



PRÜFORMANCE GAMEPLAN

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 buy it with our 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. This gives our community the ability to create more and more commissions in the future.

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 we all should be rewarded for our influence.

We designed the rewards 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.

The power of the Prüformance Rewards includes incentives to get everyone to "GO" and get started. As well as for those over-achievers who want to create additional income, they have the ability to do so.

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

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.



KICK-OFF PROMOTIONS

Go Pro Bonus	GPB
Go MVP Bonus	GMB

Get people started!



GAMEPLAY REWARDS

Go All-Star Bonus	GAB
MVP Mentor Bonus	MMB
Go Fast Bonus	GFB
Retailer Bonus	RB
Endorsement Bonus	EB
Residual Commission	RC
Champion Bonus	RCB
Residual Match	RM

Stability



LEADERSHIP REWARDS

Dream Team Bonus	DTB	*COMING SOON*
Champion Car Bonus	CCB	
Consistency Bonus	CB	

Drive behaviour



PARTNER REWARDS

- MVP Pool** (Monthly)
- Rising Champion Pool** (3 month eligibility period)
- Ownership Pools R7 - R10** (Quarterly)
- Most Valuable Teams Pool** (Annual)

Raise the stakes



GO FAST BONUS Sponsorship Tree // Paid Weekly

Based on BV produced from commissionable orders during the first 30 days of new, personally enrolled Promoters.

‡Examples below are based on a Prüver purchasing an Experience Pack (600BV).

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	PURCHASE AN 800BV MAX EXPERIENCE PACK TO GET 30 DAYS OF 40% ON LEVEL 1, AND RANK 5 FOR 1 YEAR.*	
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		

Earn the Accelerated GFB		Earn the Power-up GFB	
Option 1: Achievement	Achieve Go Pro or MVP and maintain 100PQV	Personal Customers	10 (Unique households)
Option 2: Personal Customers	10 (Unique households) <i>Looks back 31 days from end of weekly period.</i>	Personal Customer Volume	1000BV
		Personal Promoter Volume	500BV <i>Looks back 31 days from end of weekly period.</i>

*Purchase BEFORE your Go Challenge starts. The 30 days begins when you start your Go Challenge. Earn the 30 day 40% Go Fast Bonus by accumulating 2000PQV in your first 48 hours.

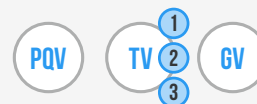
RESIDUAL COMMISSION Paid Monthly // % of BV

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.

Placement Tree	R1	R2	R3	R4	R5	R6	R7	R8	R9	R10
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%

Earn the Power-up Residual Commission		<i>Accumulate in qualifying cycle</i>	
Personal Customers	10 (Unique households)		
Personal Customer Volume		1000BV	
Personal Promoter Volume		500BV	
New Volume		1000BV	
Achieved Rank		Rank 7	

90% OF YOUR COMMUNITY IS ON LEVEL 3, 4, AND 5.
 UNIQUE QUALIFIER
 DYNAMIC COMPRESSION
 ROLL-UP COMMISSION



RESIDUAL MATCH

Paid Monthly // % of BV

Percentage of the Residual Commissions earned by Engaged Promoters who contribute towards a Promoter's Team Volume (TV), based on Sponsorship Tree.

Sponsor Tree	R1	R2	R3	R4	R5	R6	R7	R8	R9	R10	
Level 1	10%										
Level 2	10%										
Level 3	10%										

Earn the Accelerated Residual Match

Rank achievement	Rank 5	R5	R6	R7	R8	R9	R10
Personal Customer Volume	400BV	20%					
Personal Promoter Volume	400BV	20%					
	Accumulate in qualifying cycle	20%					

MVP MENTOR BONUS

Paid Weekly

Cash bonus based on developing personal Promoters who achieve the Go MVP Bonus.

Sponsor Tree	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

Earn the Accelerated MVP Mentor Bonus

Option 1:

Achieve Go All-Star Bonus

Personal Customers Maintain 5 (Unique households)

Option 2:

Personal Customers 10 (Unique households)

Personal Customer Volume 1000BV

Personal Promoter Volume 500BV

Looks back 31 days from end of weekly period.

CHAMPION BONUS

Paid Monthly

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

Sponsor Tree	R1	R2	R3	R4	R5	R6	R7	R8	R9	R10
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%

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	
Level 10 Promoter	Rank 10	Gen 5 1%
Level 11 Promoter	Rank 2	
Level 12 Promoter	Rank 3	
Level 13 Promoter	Rank 3	
Level 14 Promoter	Rank 7	

FIRST 14 DAYS

GO PRO BLITZ PERIOD

START DATE _____

GO PRO BY _____

- ✓ \$250
- ✓ \$100 PRÜVIT BUCKS
- ✓ GO FAST BONUS
- ✓ ACCELERATED GO FAST
Double for life + Earn on Level 4

2 CUSTOMERS

1000 TV TEAM VOLUME

800 PTV PERSONAL TEAM VOLUME

EXAMPLE*



FIRST 30 DAYS

GO MVP

START DATE _____

GO PRO BY _____

- ✓ \$500 in addition to \$250 Go Pro Bonus
- ✓ \$100 PRÜVIT BUCKS
- ✓ GO FAST BONUS
- ✓ ACCELERATED GO FAST
Double for life + Earn on Level 4
- ✓ MVP PROFIT POOL*
Eligible to earn shares

*10 CUSTOMERS REQUIRED

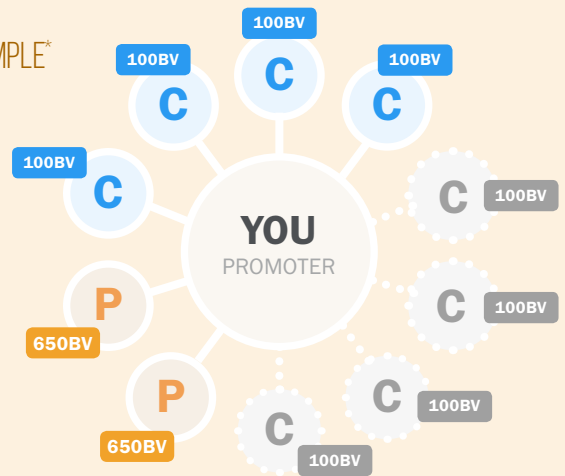
0.5%
GROSS REVENUE ON ALL NEW VOLUME

4 CUSTOMERS

2000 TV TEAM VOLUME

1600 PTV PERSONAL TEAM VOLUME

EXAMPLE*



TRACK IT

STEP 1: 2 UNIQUE CUSTOMERS

CUSTOMER 1 CUSTOMER 2

STEP 2: 800 PERSONAL TEAM VOLUME

NAME	BV	
_____	_____	800 PTV
_____	_____	
_____	_____	
_____	_____	

STEP 3: 1000 TEAM VOLUME

_____	_____	1000 TV
_____	_____	

GO PRO PRÜVED!

STEP 4: +2 UNIQUE CUSTOMERS

CUSTOMER 1 CUSTOMER 2

STEP 5: +800 PERSONAL TEAM VOLUME (TOTAL 1600)

NAME	BV	
_____	_____	1600 PTV
_____	_____	
_____	_____	
_____	_____	

STEP 6: +1000 TEAM VOLUME (TOTAL 2000)

_____	_____	2000 TV
_____	_____	

GO MVP PRÜVED!

CIRCLE OF CHAMPIONS

R6: 30k	→	Champion	CAR CLUB
R7: 100k	→	10k Champion	PROFIT POOL 1%
R8: 250k	→	250k Champion	PROFIT POOL 1%
R9: 750k	→	750k Champion	PROFIT POOL 1%
R10: 1m	→	1m Champion	PROFIT POOL 1%

+ DREAM TEAM

Share with Promoters on your Team
*Coming Soon

LEGEND: 2,000,000

COMING SOON!

BE CONSISTENT

EVERY SINGLE DAY

EVERY
1 customer or 1 promoter
MONTH

- 2% back » 1st year
- 4% back » 2nd year
- 6% back » 3rd year
- 8% back » 4th year



CHAMPION CAR CLUB

EARN IT DRIVE IT PRÜV IT

UP TO
\$800 A MONTH
TOWARDS PURCHASE
OR LEASE PAYMENTS.

Achieve Rank 6 or higher, and maintain Rank 6 or higher the following month. At the end of the 2nd qualifying month, you will earn your first Car Bonus payment.

Then simply maintain Rank 6 or higher to continue receiving your Car Bonus payment each month.

CONDITIONS:

The car must be less than 3 years old at the time of purchase or lease.

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.

There is no cash alternative at this time.

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.

Please refer to Page 17 of the complete Prüvit Rewards Program PDF for more information and conditions.

1. CHOOSE YOUR PERSONALITY

Sporty	BMW
Sophisticated	Audi
Performance	Porsche
Luxury	Lexus // Mercedes
Prestige	Land Rover
Classy	Jaguar // Cadillac
Rugged Tuck	Ford Raptor // Chevrolet Silverado Z71 // GMC Denali
All American	Corvette // Mustang
Freedom	Jeep Wrangler
Eco/Green	Lexus // Tesla // BMW // Mercedes
Ultimate Family	Mercedes Van



2. CHOOSE YOUR COLOR



Blue



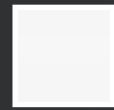
Black



Grey



Silver



White

3. CHOOSE YOUR DECAL

There are a range of Prüvit Approved decals, wraps and stickers available to stylize and brand your new car. We have something for everyone ranging from subtle to loud and proud.

Decal Catalogue Coming Soon.



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 the Promoter's own PQV (thus, includes BV from all personally enrolled Customers).
6. TV is compressed based on Promoter membership.

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

7. GV is based on the BV within a given qualification period in the Placement Tree.
8. All GV is reset at the beginning of each new month.
9. No GV is ever carried over.
10. 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 1x 1 million producer

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)

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 the monthly lease of a luxury car to all Promoters who achieve, and maintain, at least Rank 6 for 2+ consecutive months.

Consistency Bonus (CB)

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 1% 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.

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**

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 at least one of the last two monthly qualification cycles (30 day grace period).

A Promoter is NOT Engaged, if they have NOT qualified in both of the previous two monthly qualification cycles (30 day grace period).

**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 61 days, providing members with a 30 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 the Promoter's own PQV (thus, includes BV from all personally enrolled Customers). TV also includes BV from Customer orders (Customers enrolled by Promoters on your first three levels).

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.

PTV 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.