

## Rewriting the Playbook for Winning — With Logic, Not Legacy



### 1. Challenge to Tradition

### Moneyball:

Dismantles the old scouting model by favoring evidence-based recruiting over subjective gut instinct.

### Skyesoft:

Overhauls traditional business operations by replacing fragmented, personality-driven processes with structured, transparent systems.



## 2. Conflict With "Experts"

#### Moneyball:

Seasoned scouts and the team manager resist the change, convinced their way "works."

### Skyesoft:

Likewise, entrenched staff may resist Skyesoft because it removes ambiguity, exposes inefficiencies, and prioritizes systems over personalities.



### 🗩 3. Comprehensiveness Is Key

### Moneyball:

The model falters without full commitment—partial adoption leads to confusion and friction.

### Skyesoft:

A piecemeal rollout won't yield results. Skyesoft is not a tool — it's a philosophy. It only works when embraced as the *new operating system* for the entire organization.



### 4. Counterintuitive, Yet Powerful

### Moneyball:

Opts for undervalued skills instead of traditional 5-tool players—an approach that looks flawed until it delivers consistent wins.

### Skyesoft:

Replaces a fluid but dysfunctional approach with one that's deliberate, measurable, and accountable.

It may feel rigid at first, but it frees the organization to scale and succeed.



### **5.** A Shift in Thinking — With Resistance

#### Moneyball:

Sabermetrics was more than a tactic; it was a redefinition of how baseball should be played.

It faced ridicule before it proved itself.

### Skyesoft:

Likewise, adopting Skyesoft requires a mental shift. It challenges how teams are led, how tasks are assigned, and how success is measured.

It replaces ad hoc decision-making with rational structure—not because it's trendy, but because what we're doing now isn't working.

Expect resistance — but recognize it as a sign that transformation is happening.



# 6. Outcome-Based, Not Ego-Based

### Moneyball:

Built around wins per dollar, not glory per player.

### Skyesoft:

Built around *output per effort*, not influence per manager.