



GAMIFY SALES TRAINING TO **BOOST SALES**

**BRING IT IN**

# 51 CLIENTS. 10,000 USERS.



SPORTS

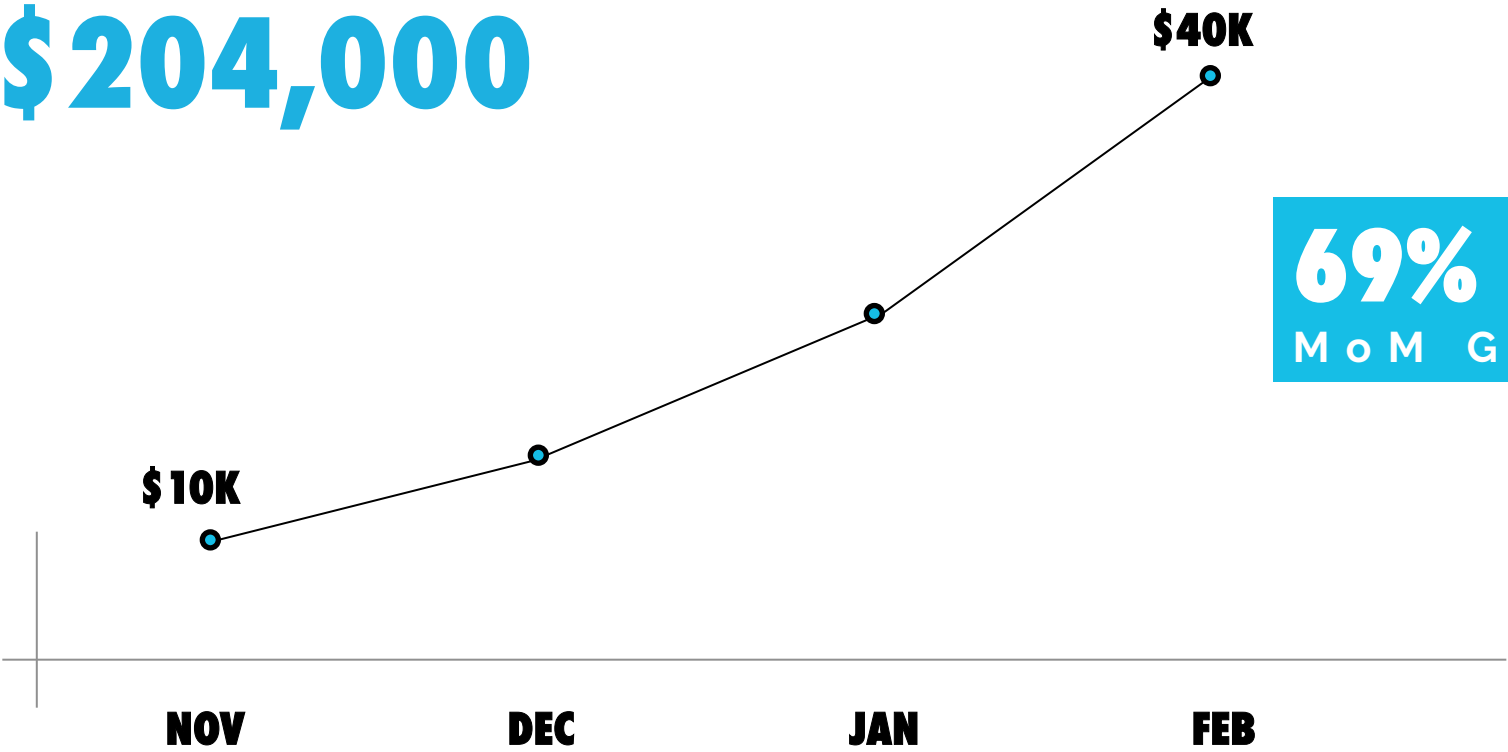


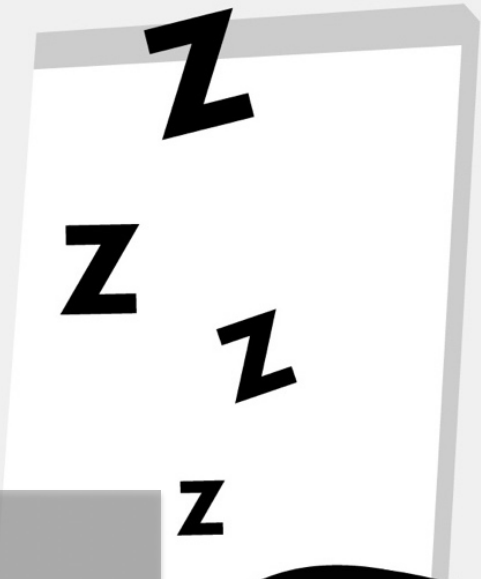
ENTERTAINMENT



COLLEGES

# 2015 TOTAL SALES \$204,000



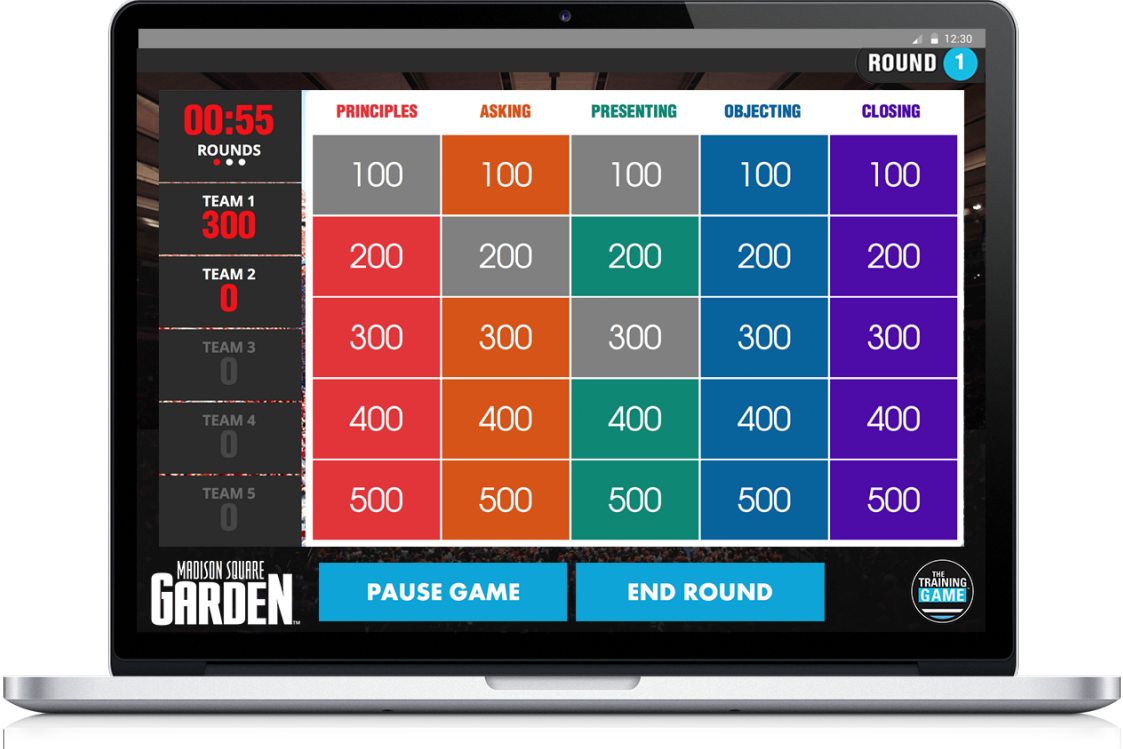


**\$486B**

CORP TRAINING

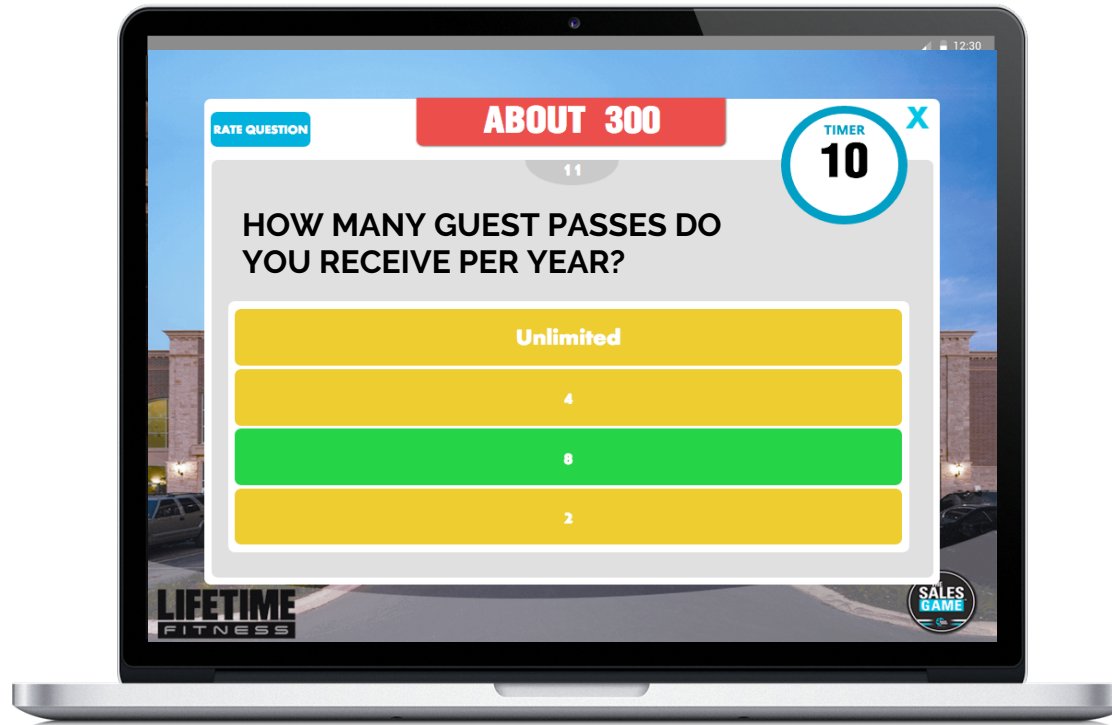
# BUILD

## GAMES FOR TRAINING



# PLAY

## IN INDIVIDUAL OR TEAM MODE



# REWARD

## TOP PLAYERS

LEADERBOARD



JOSE

TOTAL POINTS

305,400

1



ANDREW

TOTAL POINTS

206,800

2



RAYMOND

TOTAL POINTS

152,600

3



JOSH

TOTAL POINTS

67,200

4



ALEXANDRA

TOTAL POINTS

47,000

5



JOHNNY

TOTAL POINTS

13,100

6



JD

TOTAL POINTS

10,500

7



NANA

TOTAL POINTS

500

8



AIDEN

TOTAL POINTS

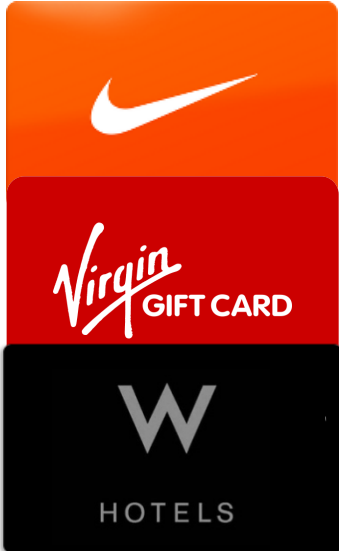
400

9



SALES







**GAME DAY 400**

TIMER

**9**

**X**

30



THE TOTAL PRICE FOR  
THIS SUPER BOWL 50  
GAME DAY SUITE IS...

**\$1,000,000**

**\$2,000,000**



**\$15M**  
QUESTION







# \$10M

INCREASE IN SALES

# TEAM

## **SAM CAUCCI** **FOUNDER & CEO**

10+ YEARS TRAINING SALES & SERVICE REPS

## **ROGER BERNARDINO** **DIRECTOR OF SALES**

6 YEARS SELLING ENTERPRISE SAAS

## **BEN POWERS** **CLIENT SUCCESS MANAGER**

GAME BUILDING GURU



FEATURED IN:





[sam@thesaleshuddle.com](mailto:sam@thesaleshuddle.com)

**51**  
CLIENTS

**204k**  
2015 SALES

**69%**  
MoM  
GROWTH