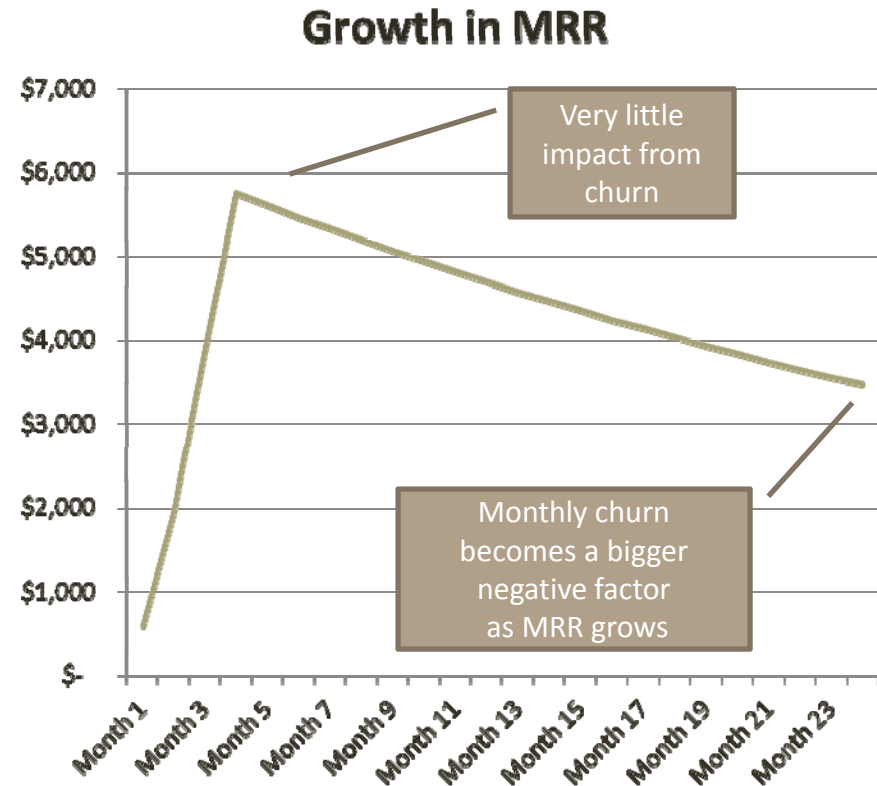
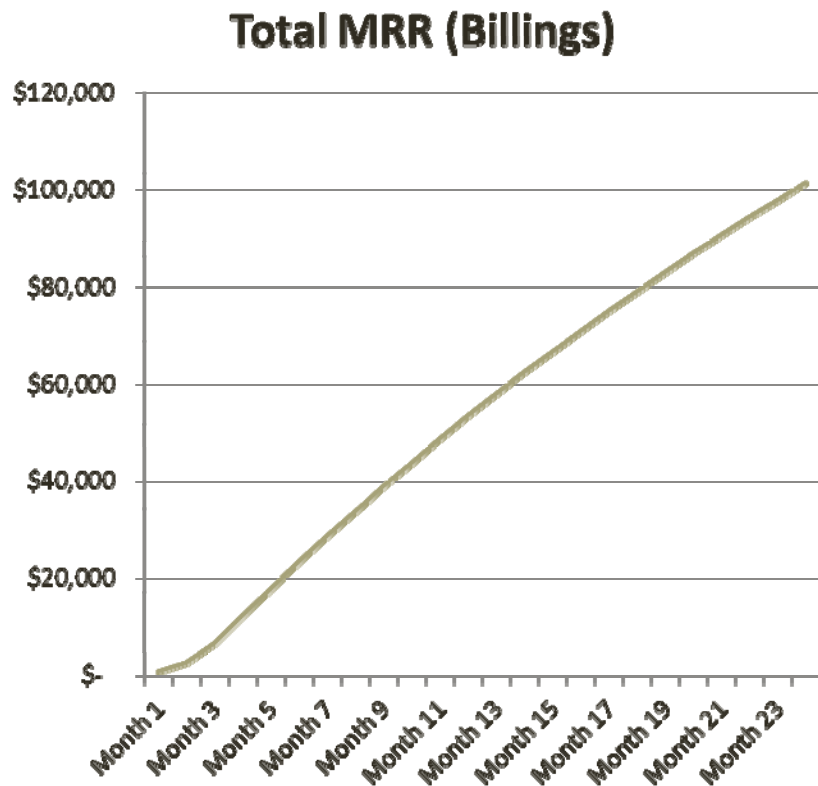


**Growth in MRR**



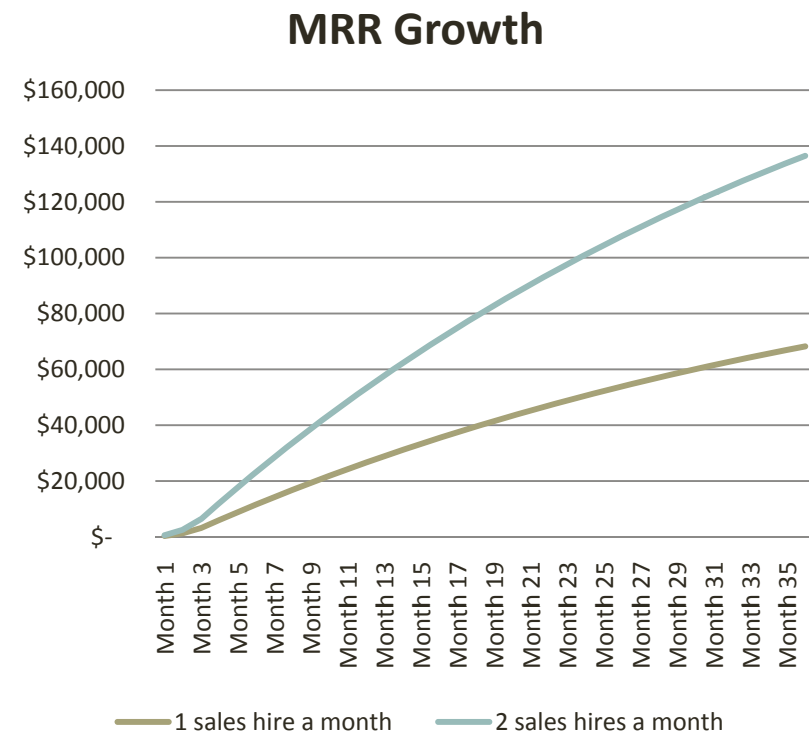
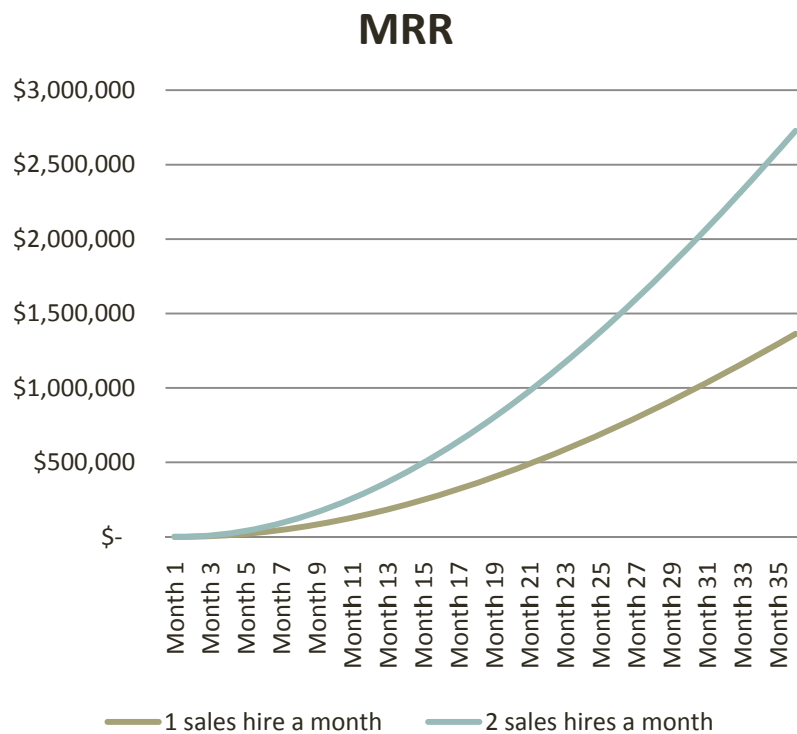
- Tracking growth in MRR shows new bookings
  - Shows how constantly adding new sales hires increases the bookings every month

# What happens if you don't keep hiring new sales people?



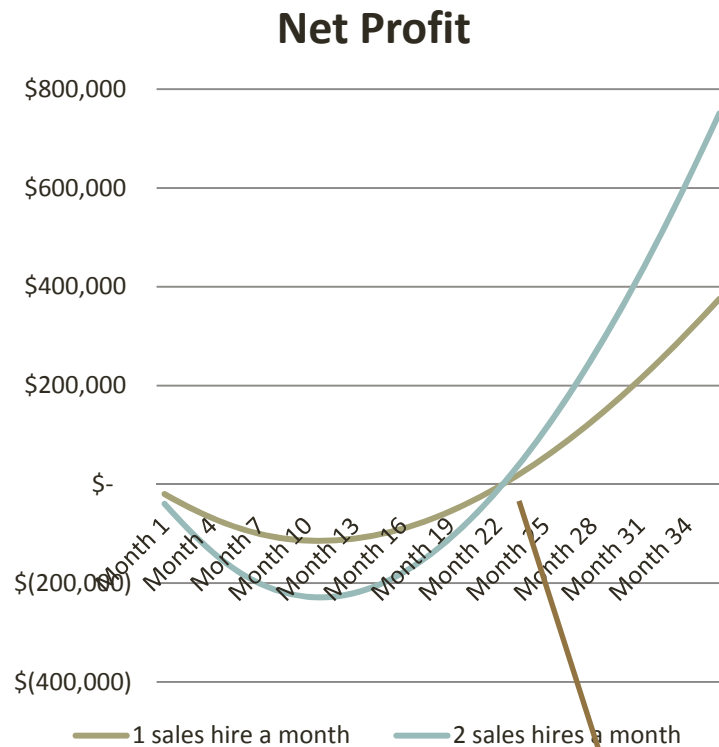
- The business still keeps growing, but at a slower, slightly declining rate

# Comparison: hiring one versus two sales people per month

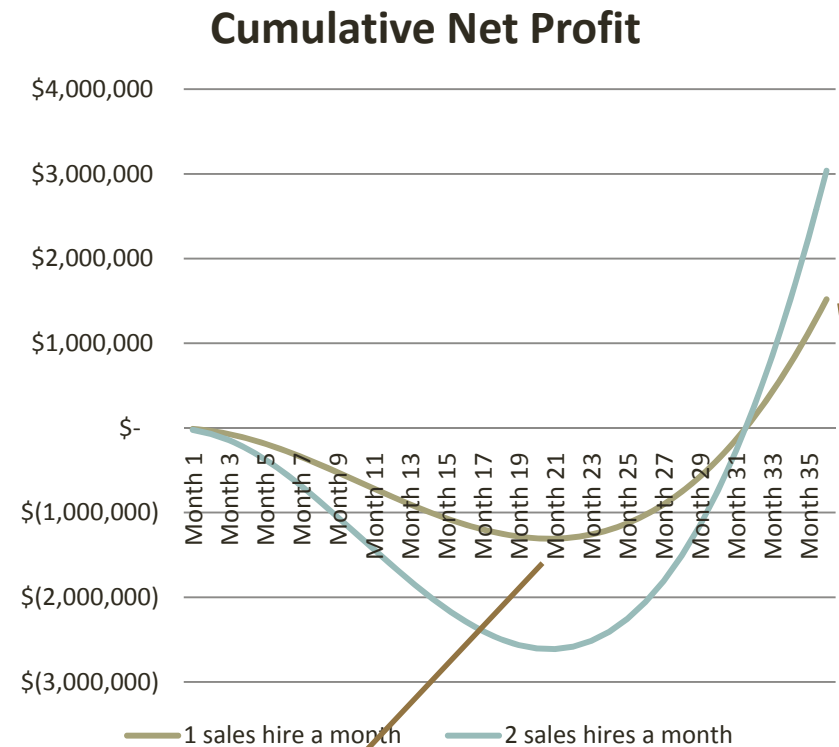


- Not surprisingly, MRR and Growth in MRR directly correlate to sales hiring rate

# Comparison: hiring one versus two sales people per month



The time to breakeven remains the same

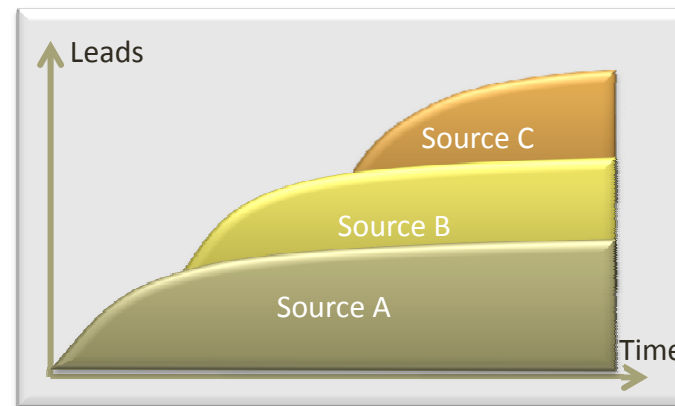


The cash flow trough is halved

Not adequately shown, but the acceleration after breakeven is also halved

# What's the blocker to faster growth?

- Usually it is the rate at which you can grow leads
  - Typically each lead source maxes out
  - Adding new lead sources often means paying more per lead



- Another blocker:
  - The rate at which you can hire and train really high quality sales people

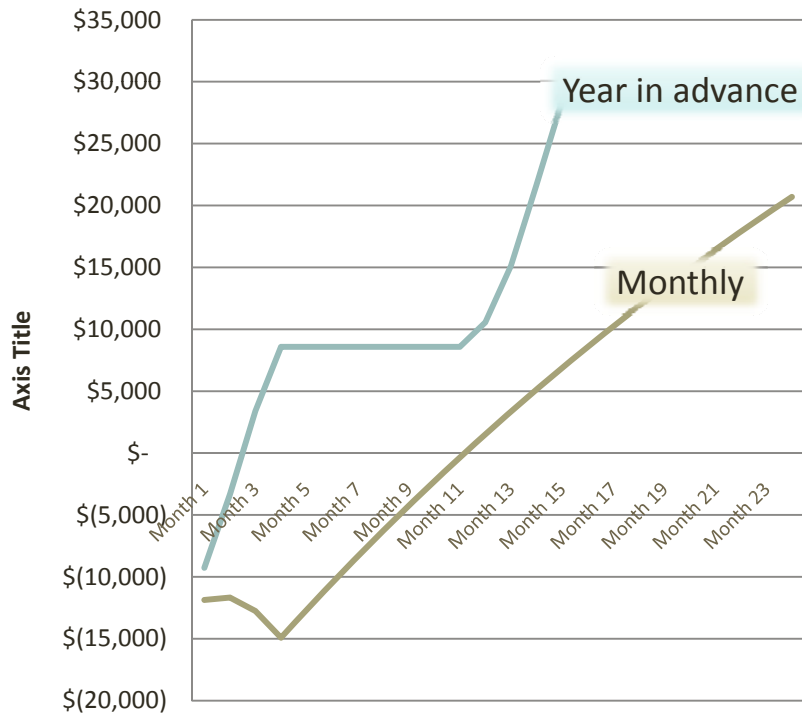
# Personal Lesson Learned

- Once you have a repeatable, scalable sales model:
  - Grow as fast as you can
    - Grab market leadership position
  - Limited by:
    - Available capital
      - But capital and/or debt are easy to raise when your model works
    - Growth in lead generation
    - Ability to hire and train great quality sales people
- What's the worst that can happen?
  - You hire too fast and the sales model starts to break
  - Solution: simply stop hiring and let the model catch up

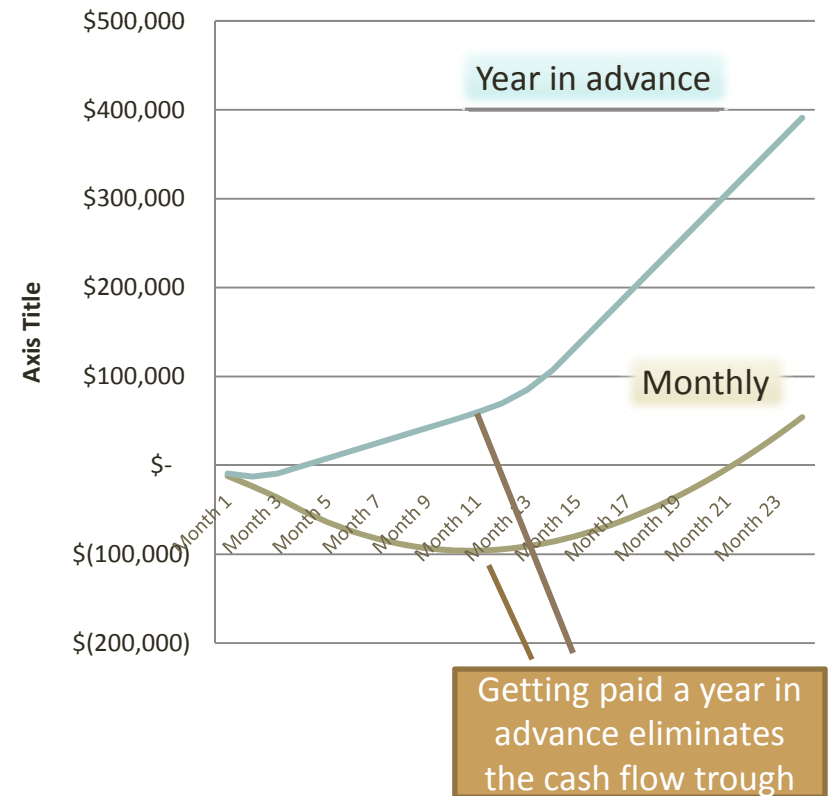
# What happens if we collect a year's payment in advance?

Looking at an individual sales person

## Cashflow comparison - monthly payments vs year in advance



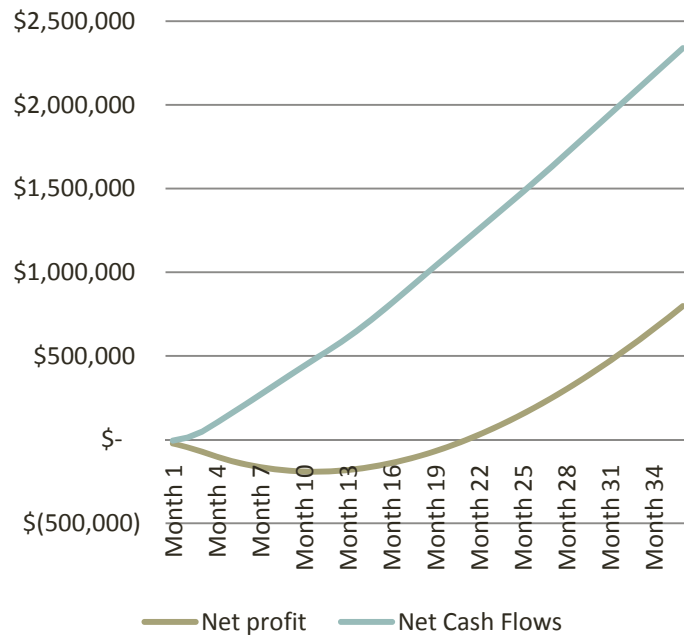
## Cumulative Cashflow comparison - monthly payments vs year in advance



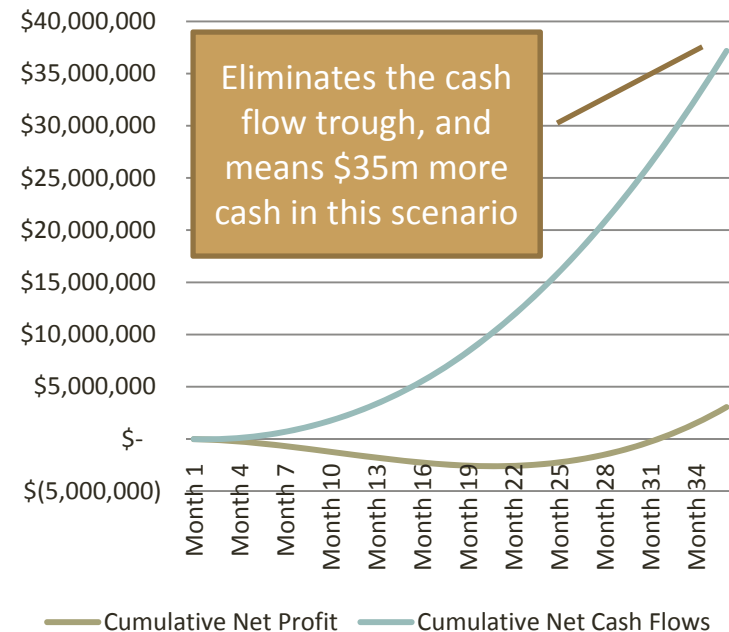
# What happens if we collect a year's payment in advance?

Looking at the whole company picture when hiring 2 sales people per month

**Cashflow comparison -  
monthly payments vs year in  
advance**



**Cumulative Cashflow  
comparison - monthly  
payments vs year in advance**

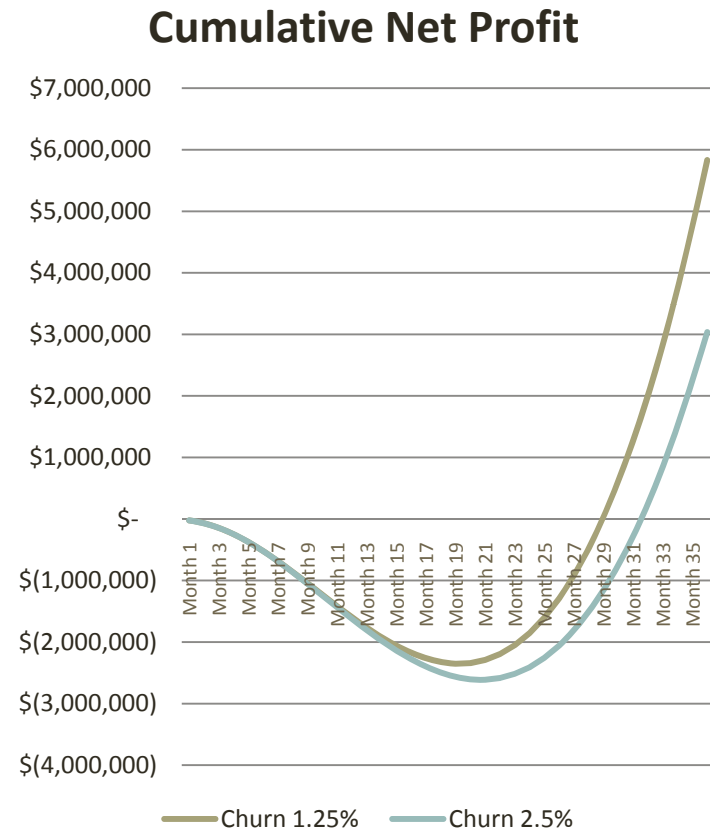
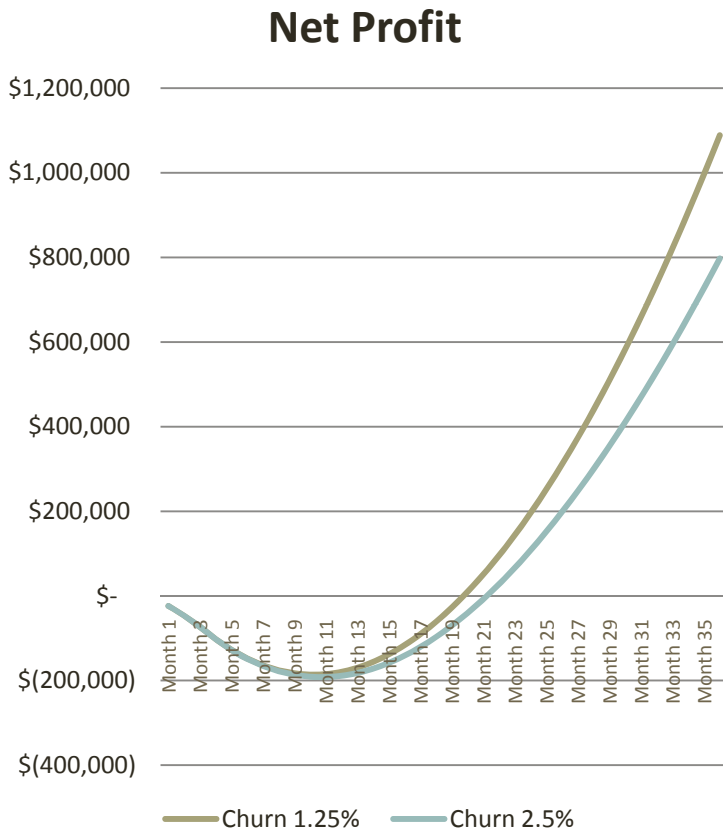




# Lesson Learned

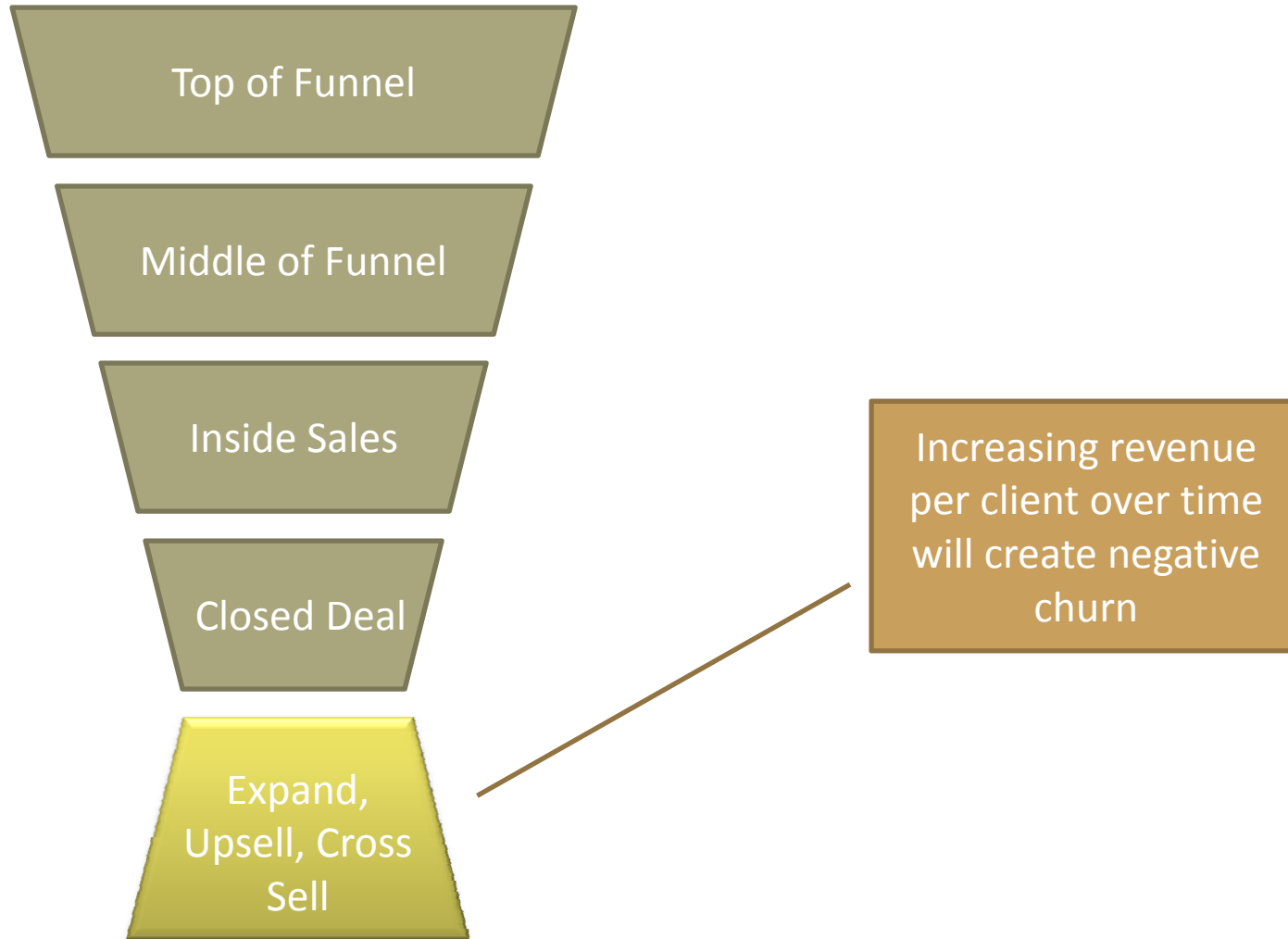
- Look for ways to get customers to pay in advance
  - Depending on the cost of your capital, this can be worth fairly large discounts

# Impact of lowering Churn



- Impact of lower churn rate is felt more heavily in the later years, as expected
- It has a significant impact on the long term profitability of the business

# A way to get to negative Churn



# Another Key Axis for Growth

- Scale pricing for customers that are willing to pay
- Build a multi-axis pricing model
  - Product modules
  - Number of users
  - Amount of data
  - Number of Servers
  - Support response time
  - Etc.

# Why is this model important?

- When you get to the point of having a repeatable, scalable sales model, you should hit the accelerator pedal
  - This model will help you show your investors and board members why that will involve a short term increase in burn rate
    - But a resultant high growth, high profit business

# For More information

- Visit my blog at [www.forEntrepreneurs.com](http://www.forEntrepreneurs.com)



# How to use the Model

- Looks complex, but actually simple to use
- There are only a few inputs
  - Those input cells are clearly marked in Orange
- Four sections
  - How a single sales person looks
  - What happens when you hire multiple sales people over time
  - What happens if you collect a years payment in advance
  - Comparison of two different hiring rates (second tab)
  - Comparison of two different churn rates (third tab)
- The slides are linked to the spreadsheet
  - Save them in the same directory then change the spreadsheet
  - The slides will update, providing prettier graphs
- Some complex calcs are hidden in rows 9 and 21

# There are some important variables

- Important to play around with factors like:
  - cost per lead
  - average deal size
  - Sales force productivity (lower the monthly target)
  - etc.

... and see how they impact the economics



# Important Note

- The figures I have used should not be taken as a default set of values for any SaaS business
  - There are going to be wide variations in funnel efficiencies that will make each individual business considerably different