Starting your own company is not easy, but it's ab	solutely
possible. Everyday people are faced with challen	ges and
potential setbacks, but throughout the process we	have
found five principles that help guide new business	owners.
We hope these tips will also help you find succes	ss as you
begin building your own business:	

- 1. **Be Passionate about what you are doing.** Whether you are talking to your friends, family, investors, or guests, your passion for your company should shine through. To become successful, you, your team members, and your customers have to love what you're doing. By showing others your passion, they will follow your leadership.
- 2. **Surround yourself with the right people**. A great team needs more than a great captain. You will have plenty of ups and downs in a startup. You need people you can count on in your personal and professional life who can be outlets, mentors, advisors, and friends.
- 3. **Treat people as people, not customers.** Don't forget, the reason you are creating a business is for the benefit of others. Treat your customer the way you would like to be treated. Take the time to learn how they think and feel and why. Understand their overall experience, and learn how to improve it. Listen and learn from them, they will help you innovate.
- 4. **Learn from your mistakes**. You're going to make lots of mistakes. Don't dwell on them, face your mistakes head-on. Errors will teach you things you did not realize you needed to know. The biggest mistake you can make is not learning from the ones you make.
- 5. **Take time everyday to reflect on what you are doing right.** One of life's most common regrets is not following your intuition. There will always be things that need improvement. Every day, keep a minute to stop, sit and reflect on the journey that you had the courage to start. Now take this positive momentum and run with it.

For more information and tools to help you start a business please visit us at: http://www.canad iangrantsbusinesscenter.com/contact.html