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
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.

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:

<table>
<thead>
<tr>
<th>40% Go Fast Bonus</th>
<th>Rank 5 Pass</th>
</tr>
</thead>
<tbody>
<tr>
<td>Purchase the Experience Pack to receive 30 days of 40% on Level 1.</td>
<td>Purchase the Experience Pack to unlock the Rank 5 Pass for 1 year.</td>
</tr>
<tr>
<td>Note: Purchase must be made BEFORE your Go Challenge starts. 30 days begin when you start your Go Challenge.</td>
<td>This means you can earn like a Rank 5 Promoter in your first month!</td>
</tr>
<tr>
<td>You can earn the 30 day 40% Go Fast Bonus by accumulating 2000PQV in your first 48 hours.</td>
<td>You can earn the Rank 5 Pass by accumulating 2000PQV in your first 48 hours.</td>
</tr>
</tbody>
</table>
PRÜFORMANCE DNA

KICK-OFF PROMOTIONS
Go Pro Bonus GPB
Go MVP Bonus GMB

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

LEADERSHIP REWARDS
Dream Team Bonus DTB
Champion Car Bonus CCB
Consistency Bonus CB

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

Get people started!

Stability

Drive behaviour

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).

<table>
<thead>
<tr>
<th>Sponsorship Tree</th>
<th>Standard Example*</th>
<th>Accelerated Example</th>
<th>Power-up Example</th>
<th>Limited Offer</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>20%</td>
<td>20%</td>
<td>20%</td>
<td>40%</td>
<td>$240</td>
</tr>
<tr>
<td>Level 2</td>
<td>5%</td>
<td>10%</td>
<td>10%</td>
<td>20%</td>
<td>$120</td>
</tr>
<tr>
<td>Level 3</td>
<td>10%</td>
<td>20%</td>
<td>20%</td>
<td>20%</td>
<td>$120</td>
</tr>
<tr>
<td>Level 4</td>
<td>-</td>
<td>5%</td>
<td>5%</td>
<td>20%</td>
<td>$120</td>
</tr>
<tr>
<td>Level 5</td>
<td>-</td>
<td>-</td>
<td>2%</td>
<td>2%</td>
<td>$12</td>
</tr>
<tr>
<td>Level 6</td>
<td>-</td>
<td>-</td>
<td>2%</td>
<td>2%</td>
<td>$12</td>
</tr>
<tr>
<td>Level 7</td>
<td>-</td>
<td>-</td>
<td>2%</td>
<td>2%</td>
<td>$12</td>
</tr>
<tr>
<td>Level 8</td>
<td>-</td>
<td>-</td>
<td>2%</td>
<td>2%</td>
<td>$12</td>
</tr>
</tbody>
</table>

**Earn the Accelerated GFB**

**Option 1: Achievement**
Achieve Go Pro or MVP and maintain 100PQV

**Option 2: Personal Customers**
10 (Unique households)

Looks back 31 days from end of weekly period.

**Earn the Power-up GFB**

- **Personal Customers**
- **10 (Unique households)**

90% of your community is on Level 3, 4, and 5.

**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.

<table>
<thead>
<tr>
<th>Placement Tree</th>
<th>R1</th>
<th>R2</th>
<th>R3</th>
<th>R4</th>
<th>R5</th>
<th>R6</th>
<th>R7</th>
<th>R8</th>
<th>R9</th>
<th>R10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
</tr>
<tr>
<td>Level 2</td>
<td>1%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
</tr>
<tr>
<td>Level 3</td>
<td>1%</td>
<td>1%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>7%</td>
</tr>
<tr>
<td>Level 4</td>
<td>1%</td>
<td>1%</td>
<td>1%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>7%</td>
<td>5%</td>
<td>5%</td>
</tr>
<tr>
<td>Level 5</td>
<td>1%</td>
<td>1%</td>
<td>1%</td>
<td>1%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>7%</td>
<td>5%</td>
<td>5%</td>
</tr>
<tr>
<td>Level 6</td>
<td>1%</td>
<td>1%</td>
<td>1%</td>
<td>1%</td>
<td>1%</td>
<td>5%</td>
<td>5%</td>
<td>7%</td>
<td>5%</td>
<td>5%</td>
</tr>
<tr>
<td>Level 7</td>
<td>1%</td>
<td>1%</td>
<td>1%</td>
<td>1%</td>
<td>1%</td>
<td>1%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
</tr>
<tr>
<td>Level 8</td>
<td>1%</td>
<td>1%</td>
<td>1%</td>
<td>1%</td>
<td>1%</td>
<td>1%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
<td>5%</td>
</tr>
<tr>
<td>Level 9</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1%</td>
<td>1%</td>
<td>1%</td>
</tr>
<tr>
<td>Level 10</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1%</td>
<td>1%</td>
<td>1%</td>
</tr>
<tr>
<td>Level 11</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1%</td>
<td>1%</td>
<td>1%</td>
</tr>
</tbody>
</table>

**Earn the Power-up Residual Commission**

- **Accumulate in qualifying cycle**
- **Personal Customers**
- **10 (Unique households)**

90% of your community is on Level 3, 4, and 5.

**UNIQUE QUALIFIER**

**DYNAMIC COMPRESSION**

**ROLL-UP COMMISSION**

- **PQV**
- **TV**
- **GV**

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PAGE 5
## 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.

<table>
<thead>
<tr>
<th>Sponsor Tree</th>
<th>R1</th>
<th>R2</th>
<th>R3</th>
<th>R4</th>
<th>R5</th>
<th>R6</th>
<th>R7</th>
<th>R8</th>
<th>R9</th>
<th>R10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>10%</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Level 2</td>
<td></td>
<td>10%</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Level 3</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>10%</td>
<td></td>
</tr>
</tbody>
</table>

**Earn the Accelerated Residual Match**

<table>
<thead>
<tr>
<th>Rank achievement</th>
<th>Rank 5</th>
<th>R5</th>
<th>R6</th>
<th>R7</th>
<th>R8</th>
<th>R9</th>
<th>R10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Personal Customer Volume</td>
<td>400BV</td>
<td>20%</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Personal Promoter Volume</td>
<td>400BV</td>
<td>20%</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**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.

<table>
<thead>
<tr>
<th>Sponsor Tree</th>
<th>R1</th>
<th>R2</th>
<th>R3</th>
<th>R4</th>
<th>R5</th>
<th>R6</th>
<th>R7</th>
<th>R8</th>
<th>R9</th>
<th>R10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Generation 1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2%</td>
<td>2%</td>
<td>2%</td>
<td>2%</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Generation 2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1%</td>
<td>2%</td>
<td>2%</td>
<td>3%</td>
<td>3%</td>
<td></td>
</tr>
<tr>
<td>Generation 3</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1%</td>
<td>1%</td>
<td>3%</td>
<td>3%</td>
<td>4%</td>
<td></td>
</tr>
<tr>
<td>Generation 4</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1%</td>
<td>1%</td>
<td>1%</td>
<td>3%</td>
<td>5%</td>
<td></td>
</tr>
<tr>
<td>Generation 5</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1%</td>
<td>1%</td>
<td>1%</td>
<td>1%</td>
</tr>
</tbody>
</table>

**Example**

<table>
<thead>
<tr>
<th>YOU</th>
<th>Rank</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1 Promoter</td>
<td>Rank 2</td>
</tr>
<tr>
<td>Level 2 Promoter</td>
<td>Rank 6</td>
</tr>
<tr>
<td>Level 3 Promoter</td>
<td>Rank 4</td>
</tr>
<tr>
<td>Level 4 Promoter</td>
<td>Rank 2</td>
</tr>
<tr>
<td>Level 5 Promoter</td>
<td>Rank 8</td>
</tr>
<tr>
<td>Level 6 Promoter</td>
<td>Rank 6</td>
</tr>
<tr>
<td>Level 7 Promoter</td>
<td>Rank 1</td>
</tr>
<tr>
<td>Level 8 Promoter</td>
<td>Rank 4</td>
</tr>
<tr>
<td>Level 9 Promoter</td>
<td>Rank 4</td>
</tr>
<tr>
<td>Level 10 Promoter</td>
<td>Rank 10</td>
</tr>
<tr>
<td>Level 11 Promoter</td>
<td>Rank 2</td>
</tr>
<tr>
<td>Level 12 Promoter</td>
<td>Rank 3</td>
</tr>
<tr>
<td>Level 13 Promoter</td>
<td>Rank 3</td>
</tr>
<tr>
<td>Level 14 Promoter</td>
<td>Rank 7</td>
</tr>
</tbody>
</table>

## MVP Mentor Bonus
**Paid Weekly**

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

<table>
<thead>
<tr>
<th>Sponsor Tree</th>
<th>Standard</th>
<th>Accelerated</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>$50</td>
<td>$50</td>
</tr>
<tr>
<td>Level 2</td>
<td>$50</td>
<td>$50</td>
</tr>
<tr>
<td>Level 3</td>
<td>$50</td>
<td>$50</td>
</tr>
<tr>
<td>Level 4</td>
<td>-</td>
<td>$20</td>
</tr>
<tr>
<td>Level 5</td>
<td>-</td>
<td>$20</td>
</tr>
<tr>
<td>Level 6</td>
<td>-</td>
<td>$20</td>
</tr>
<tr>
<td>Level 7</td>
<td>-</td>
<td>$20</td>
</tr>
<tr>
<td>Level 8</td>
<td>-</td>
<td>$20</td>
</tr>
</tbody>
</table>

**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.
**FIRST 14 DAYS**

**GO PRO BLITZ PERIOD**

- $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**

- C 100BV
- C 100BV
- C 100BV
- P 650BV

Team volume can come from anywhere within your first 3 levels.

**STEP 1:** 2 UNIQUE CUSTOMERS

- CUSTOMER 1
- CUSTOMER 2

**STEP 2:** 800 PERSONAL TEAM VOLUME

<table>
<thead>
<tr>
<th>NAME</th>
<th>BV</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>800 PTV</td>
</tr>
</tbody>
</table>

**STEP 3:** 1000 TEAM VOLUME

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1000 TV</td>
</tr>
</tbody>
</table>

**GO PRO PRÜVED!**

**FIRST 30 DAYS**

**GO MVP**

- $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

**4 CUSTOMERS**
- 2000 TV TEAM VOLUME
- 1600 PTV PERSONAL TEAM VOLUME

**EXAMPLE**

- C 100BV
- C 100BV
- C 100BV
- C 100BV
- P 650BV
- P 650BV
- C 100BV
- C 100BV

**STEP 4:** +2 UNIQUE CUSTOMERS

- CUSTOMER 1
- CUSTOMER 2

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

<table>
<thead>
<tr>
<th>NAME</th>
<th>BV</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>1600 PTV</td>
</tr>
</tbody>
</table>

**STEP 6:** +1000 TEAM VOLUME (TOTAL 2000)

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>2000 TV</td>
</tr>
</tbody>
</table>

**GO MVP PRÜVED!**

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**CIRCLE OF CHAMPIONS**

- **R6: 30k** → Champion
- **R7: 100k** → 10k Champion
- **R8: 250k** → 250k Champion
- **R9: 750k** → 750k Champion
- **R10: 1m** → 1m Champion

**CAR CLUB**

**PROFIT POOL 1%**

**+ DREAM TEAM**

Share with Promoters on your Team

*Coming Soon*

**LEGEND: 2,000,000 COMING SOON!**

**BE CONSISTENT**

**EVERY SINGLE DAY**

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

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CHAMPION CAR CLUB

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 is 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.
WAYS TO GET PAID SUMMARY

**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)**
PruvIt 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.