



PRÜFORMANCE REWARDS

Better Rewards. Better You.



Prüver partner,

Welcome to Prüvit Prüformance Rewards.

Our cloud based company is designed to be more efficient and effective with less overhead, which enables us to pay out more commissions to our community. Prüvit believes that the strength of the company is our community and the people that drive our message, products and programs. This is where we want the rewards to go.

Our philosophy is very simple. We don't want to sell our product, we want to inspire people to pursue better with stories that you create. Selling a product is one thing, however, building a brand is another. To build a competitive, relevant brand, we knew we had to look further than just a product; we had to envision a larger purpose, a deeper reason for what we were doing.

The Prüvit Prüformance Rewards is designed to incentivize you to help socialize our stories and product with others and reward you for your reach and the ripple effect that you create. We all have value in today's marketplace and should be rewarded for our influence.

We designed the program for the average person that wants to make a full time income. Our goal is to help more people go full time faster than any other company in the marketplace and in that same spirit, we've designed multiple Go Challenge resources to support your ambition as you launch your new business.

The power of the Prüformance Rewards includes incentives to get everyone to "GO" and get started. Let's dive in, learn more, and pursue better together everyday.

Simple, aggressive and powerful!

All the best,

Your Prüvit Team

I AM GOING TO BREAK THE RECORD. I AM GOING TO BE A BETTER PARENT. I WILL RUN A MARATHON. I WILL LIVE WITH PURPOSE. I AM GOING TO WIN THE RACE. I WILL INSPIRE OTHERS. I AM GOING TO BE FINANCIALLY SOUND. I WILL TRAVEL THE WORLD. I WILL TO BE A LEADER. JUST PRUVIT...

#PRUVITEVERYDAY

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CUSTOMERS

Anyone can join Prüvit as a customer by purchasing a product. Customers can also take advantage of the Free Product Program (Endorsement Bonus) as detailed on page 15.

NOTE: There is a limit of 1 customer account per household.

Smartship Customers

Customers with a recurring order will achieve Smartship Customer status, which carries these additional benefits:

- **Discount off retail prices (22% off with Smartship orders)**

PROMOTERS

Anyone who wants to earn rewards by referring customers and Promoters can enroll as a Promoter by paying the annual membership fee of \$37 USD. Your annual Promoter membership unlocks the Prüvit Promoter Cloud which allows you to track your progress in the Prüformance Rewards Program, plus the associated business tools.

QUALIFICATION TO EARN

A Promoter is qualified to earn if they meet a minimum of 50PQV*, during the current Qualifying Cycle and maintain Engaged status:

A Promoter is Engaged, if they HAVE qualified for minimum PQV in the current qualifying month.

A Promoter is NOT Engaged, if they have NOT qualified in the previous 31-day qualification cycles.

**No more than 40% of PQV requirement can come from Promoter's own orders, including initial, one-time and Smartship orders..*

Some bonuses have specific qualification requirements that a Promoter must meet to qualify for that specific bonus.

PAY PERIODS

All bonuses are calculated on either a daily, weekly, monthly, quarterly or annual period (depending on the bonus).

A pay "week" begins at 12:00am Monday morning and ends at 11:59pm the following Sunday. Times are based on Prüvit Rewards Time Zone (RTZ) as displayed inside the Prüvit Cloud (cloud.justpruvit.com).

A pay "month" is based on a calendar month.

- All monthly commissions will be calculated and paid on the 15th of the following month.
- All volume adjustments due to failed credit card charges, product refunds, etc. that occur during this 15 day period, and that are applicable to orders processed during the previous month, will be factored into all commission calculations for that month.

POSITION

Sponsorship Tree: The entire downline hierarchy based on all personally enrolled Promoters being put on only the first level. Therefore, does not include those sponsored by an Upline Promoter.

Placement Tree: The entire downline hierarchy based on how all Promoters are positioned, including those who have been sponsored by an upline Promoter and "placed".

VOLUME

BV (Bonus Value): The points assigned to all commissionable products.

PQV (Personal Qualifying Volume): The total amount of Bonus Value (BV) produced by the Promoter from his/her personal purchases and from sales to their Customers. PQV is one of the primary factors in determining personal income qualifications. PQV is calculated by looking back 31 days, providing members with a 1 day grace period.

Leg Volume (LV): The total amount of BV in each of a Promoter's Placement legs. All those on a Promoter's first level within the Placement Tree are considered the top of that leg.

NV (New Volume): The BV produced by all orders placed during the first 30 days of all new personally enrolled Customers and Promoters. Used only as a qualifier for certain bonuses.

GV (Group Volume): The total BV within a given qualification period in the Placement Tree.

TV (Team Volume): The total BV within a given qualification period in the first three levels of a Promoter's Sponsorship Tree, in addition to BV from the Promoter's own personally enrolled Customers. TV also includes BV from orders of Customers enrolled by Promoters on your first three levels). TV does NOT include BV from a Promoter's own purchases.

PTV (Personal Team Volume): The total BV within a given qualification period in the first level of a Promoter's Sponsorship Tree. Includes volume from personally enrolled Customers and Promoters. But NOT volume from the Customers of personally enrolled Promoters. TV does NOT include BV from a Promoter's own purchases.

RANKS

Achieved Rank: The highest rank ever achieved by a Promoter. A Promoter will always be referenced by this rank, which is permanently assigned for as long as they remain engaged.

Paid Rank: The rank the Promoter qualified for in that particular week or month, which is the rank they are paid at. NOTE: Your monthly Paid Rank is confirmed on the 15th of the following month, after the 15 day Pending Period to process any refunds on orders placed in the previous month.

Current Rank: The rank a Promoter is currently qualified at DURING the pay period, before it ends. This rank could go up or down once the period and Pending period ends.

KICK-OFF REWARDS (FIRST 30 DAYS)

Go Pro Bonus (GPB)

Pays a cash bonus, Prüvit Bucks and additional Go Fast Bonuses, based on a Promoter's Personal Team Volume (PTV) and Team Volume (TV) within the first 14 days following the start of their Go Challenge.

Go MVP Bonus (GMB)

Pays a cash bonus, Prüvit Bucks and additional Bonus Pool shares, based on the Promoter's Personal Team Volume (PTV) and Team Volume (TV) within the first 30 days following the start of their Go Challenge.

GAMEPLAY REWARDS

MVP Mentor Bonus (MMB)

Pays a cash bonus based on developing MVPs (Promoters who achieve the Go MVP bonus).

Go All-Star Bonus (GAB)

Pays a cash bonus and unlocks additional levels on the MVP Mentor Bonus, based on developing 5 MVPs within 120 days following the start of the Go Challenge.

Retailer Bonus (RB)

Pays a percentage of all BV produced by personally enrolled Customers, based on the number of Customers enrolled.

Endorsement Bonus (EB)

Get your product FREE every month by directly referring 2 Smartship Customers. **Both Promoter AND Customer accounts can participate.**

Go Fast Bonus (GFB)

A weekly bonus that pays on all commissionable orders placed during the first 30 days of new, personally enrolled Promoters.

**Promoter can qualify for Daily Pay*

RESIDUAL REWARDS

Residual Commission (RC)

A monthly commission based on the percentage of BV that occurs on each of the first one to eleven levels of the Placement Tree.

Champion Bonus (RCB)

In addition to the Residual Commission, the Champion Bonus offers a percentage of BV that occurs from unlimited levels of Promoters one to five Generations deep following the Sponsorship Tree.

Residual Match (RM)

A percentage of the RC earned by all those Promoters which contribute towards a Promoter's Team Volume (TV). That is, within the Promoter's first three levels, based on Sponsorship Tree.

LEADERSHIP REWARDS

Dream Team Bonus (DTB) coming soon

An annual bonus paid to Rank 8 and above that the Promoter distributes to selected key contributors within their Team (those that contribute TV).

Champion Car Bonus (CCB)

Prüvit will pay up to \$800 towards a luxury car for all Promoters who achieve, and maintain, at least Rank 6 for 2+ consecutive months.

Consistency Bonus (CB) coming soon

The Consistency Bonus rewards Promoters for commitment and loyalty to the Prüvit opportunity. Earn a percentage of all previous earnings, achieved by staying Commission Qualified and maintaining an unbroken streak of meeting the monthly qualifiers, for 12 consecutive months.

PARTNER REWARDS

MVP Pool (Monthly)

A pool for only those Promoters who earned the Go MVP Bonus (GMB), based on 0.5% of all company wide New Volume (NV) during the calendar month.

Rising Champion Pool (3 month eligibility period)

Promoters can earn from the Rising Champion Pool for up to 3 months, following the month in which they hit MVP. It is based on 0.5% of company wide New Volume (NV) during the calendar month.

Ownership Pools L7 - L10 (Quarterly)

Four separate pools for all Promoters who reach the L7, L8, L9 and L10 ranks, each based on 1% of total company BV.

Most Valuable Teams Pool (Annual)

A pool divided among the top three Personal Team Volume (PTV) producers during the previous 365 days (based on Company launch/anniversary date), based on 1 percent (1%) of total Smartship volume during this 365 day period.



CONTESTS AND PROMOTIONS

Prüvit runs exciting, regular contests and promotions

Make sure you download the Prüvit Pulse App to keep in the loop. Available on iPhone and Android.

All rank qualifications and commissions in Prüvit Prüformance Rewards are based on the BV (Bonus Value) assigned to all commissionable products sold.

Personal Qualifying Volume (PQV) is earned from:

1. The Promoter's own initial purchase of products.
2. The accumulation of PQV from more than one of the Promoter's own orders.
3. The sale of products to Customer.
4. Any combination of the above three scenarios.

Team Volume (TV) is calculated by:

5. The total BV within a given qualification period in the first three levels of a Promoter's Sponsorship Tree, in addition to BV from the Promoter's own personally enrolled Customers.
6. TV is compressed based on Promoter membership.
7. TV does not include personal orders.

Group Volume (GV) is recalculated based on a calendar month, based on a Promoter's Placement Tree at the conclusion of the month:

8. GV is based on the BV within a given qualification period in the Placement Tree.
9. All GV is reset at the beginning of each new month.
10. No GV is ever carried over.
11. Refunded items that produce GV are deducted from the monthly GV total of the month in which the refund is issued.

70% RULE:

No more than 70% of your GV can come from one team. A team is any personally enrolled Promoter and their entire Community volume.

PENDING PERIOD:

Your monthly Paid Rank is confirmed on the 15th of the following month, after a 15 day true-up (Pending Period). All volume adjustments due to failed credit card charges, product refunds, etc. that occur during this 15 day period, and that are applicable to orders processed during the previous month, will be factored into all rank qualification and commission calculations for that month.

RANK	PQV	TV	GV
R1 - Prüver	50	200	250
1 Star - R1		250	350
2 Star - R1		300	500
3 Star - R1		350	1,000
R2 - Prüver	50	500	1,500
1 Star - R2		1,000	2,500
2 Star - R2		1,500	3,500
3 Star - R2		2,000	4,500
R3 - Prüver	50	2,500	5,000
1 Star - R3		3,000	6,000
2 Star - R3		3,500	7,000
3 Star - R3		4,000	8,000
R4 - Prüver	100	5,000	10,000
1 Star - R4		5,500	12,500
2 Star - R4		6,000	15,000
3 Star - R4		6,500	17,500
R5 - Prüver	100	7,500	20,000
1 Star - R5		9,000	22,500
2 Star - R5		11,000	25,000
3 Star - R5		13,000	27,500
Circle of Champions			
R6 - Champion	200	15,000	30,000
1 Star - R6		17,500	45,000
2 Star - R6		20,000	60,000
3 Star - R6		25,000	75,000
R7 - 100k Champion	200	30,000	100,000
1 Star - R7		35,000	125,000
2 Star - R7		40,000	150,000
3 Star - R7		45,000	200,000
R8 - 250k Champion	200	50,000	250,000
1 Star - R8		60,000	350,000
2 Star - R8		70,000	450,000
3 Star - R8		85,000	600,000
R9 - 750k Champion	200	100,000	750,000
1 Star - R9		125,000	800,000
2 Star - R9		150,000	850,000
3 Star - R9		175,000	925,000
R10 - 1m Champion	200	250,000	1,000,000
Legend	200	300,000	2,000,000

plus develop 1 current R10 1m Champion in the first 3 levels of your Sponsor Tree (Team)

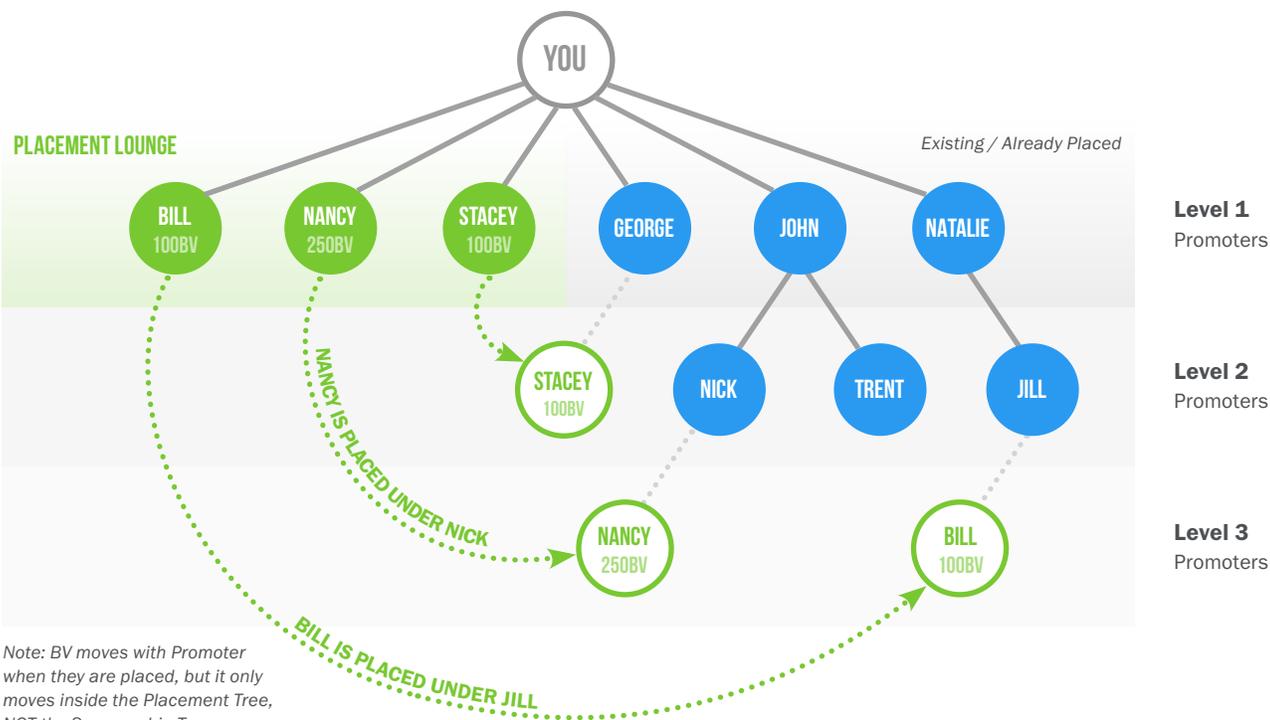
The Placement Lounge feature is an incredible tool, providing strategic team building placement. The Placement Lounge allows you to create collaborative synergies with Prüvers that you think would benefit from being on the same team. Reward those that deserve it by helping them grow their teams as well as advance to higher ranks.

The key to using your Placement Lounge is to sponsor personally every month and create new Prüver's that you can hold in the Placement Lounge. Create momentum by helping them GO FAST so you build volume that you can then place on the team of your choice. This also allow the new Prüver Promoters to to gain additional support by teams that are already in place. Remember, take your time. Once the Prüver Promoters in your Placement Lounge are placed they CAN NOT be moved again. NO EXCEPTIONS!

HOW IT WORKS

When you personally enroll Prüver Promoters, they are automatically placed in your Placement Lounge for up to 60 days, which is also on your 1st level of your Residual Commissions. During that time, you (the sponsor) has the option to place the new Promoter into an open position in an existing leg in their Placement Tree. Allowing you to place a new Promoter in an open position in the Placement Tree provides an opportunity to increase the sales volume in an existing leg that is already in place. Any volume associated with the Promoter, at the time of the move, also moves with the that person.

If you decide to not move any of your Promoters in the Placement Lounge, or if the 60 days expires, they will be permanently left on your 1st level. Rank advancement and Residual Commissions are based on the sales volume in the Placement Tree. Again, All moves are FINAL.



GO CHALLENGE

The **Go Challenge** is the fastest way to kick-off your Prüvit Promoter journey. It gives you quick cash and a solid foundation for a prosperous, long-term business.

We also have you covered with an optional 14 day 'settling in' period while you learn the ropes and receive your first shipment of product. You can choose to GO at any time during this 14 days.

READY. SET.

GO!

\$

\$\$ GO DAILY PAY

\$\$\$

JOIN/UPGRADE

DAY 1 BEGINS

DAY 14

DAY 30

DAY 90

Become a Promoter

Start Go Challenge

Earn Go Pro Bonus

Earn Go MVP Bonus

Earn Go All-Star Bonus

When you Join or Upgrade as a Promoter, you have 14 full days to start your Go Challenge. If you have not started it by the end of your 14th full day, it will automatically begin. Daily Pay becomes available after 30 days, provided you have met the qualifiers.

PURCHASE AN EXPERIENCE PACK TO UNLOCK THESE LIMITED TIME OFFERS:

40% GO FAST BONUS

**30
DAYS**

Purchase the **Experience Pack** to receive 30 days of 40% on Level 1.

Note: Purchase must be made BEFORE your Go Challenge starts. 30 days begin when you start your Go Challenge.

You can earn the 30 day 40% Go Fast Bonus by accumulating 2000PQV in your first 48 hours.

RANK 5 PASS

Purchase the **Experience Pack** to unlock the Rank 5 Pass for 1 year.

This means you can earn like a Rank 5 Promoter in your first month!

You can earn the Rank 5 Pass by accumulating 2000PQV in your first 48 hours.

GO PRO BONUS (GPB)

Pays a cash bonus, Prüvit Bucks and additional Go Fast Bonuses, based on a Promoter’s Personal Team Volume (PTV) and Team Volume (TV) within the first 14 days following the start of their Go Challenge.

Who is eligible	Qualified and Engaged Promoters
Qualifying cycle	14 full days following the start of the Go Challenge
What you will receive	One-time \$250 cash bonus 100 Prüvit Bucks Level 2 and 3 of Go Fast Bonus doubled (Level 2 = 10%, Level 3 = 20%) Level 4 at 5% will be added to Go Fast Bonus
Eligibility requirements	
- Minimum Personal Qualifying Volume (PQV)	100 PQV in the last month
- Personal Team Volume (PTV)	800 BV
- Unique personally enrolled Customers (who place a commissionable order)	Qty 2 (no minimum volume)
- Team Volume	1000 TV

1. \$250 cash bonus is paid the following weekly pay period within which the GPB was achieved.
2. The Go Fast Bonus increase will commence at the conclusion of the first calendar week that does not contain any of the Promoter’s first 14 days, after the GPB was achieved.
 - a. This additional Go Fast Bonus will be permanent for as long as the Promoter remains Engaged.
 - b. If a Promoter goes not Engaged, and then becomes Engaged again, the extra percentage on levels two, three and four of the Go Fast Bonus will not be reinstated.

GO MVP BONUS (GMB)

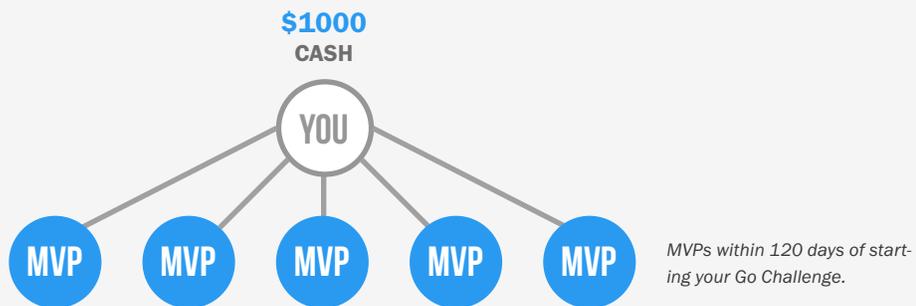
Pays a cash bonus, Prüvit Bucks and additional Bonus Pool shares, based on the Promoter’s Personal Team Volume (PTV) and Team Volume (TV) within the first 30 days following the start of their Go Challenge.

Who is eligible	Qualified and Engaged Promoters
Qualifying cycle	30 full days following the start of the Go Challenge
Pay period	Weekly
What you will receive	One-time \$500 cash bonus
	Eligible to earn Shares in MVP Pool
	1 additional share of the Ownership Pool and MVT Pool
	100 Prüvit Bucks
- If Go Pro Bonus was not achieved	Level 4 at 5% will be added to Go Fast Bonus
	Level 2 and 3 of Go Fast Bonus doubled (Level 2 = 10%, Level 3 = 20%)
Eligibility requirements	
- Minimum Personal Qualifying Volume (PQV)	100 PQV in the last month
- Personal Team Volume (PTV)	1600 BV
- Unique personally enrolled Customers (who place a commissionable order)	Qty 4 (no minimum volume)
- Team Volume	2000 TV

1. \$500 cash bonus is paid the following weekly pay period within which the GMB was achieved.
2. The Go Fast Bonus increase will commence at the conclusion of the first calendar week that does not contain any of the Promoter’s first 30 days, after the GMB was achieved.
 - a. This additional Go Fast Bonus will be permanent for as long as the Promoter remains Engaged.
 - b. If a Promoter is not Engaged, and then becomes Engaged again, the extra percentage on levels two, three and four of the Go Fast Bonus will not be reinstated.

GO ALL-STAR BONUS (GAB)

Pays a cash bonus and unlocks additional levels on the MVP Mentor Bonus, based on developing 5 MVPs within 120 days following the start of the Go Challenge.



Who is eligible	Qualified and Engaged Promoters
Qualifying cycle	120 full days following the start of the Go Challenge
Pay period	Weekly
What you will receive	One-time \$1000 cash bonus Unlock Accelerated MVP Mentor Bonus
Eligibility requirements	
- Develop personally enrolled MVPs (Promoters who achieve Go MVP)	Qty 5

1. Promoters must maintain 5 unique personally enrolled customers in order to maintain the Accelerated MMB. Refer MMB on page 13.
2. The Accelerated MMB increase will commence at the start of the next weekly qualifying cycle, following the week in which the Accelerated MMB was earned (via either option).
 - a. This additional MMB will be permanent for as long as the Promoter remains Engaged.
 - b. If a Promoter is not Engaged, and then becomes Engaged again, the extra percentage on levels 4, 5, 6, 7, and 8 of the Go Fast Bonus will not be reinstated.

GO FAST BONUS (GFB)

A weekly bonus that pays on all commissionable orders placed during the first 30 days of new, personally enrolled Promoters.

Sponsorship Tree	Standard	Example ⁺	Accelerated	Example	Power-up	Example	Limited Offer	Example
Level 1	20%	\$160	20%	\$160	20%	\$160	40%	\$320
Level 2	5%	\$40	10%	\$80	10%	\$80		
Level 3	10%	\$80	20%	\$160	20%	\$160		
Level 4	-	-	5%	\$40	5%	\$40		
Level 5	-	-	-	-	2%	\$12		
Level 6	-	-	-	-	2%	\$12		
Level 7	-	-	-	-	2%	\$12		
Level 8	-	-	-	-	2%	\$12		

PURCHASE AN 800BV MAX EXPERIENCE PACK TO GET

30 DAYS OF 40%

ON LEVEL 1, AND RANK 5 FOR 1 YEAR.*

*Purchase BEFORE your Go Challenge starts. The 30 days begins when you start your Go Challenge.

Who is eligible	Qualified and Engaged Promoters
Qualifying cycle	Ongoing bonus with no time limit
Pay period (default)	Weekly
Pay period (optional - requires qualification)	Daily
- Daily pay requirements	Minimum Personal Qualifying Volume (PQV): 100 PQV in the last month Personal or personally enrolled Smartship order processed during last 30 days Personal or personally enrolled Active Smartship order At least Rank 2
Accelerated GFB Eligibility Requirements	<i>Looks back 31 days from end of weekly period for customer qualifier.</i>
- Option 1: Achievement based	Achieve Go Pro or MVP and maintain 100 PQV
- Option 2: Unique personally enrolled customer orders	Qty 10 (Based on unique households)
Power-up GFB Eligibility Requirements	<i>Looks back 31 days from end of weekly period for customer and volume qualifiers.</i>
- Unique personally enrolled Customers (who place a commissionable order)	Qty 10 (no minimum volume)
- Personal Team Volume (PTV)	1500 BV
What you will receive	<i>Based on BV produced from commissionable orders during the first 30 days of new, personally enrolled Promoters.</i>
- Standard GFB	20% of BV on Level 1, 5% of BV on Level 2, 10% of BV on Level 3
- Accelerated GFB	20% of BV on Level 1, 10% of BV on Level 2, 20% of BV on Level 3, 5% of BV on Level 4
- Power-up GFB	20% of BV on Level 1, 10% of BV on Level 2, 20% of BV on Level 3, 5% of BV on Level 4, 2% on Level 5, 6, 7, 8

1. Refer page 26 for conditions and footnotes.
2. Unique personally enrolled Customers qualifier:
 - a. Refer footnotes on page 26.

MVP MENTOR BONUS (MMB)

Pays a cash bonus based on developing MVPs (Promoters who achieve the Go MVP bonus).

MVP MENTOR BONUS		
	Standard	Accelerated
Level 1	\$50	\$50
Level 2	\$50	\$50
Level 3	\$50	\$50
Level 4	-	\$20
Level 5	-	\$20
Level 6	-	\$20
Level 7	-	\$20
Level 8	-	\$20

Who is eligible	Qualified and Engaged Promoters
Qualifying cycle	Ongoing bonus with no time limit
Pay period	Weekly
What you will receive	
- Standard MVP Mentor bonus	\$50 for each new MVP on Level 1, 2, and 3
- Accelerated MVP Mentor bonus	In addition to \$50 on Level 1, 2, and 3, get \$20 for each new MVP on Levels 4, 5, 6, 7, and 8
Accelerated MMB Eligibility requirements - Option 1	
- Achieve the Go All-Star bonus	
- Unique personally enrolled Customers (who place a commissionable order)	Maintain Qty 5 (Based on unique households)
Accelerated MMB Eligibility requirements - Option 2	
	Looks back 31 days from end of weekly period for customer and volume qualifiers.
- Unique personally enrolled Customers (who place a commissionable order)	Qty 10 (Based on unique households)
- Personal Team Volume (PTV)	1500 BV

1. Unique personally enrolled Customers qualifier:
 - a. Refer footnotes on page 26.
2. The MMB does not roll up.

3. The Accelerated MMB increase will commence at the start of the next weekly qualifying cycle, following the week in which the Accelerated MMB was earned (via either option).

RETAILER BONUS (RB)

The Retailer Bonus pays 40% on 50% of the BV produced by your personally enrolled Customers, plus an additional percentage on 50% of the BV produced by Level 1 - 3 Customers in your Sponsorship Tree.

RETAILER BONUS		
50% Retail BV applied	Bonus Rate	Accelerated Qualifier
Personal Customers	40%	-
Level 1 Customers	5%	4 Personally Enrolled Customers* 
Level 2 Customers	10%	
Level 3 Customers	15%	

**Qualifying Customers must place order during qualifying period. No minimum volume.*

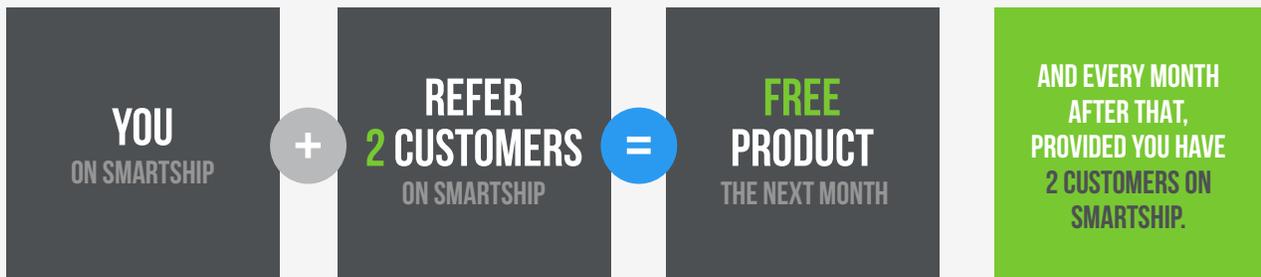
Who is eligible	Qualified and Engaged Promoters
Qualifying cycle	Monthly
Pay period	Monthly
What you will receive	
	40% Bonus Rate on personally enrolled Customers—applied to 50% of BV
	5% on Level 1, 10% on Level 2 and 15% on Level 3—applied to 50% of BV
Eligibility Requirements	
- To earn on Level 1, 2 and 3	
- Unique personally enrolled Customers (who place a commissionable order)	Qty 4 (No minimum volume)

1. If the Promoter who has earned a RB is not qualified, his/her RB will roll up (based on line of sponsorship) to find the next qualified Promoter.
2. Applicable BV does not include Promoter's own order/s
3. Unique personally enrolled Customers qualifier:
 - a. Refer footnotes on page 26.
4. Note: RB can be received by as little as one person and as many as 4.
5. The RB is based on number of unique household Customers who place an order, not number of Customer orders.
 - a. 'Unique household' is based on the address profile of qualifying Customers.
6. The Endorsement Bonus, which pays on personally enrolled Customer orders, takes precedence over the Retailer Bonus. However those Customers will count towards the RB Qualifier.

ENDORSEMENT BONUS (EB)

Get your product FREE every month by directly referring 2 Smartship Customers.

Both Promoter AND Customer accounts can participate in this bonus!



The average of the 2 largest orders are awarded as Prüvit Bucks, which will be automatically applied to your Smartship order.
 *Orders placed by Customers within 30 days of joining (Customer NV), and Smartship orders are valid.

How do Prüvit Bucks work?

Promoters and Customers can use their Prüvit Bucks on approved products for one-time and recurring Smartship orders*. You just pay for the tax and shipping.

Partial Prüvit Bucks can be applied to the sub total (excluding tax and shipping), with the balance being paid via credit card on file, along with tax and shipping. Credit card on file is required to process tax and shipping.

Your Smartship order will automatically use Prüvit Bucks if you have the entire, or partial value in your wallet, up to a maximum of \$500; **ONLY IF you have 2 Active Smartship Customers.*

Who is eligible	All Customers and Promoters
Qualifying cycle	Monthly
Pay period	1st day of month
Eligibility requirements	
- Personally enrolled Customer orders - New Volume and Smartship Orders only	Qty 2 (different customers, 1 order applied per customer)
- Personal active Smartship order	No minimum volume
What you will receive	
- Prüvit Bucks	Equal to the average of your two highest Customer orders

- Endorsement Bonus does not cover the cost of sales tax or shipping.
- For Eligibility Requirement, orders placed by Customers within 30 days of joining (Customer NV), and Smartship orders are valid.
- Both (2) Customer orders must be placed in the same calendar month to earn Prüvit Bucks for a given period.
- If you have more than two valid customers orders, the two largest orders placed within the current month will be used to calculate your Prüvit Bucks.
- Only 1 order per customer will be applied to the qualification. In the event a customer has multiple orders, the highest value order will be used.
- Orders that qualify towards the Endorsement Bonus do not get counted towards the Retailer Bonus or Residual Commissions.
- Promoters and Customers must maintain Active Smartship order during the Pending Period, or the Endorsement Bonus for previous qualifying cycle will not be paid out.
- Orders that use Prüvit Bucks for the complete value of the order will NOT count as a qualifying order towards the Endorsement Bonus. Orders that use Prüvit Bucks for partial value of the order will have the qualifying value of that order reduced in proportion.

DREAM TEAM BONUS (DTB)

The Dream Team Bonus (DTB) is a performance-based bonus program designed to reward and motivate high-performing employees. The program is designed to recognize and reward employees who have made significant contributions to the company's success. The bonus is calculated based on the employee's performance relative to their peers and the company's overall performance. The bonus is paid out at the end of the fiscal year.

COMING SOON

CHAMPION CAR BONUS (CCB)

Prüvit will pay up to \$800 towards the monthly lease or purchase of a luxury car to all Promoters who achieve, and maintain, at least Rank 6.

Who is eligible	Qualified and Engaged Promoters
Qualifying cycle	Total of 2 consecutive calendar months
Pay period	Monthly
What you will receive	Up to \$800 towards the monthly lease of a luxury car
Car Lease Tokens (CLT)	1 CLT is earned each month you qualify for payment. Upon approval of your submitted lease/purchase documentation, the CLT will be converted to dollars in your Cash Wallet, based on the amount indicated on your proof of lease/purchase documentation.
Eligibility requirements	
- Paid As Rank	Achieve and maintain Rank 6 or higher <i>Rank 6 = 200PQV / 15,000TV / 30,000 GV</i>
	After 2 consecutive months of achieving Rank 6 or higher, you will receive your first CCB <i>Then just maintain Rank 6 or higher to continue receiving the CCB</i>

Scenario: Promoter-A earns Rank-7 in January. In February, Promoter-A earns Rank-6. At the conclusion of February Promoter-A will earn the Champion Car Bonus. Following February, Promoter-A will continue to receive the CCB as long as they maintain Rank 6.

If Promoter-A falls to Rank-5, 50% of their payment will be covered for up to 2 months. Read details below for more information.

- The car must be less than 3 years old at the time of purchase or lease.
- You must submit your car information for approval to Prüvit HQ by email (support@pruvithq.com). Please fill in the form available in the Cloud. We strongly suggest you do this PRIOR to signing purchase/lease papers as payments will only commence once approved by Prüvit HQ.
- The car, new or used, must be a new purchase or lease made no earlier than 90 prior to earning a Car Lease Token (CLT).
- Car Lease Tokens (CLT) can be redeemed up to 30 days after they are paid out via Monthly Rewards, on the 15th of every month. Car Lease Tokens (CLT) earned more than 30 days ago cannot be redeemed.
- Acceptance of a CCB in the form of an auto lease/purchase payment is not mandatory.
 - There is no cash option (discounted or otherwise) available to the Promoter.
 - However, other options, in lieu of a personal auto lease/purchase payment, are:
 - The CCB may be transferred to a member of the Promoter's immediate family.
- If a CCB recipient falls to a Paid Rank of Rank-5, 50% of their payment will be covered for a maximum of two additional months.
 - If the Promoter has not again achieved Rank-6 after this two month period, the CB payment will cease.
 - If the Promoter falls to Rank-4 at any time, all 50% CCB payments will cease permanently.
 - Example: As a "Car Qualified" Rank-6, Promoter-A receives a full CCB in January, but then falls to Rank-5 in February, then Rank-4 in March, then Rank-5 in April. Promoter-A will earn a 50% CCB in February. No further CCB will be paid. That is, even getting back to Rank-5 within two months of losing the full CCB will not regain the 50% CCB due to his previous month's drop to Rank-4.
- If a Promoter ever loses their CCB (i.e. is no longer "Car Qualified"), they can requalify for the full CCB by again achieving Rank 6.
 - Once a Promoter regains the full CCB (after having previously lost it), they are also again eligible for the two months of half-CCB as a Rank-5.
 - Therefore, it would be possible for a Promoter to alternate between Rank-6 and Rank-5 every other month in perpetuity and receive alternating 100% and 50% Champion Car Bonuses.
 - In those months in which a Promoter earns a 50% CCB they will be required to cover the other 50%, or may elect to return the vehicle, thus canceling all CCB payments.
 - Promoters who cease to be "Car Qualified" (i.e. fall to Rank-4 or below) will always be allowed the option of assuming full financial responsibility for the vehicle.
- Any Prüver that earns the Champion Car Bonus must have a valid driver's license, maintain all insurance required by law, and is responsible for all costs associated with the qualifying vehicle, including payments, fees, insurance, taxes, gasoline and maintenance.

CONSISTENCY BONUS (CB)

The Consistency Bonus (CB) is a reward for employees who consistently demonstrate high performance and leadership skills. This bonus is awarded to employees who have consistently demonstrated high performance and leadership skills over a period of 12 months.

COMING SOON

RESIDUAL COMMISSION (RC)

A monthly residual commission based on the percentage of BV that occurs on each of 1 to 11 levels following the Placement Tree. All one-time and Smartship orders will be paid accordingly, with the exception of orders that pay via the Go Fast Bonus and Endorsement Bonus.

RESIDUAL COMMISSION (RC)										
Rank	1	2	3	4	5	6	7	8	9	10
Level 1	5%	5%	5%	5%	5%	5%	5%	5%	5%	5%
Level 2	1%	5%	5%	5%	5%	5%	5%	5%	5%	5%
Level 3	1%	1%	5%	5%	5%	5%	5%	5%	5%	7%
Level 4	1%	1%	1%	5%	5%	5%	5%	5%	5%	7%
Level 5	1%	1%	1%	1%	5%	5%	5%	5%	5%	7%
Level 6	1%	1%	1%	1%	1%	5%	5%	5%	5%	5%
Level 7	1%	1%	1%	1%	1%	1%	5%	5%	5%	5%
Level 8	1%	1%	1%	1%	1%	1%	1%	5%	5%	5%
Level 9	-	-	-	-	-	-	1%	1%	1%	1%
Level 10	-	-	-	-	-	-	1%	1%	1%	1%
Level 11	-	-	-	-	-	-	1%	1%	1%	1%
Power-up										

PLACEMENT TREE

COMPRESSION EXAMPLE		
YOU	Rank 6	Compression
Level 1 Promoter	Not engaged	COMPRESSED OUT
Level 2 Promoter	Engaged	Level 1 5%
Level 3 Promoter	Not engaged	COMPRESSED OUT
Level 4 Promoter	Engaged	Level 2 5%
Level 5 Promoter	Engaged	Level 3 5%
Level 6 Promoter	Engaged	Level 4 5%
Level 7 Promoter	Not engaged	COMPRESSED OUT
Level 8 Promoter	Engaged	Level 5 5%
Level 9 Promoter	Engaged	Level 6 5%
Level 10 Promoter	Engaged	Level 7 1%
Level 11 Promoter	Not engaged	COMPRESSED OUT
Level 12 Promoter	Engaged	Level 8 1%

Who is eligible	Qualified and Engaged Promoters
Qualifying cycle	Monthly
Pay period	Monthly
What you will receive	A % of BV on up to 11 Levels (compressed to include only Engaged Promoters) *Percentage paid is based on Rank (refer chart above)
Power-up RC Eligibility Requirements	
- Unique personally enrolled Customers (who place a commissionable order)	Qty 10 (no minimum volume)
- Personal Team Volume (PTV)	1500 BV
- New Volume	1000 BV
- Achieved Rank	Rank 7

1. The Cloud system will compress up from as many levels down as needed to achieve eight final levels of Engaged Promoters, or the maximum number of Engaged Promoters within that leg.

2. 50% of Customer BV is included in the RC.

3. Orders placed during the first 30 days of your personally referred Promoters will not be included in Residual Bonuses.

CHAMPION BONUS (RCB)

In addition to the Residual Commission, the Champion Bonus offers a percentage of BV that occurs from unlimited levels of Promoters one to five Generations deep following the Sponsorship Tree.

CHAMPION BONUS (RCB)					
Rank	6	7	8	9	10
Generation 1	2%	2%	2%	2%	2%
Generation 2	1%	2%	2%	3%	3%
Generation 3	1%	1%	3%	3%	4%
Generation 4	1%	1%	1%	3%	5%
Generation 5	1%	1%	1%	1%	1%

Generation 1-5 overrides unlimited levels of Promoters following the Sponsorship Tree through five generations of Rank 6 or higher rank.

EXAMPLE		
YOU	Rank 8	
Level 1 Promoter	Rank 2	Gen 1 2%
Level 2 Promoter	Rank 6	
Level 3 Promoter	Rank 4	Gen 2 2%
Level 4 Promoter	Rank 2	
Level 5 Promoter	Rank 8	Gen 3 3%
Level 6 Promoter	Rank 6	
Level 7 Promoter	Rank 1	Gen 4 1%
Level 8 Promoter	Rank 4	
Level 9 Promoter	Rank 4	Gen 5 1%
Level 10 Promoter	Rank 10	
Level 11 Promoter	Rank 2	
Level 12 Promoter	Rank 3	
Level 13 Promoter	Rank 3	
Level 14 Promoter	Rank 7	

Who is eligible	Qualified Rank 6 or above, Engaged Promoters
Qualifying cycle	Monthly
Pay period	Monthly
What you will receive	% of BV, following the Sponsorship Tree, linearly down through unlimited levels of Rank 1-5 Promoters stopping at but including the 5th generation Rank 6 or higher rank Promoter.
	<i>*Percentage paid for each level and generation are based on Rank (refer chart above)</i>

- 50% of Customer BV is included in the Champion Bonus.
- Orders placed by personally enrolled Promoters during their first 30 days will not be included in Residual Bonuses.
- Unique personally enrolled Customers qualifier:
 - Refer footnotes on page 26.

RESIDUAL MATCH (RM)

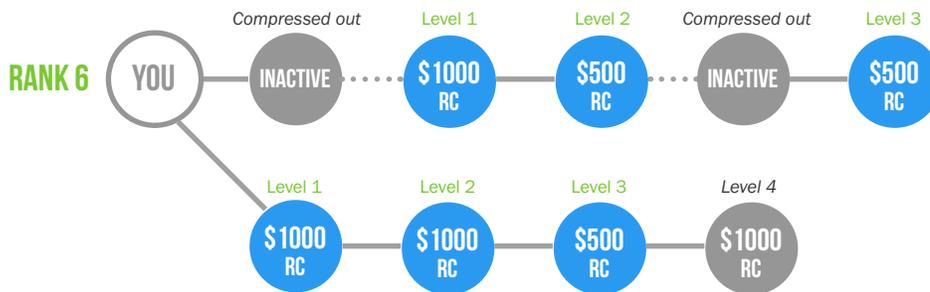
Earn a percentage of the Residual Commissions earned by Engaged Promoters who contribute towards a Promoter's Team Volume (TV). That is, within the Promoter's first three levels, based on Sponsorship Tree.

RESIDUAL MATCH (RM)		% Percentage of Residual Commissions									
Rank		1	2	3	4	5	6	7	8	9	10
Level 1	10%	→									
Level 2	10%	→									
Level 3	10%	→									

ACCELERATED MATCH							
		5	6	7	8	9	10
20%	→						
20%	→						
20%	→						

Maintain 800BV Personal Team Volume (PTV)

Compression Example:



Level 1
 $\$1000 + \$1000 = \$2000 \times 20\% = \400 RM
Level 2
 $\$1000 + \$500 = \$1500 \times 20\% = \300 RM
Level 3
 $\$500 + \$500 = \$1000 \times 20\% = \200 RM
Total RM = \$900

Who is eligible	Qualified and Engaged Promoters
Qualifying cycle	Monthly
Pay period	Monthly
What you will receive	A % of total paid RCs on up to 3 Levels of the Sponsorship Tree (compressed to include only Engaged Promoters) *Percentage and number of levels paid are based on Rank (refer chart above)
Eligibility requirements	In addition to reaching Rank 5 or above, the below qualifiers are required to earn the accelerated Matching Bonus:
- Personal Team Volume (PTV)	800 BV

1. The RM is paid from the RC of all Promoters (within three levels), regardless of rank. It makes no difference what rank the downline Promoter is that you earn RMs from. Your own rank is the only factor in determining the RM (per the chart above).
2. Compression rules apply as described in Point 1, in the Residual Commission section on page 11. A Promoter's first three levels applicable to the RM should only be made up of Engaged (but not necessarily Commission Qualified) Promoters.
3. If a Promoter is not Commission Qualified but otherwise would have earned a Residual Commission, all those Promoters three levels upline to them will not receive a RM on this non-qualified Promoter's unpaid RC.
4. Orders placed by personally enrolled Promoters during their first 30 days will not be included in Residual Bonuses.

MVP POOL (MP)

A pool for Promoters who earned the Go MVP Bonus (GMB) during the qualifying cycle, based on 0.5% of company wide New Volume (NV) during the calendar month.

Who is eligible	Qualified and Engaged Promoters
Qualifying cycle	Monthly
Pay period	Monthly
What you will receive	
	800 NV = 1 share
	1200 NV = 3 shares
	3000 NV = 5 shares
	<i>0.5% of company NV during the qualifying cycle will be divided between total number of Shares earned by all Promoters</i>
Eligibility requirements	
- Go MVP Bonus dependency	MVP Pool shares are paid only to Promoters who achieve MVP for the first time during the qualifying cycle.
- Minimum New Volume	800 NV
- Minimum Personal Qualifying Volume (PQV)	100 PQV
- Personal Team Volume (PTV)	800 BV
- Unique personally enrolled Customers (who place a commissionable order)	Qt 10 (no minimum volume)

RISING CHAMPION POOL (RCP)

Promoters can earn from the Rising Champion Pool for up to 3 months, following the month in which they hit MVP. It is based on 0.5% of company wide New Volume (NV) during the calendar month.

Who is eligible	Qualified and Engaged Promoters
Qualifying cycle	Monthly
Pay period	Quarterly (Every 3 months)
What you will receive	
	800 NV = 1 share
	1200 NV = 3 shares
	3000 NV = 5 shares
<i>0.5% of company NV during the qualifying cycle will be divided between total number of Shares earned by all Promoters</i>	
Eligibility requirements	
- Minimum Personal Qualifying Volume (PQV)	100 PQV
- Go MVP Bonus dependency	Rising Champion Pool shares are dependent on having earned Go MVP
- Rank requirement	Rank 3 or above
- Personal Team Volume (PTV)	1600 BV
- Team Volume (TV)	2000 BV
- Minimum New Volume	800 NV
- Unique personally enrolled Customers (who place a commissionable) order)	Qt 10 (no minimum volume)

1. You must achieve 100PQV in each qualifying cycle in order to receive the Rising Champion Pool bonus, regardless of whether you earn shares in each month or not. If you earn shares in Month 1 but do not achieve 100PQV in Month 3, the shares will not be paid out.
2. Unique personally enrolled Customers qualifier:
 - a. Refer footnotes on page 26.

OWNERSHIP POOLS: RANK 7 - RANK 10 (OP)

Four separate pools for all Promoters who reach the R7, R8, R9 and R10 ranks, each based on 1% of total company BV produced over a calendar quarter.

Who is eligible	Qualified and Engaged Promoters
Qualifying cycle	Monthly
Pay period	Quarterly (Every 3 months)
What you will receive	<i>Below qualifying ranks are determined by a Promoter's Paid As rank at the end of each month</i>
	Achieve Rank 7 during the qualifying cycle = 1 share of R7 pool*
	Achieve Rank 8 during the qualifying cycle = 1 share of R8 pool + 1 share of R7 pool*
	Achieve Rank 9 during the qualifying cycle = 1 share of the R9 pool + 1 share of R8 pool + 1 share of R7 pool*
	Achieve Rank 10 during the qualifying cycle = 1 share of the R10 pool + 1 share of the R9 pool + 1 share of R8 pool + 1 share of R7 pool*
	<i>*All Promoters who have achieved the Go MVP Bonus receive 1 extra share per month in the highest Rank Pool they qualified for.</i>
	<i>1% of company BV during the qualifying cycle will be divided between total number of Shares earned by all Promoters</i>
Eligibility requirements	
- Smartship order	Smartship order processed during the qualifying cycle
- Unique personally enrolled Customers (who place a commissionable order)	Qty 5 (no minimum volume)
- Minimum New Volume	800 NV
- Minimum Personal Qualifying Volume (PQV)	100 PQV
- Personal Team Volume (PTV)	800 BV

- The BV applied to the Ownership Pools is made up of the total BV of all products sold during the qualifying cycle. That is, not a pool of BV after it has been adjusted as a result of bonuses which dilute the BV. eg. GFB, RB, and EB).
- Unique personally enrolled Customers qualifier:
 - Refer footnotes on page 26.
- Each rank, from Rank-7 through Rank-10, will have it's own pool made up of 1% of company wide BV produced over a calendar quarter (Jan-Mar is Q1, Apr-Jun is Q2, etc.).
- The OP is calculated monthly, but paid at the end of each quarter.
 - Example #1: If Promoter-A was a Rank-7 in October, a Rank-8 in November, and a Rank-9 in December, he would receive 3 shares of the Rank-7 Pool, 2 shares of the Rank-8 Pool, and 1 share of the Rank-9 Pool.
 - If Promoter-A had achieved the Go MVP Bonus in or before October, he would receive 4 shares of the Rank-7 Pool, 3 shares of the Rank-8 Pool, and 2 shares of the Rank-9 Pool.

MVT POOL (MVT)

A pool divided among the top three Personal Team Volume (PTV) producers during the previous 365 days (based on Company launch/anniversary date), based on 1 percent (1%) of total Smartship volume during this 365 day period.

Who is eligible	Promoters who are Qualified and Engaged during the 12th month of the Qualifying Cycle
Qualifying cycle	Annually
Pay period	Annually
What you will receive	
	The highest PTV producer for the previous year (12 months) earns 3 shares
	The 2nd highest PTV producer for the previous year (12 months) earns 2 shares
	The 3rd highest PTV producer for the previous year (12 months) earns 1 share
	<i>If a top 3 qualifying Promoter has achieved the GMB, they will earn 1 additional share of the pool</i>
Eligibility requirements	
- Engaged status	Annual PTV starts counting at the beginning of the qualifying cycle IF the Promoter is Engaged in that month
	If a Promoter goes Inactive, their annual PTV counter will be reset to zero
- Personally enrolled Smartship volume (Promoters and Customers)	1000BV
- Minimum New Volume	1000 NV
- Unique personally enrolled Customers (who place a commissionable order)	Qty 10 (no minimum volume)
- Minimum Personal Qualifying Volume (PQV)	50 PQV in the 12th month of the Qualifying Cycle
- Company event attendance	At least 2 company events

1. Based on 1% of the total BV generated by Smartship orders that have processed during the year. As with the Ownership Pools (OP), this is the raw BV total. That is, not a pool of BV after it has been adjusted as a result of bonuses which dilute the BV. eg. GFB, RB, and EB).
 - a. Example: If a Promoter is the #2 producer of annual PTV and has also achieved the GMB, he/she will earn 3 shares rather than 2.
 - i. All other shares remain the same, thus the MVT will now be split across seven total shares (3+3+1) rather than six (3+2+1).
2. The MVT bonus is calculated based on all data up to the end of the previously completed month before the month that includes the anniversary date of Prüvit's launch.
 - a. Example #1: If Prüvit opened on September 1st, 2015, all PTV counters relative to the MVT will be activated on that date, and will be finalized at midnight, August 31st, 2016.
3. If a Promoter goes Inactive their annual PTV counter will be reset to zero.
 - a. If the Promoter reactivates, PTV can begin to re-accumulate based on previously enrolled Promoters and Customer, but no past PTV will be reinstated.
4. If one or more qualifying top 3 Promoters have achieved the GMB, they will earn 1 additional share of the pool.
 - a. Example: If Promoter-A, Promoter-B and Promoter-C are the top three PTV producers for the year and have all achieved the GMB, they will each receive 4, 3 and 2 shares respectively out of a total of nine shares.
6. If 2 or 3 of the top 3 PTV positions have achieved the GMB, this will still result in no more than 1% being paid out. However, each of the top 3, who have achieved the GMB will receive one extra share.
 - a. Example: If Promoter-A, Promoter-B and Promoter-C are the top three PTV producers for the year and have all achieved the GMB, they will each receive 4, 3 and 2 shares respectively out of a total of nine shares.

UNIQUE PERSONALLY ENROLLED CUSTOMERS

The footnotes below pertain to all 'Unique Personally Enrolled Customer' qualifiers.

1. If a Customer enrolls and places an order, then within the same month formally resigns their Customer membership, this Customer will still count towards the enroller's Customer total for that month.
2. Only one personally enrolled Customer from the same household is counted towards a Promoter's total Customer count. However, more than one Promoter may count multiple Customers from the same household, as long as each Customer has a unique enroller.
3. Unique households are based on the address profile of Customers.
4. If a Customer places an order then at least 2 hours later in the same month enrolls as a Promoter, the Customer will still count towards the Customer total of the Promoter who enrolled them as a Customer regardless of who subsequently enrolled them as a Promoter. If this Customer enrolls as a Promoter less than 2 hours after they enrolled as a Customer, then the order will be converted to a Promoter order, and will not count towards the total Customer count.
5. If an Engaged Promoter (at least 50 PQV) is converted to a Customer during the month, per the Customer status rule, this Customer will count towards their enroller's Customer total.
Customer Status Rule: All Promoters who have produced Personal Qualifying Volume but have no community volume, nor has earned any income, during three qualifying cycles, will be converted to the status of Customer.

GO FAST BONUS

1. Smartship orders are not counted towards the GFB.
2. 30 days starts from date of enrollment.
3. Any product order with a BV value is applicable.
4. All Commission Qualified Promoters are eligible for the GFB regardless of rank.
5. GFB payouts are based on the Sponsorship Tree.
6. BV of all applicable orders is only applied to the GFB, and does not contribute BV to any other bonus, with the exception of the 1% that goes in the 30 Day Bonus Pool.
7. If the Promoter who has qualified for a GFB is not Engaged, his/her GFB will roll up (based on line of sponsorship) to find the next Qualified and Engaged Promoter.
 - a. Example: Promoter-A sponsors Promoter-B who sponsors Promoter-C who sponsors Promoter-D. If Promoter-C does not qualify for a \$40 GFB he could have earned from Promoter-D's first order, then Promoter-B would receive this \$40 GFB. If Promoter-B is not Engaged then the GFB rolls on up to Promoter-A.
 - b. Only the Standard % GFB rolls up, not the double direct bonus or increased percentages based on GPB or GMB being achieved.
8. 30 Days of 40% on Level 1: Promoter.
 - a. At the end of the 30 days, the Level 1 Bonus will revert to 20%.
 - b. 40% on Level 1 is only given to Promoters who purchase an Experience Pack on enrollment OR achieves the 2000 PQV requirement within their first 48 hours.
9. Orders paid via the GFB will not be included in Residual Bonuses.
10. Daily Pay
 - a. By default, Daily Pay will pay up to 80% of the reward value daily. The remaining 20% will be paid with weekly rewards. This % may increase, depending on refunded orders within your Community.
 - b. Refunds/Chargebacks are accounted for in Daily Pay payments, and will be applied accordingly at time of payout. This may result in a different amount being paid to what was estimated in the Cloud.
 - c. Daily Pay will be suspended if there are 3 directly enrolled refunds within a weekly period.

INCOME CLAIMS

Where income examples are used, they are just examples. There is no assurance you'll do as well. If you rely upon our figures; you must accept the risk of not doing as well there can be no assurance that any prior successes, or past results, as to income earnings, can be used as an indication of your future success or results.

Monetary and income results are based on many factors. We have no way of knowing how well that you will do, as we do not know you, your background, your work ethic, or your business skills or practices. Therefore we do not guarantee or imply that you will win any incentives or prizes that may be offered, get rich, that you will do as well, or make any money at all. There is no assurance that you will do as well. If you rely on our figures; you must accept the risk of not doing as well.

PERSONAL PURCHASES

No feature of the Rewards Program constitutes a personal purchase requirement to become a Pruver, move up in rank in or otherwise fully participate in the Rewards Program. No product purchase is required of anyone at any time to fully participate as a Pruver. The Rewards Program is built on retail sales to Customers. Pruvit recognizes that Prúvers may wish to purchase product either for resale or, in reasonable amounts, for personal or family use. Pursuant to Pruvit's terms, policies and procedures, the purchase of products primarily as an attempt to qualify for advancement in the Rewards Program is not permitted. Prúvers are prohibited from (1) buying excessive inventory or encouraging others to do so, and (2) representing that there is any obligation to personally purchase products.

PERSONAL ENROLLMENT

Any reference to "personally enrolling/sponsoring" is simply descriptive of the method of building a community, ie. personally enrolling other participants into the community. The phrase is not intended to imply any connection between the simple act of recruitment, sponsorship, or enrollment, and payment of compensation."