Hi, I'm Myles

- Grew up in Rhode Island
- Went to W&M
- Spend my waking hours on
 - Third South Capital
 - Mobius Materials





Why You Shouldn't

Buy a Software Company.

Or at least know what you're getting into!



Thirdsouth.capital

- <u>Blue Canary Software</u>, a suite of ZenDesk support applications used by hundreds of thousands of agents
- <u>Icon Horse</u>, the easiest way for developers to retrieve images and icons for a given URL
- <u>Clipboard History Pro</u>, the best Chrome plugin for managing your clipboard history
- EntryThingy, the best way to manage calls for artists
- Shopping Cart Apps, a suite of tools for syncing e-commerce tools with advertisers

Challenging irresponsible narratives

Just talked with a guy who bought a profitable, \$250k/year business for only \$1,000 down.

His story is proof that buying a business is achievable for anyone if you can get a little creative.

- 1. Intro
- 2. This is a business
- 3. Tech debt is real debt
- 4. You could go a year without making progress
- 5. If that doesn't dissuade you
- 6. Q&A

Private businesses are illiquid investments

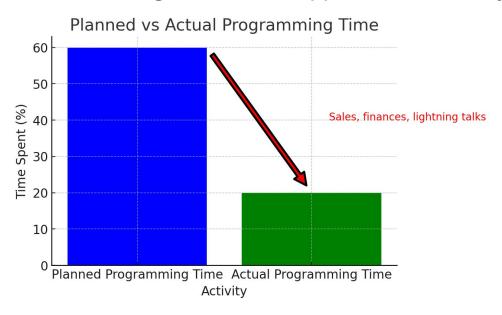
- Richmond houses are more liquid than software companies ¹
- Once you buy it, expect to hold it for at least a year
- Once you commit, you have to stick with it



Tiny ✓ Full or partial cash out ✓ Deal size ranging from \$1M-\$300M ✓ 30-day process

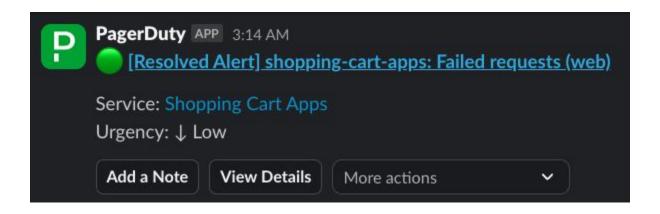
Make sure you buy a business- not just code

- Realize if you are playing the "build from scratch" game (and avoid it)
- If you delegated programming, would the business still run?
- Systems, sales/marketing, customer support make money. Code doesn't.

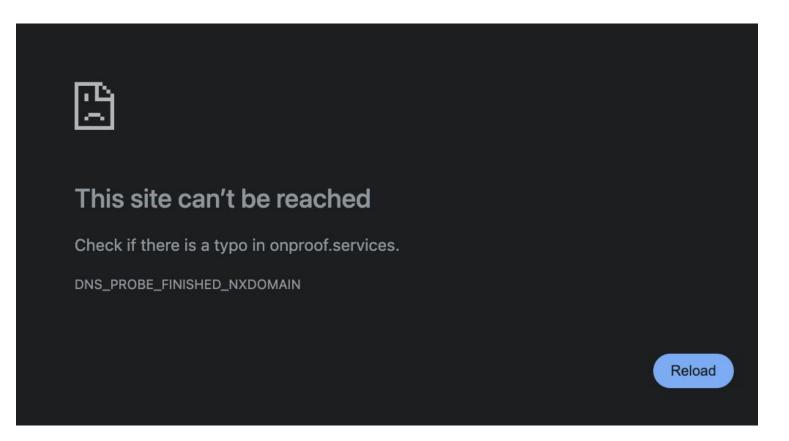


It's all on you. The users depend on you being there!

- Something breaks? You have to fix it
- Even if you delegate this, it's up to you to train, guide, and monitor them
- Having a peer network can help a lot, but they don't solve your problems



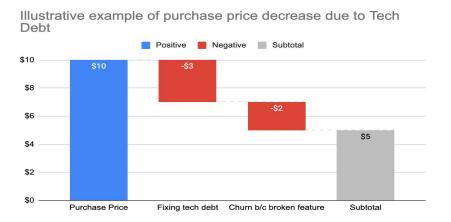
Don't repeat my mistakes!! Onproof was a disaster



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This can seriously kill your investment

- Your time is worth money
- Every incremental hour/dollar in the business must be worth it
- You can defer it, but you have to pay it off:
 - a. Reduce earnings by delegating the fix
 - b. Make users upset because that thing broke
 - c. Reduce the price you sell it at 3 years from now



The loan you can't avoid

- There's no other way to do it. There will be some amount of tech debt
- But if the code is broken, imagine what else is...
- Sometimes you have to prioritize other work before fixing tech debt



Many-a-tech-debt-story

- 1. Create four tables for each user
- 2. Tables have between 1000-100,000 rows
- 3. Now do that for 2600+ users every hour

Oh, and ½ the tables must be dropped in order or everything might break



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"I don't want to sell, at your terms, at that price, etc"

- Buyers and sellers often "kick tires" and just ask questions
- People's lowest and more irrational moments are when they lose something...businesses are no exceptions
- If you want to commit, you need the "can't stop won't stop" mentality

But don't rush it

- This can be a frustrating period, as you are sinking time and money into this investment and getting \$0 return for months
- I've seen people become "full time searchers" and end up empty-handed
- "Be quick, but don't hurry"...these can be life changing in a good or bad way
- Be patient and creative

Summary	Small Local	Large National
Search Costs	3,000	12,500
Dead Deal Cost	45,000	80,000
Closed Deal Cost	45,000	80,000
Equity Requirement	26,148	44,094
Cost to Close w/10% Equity, 1 dead deal, 2 years	119,148	216,594

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You'll learn a ton with fun people, and earn money

- One of the steepest and prolonged learning curves out there
- Meet the most fascinating people and businesses, along with seeing your creations come to fruition and be validated
- Financial rewards aren't bad

ASD

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