Texas Independent Contractor (Updated 8/14/2023)						
Driver Full Name:		Alan Cook	Driver Earnings Report	8/14/2023 to 8/27/2023		
Trip Summary				Credit Card Processing	1	1.4%
Total Trips From Ridebits	\$	5,658.62		Tax Percentage	6	5.9%
Doubles: 1/2 to each driver	\$	(380.23)	Full Amount +/- Added Up	Max Pay (Hourly Equivalent Before Cash Tips)		3.00
Triples: 1/3 to each driver	\$	(343.40)	Full Amount +/- Added Up	Alternate Maximum Pay		9.0%
Quads: 1/4 to each driver	\$	· - ´	Full Amount +/- Added Up	Average Fleet Speed		3.33
Net Total Rides	\$	5,354.04	·	Fuel Surcharge (Varies by Pay Period)	g	9.9%
Credit Card Processing (E4)	\$	74.96		Texas Tolls (Varies by Pay Period)	7	7.4%
Net Total Rides Minus Processing	\$	5,279.08		Percent (Wages / (B16 + Total Tips))	29	9.0%
Taxes (E5, Not a Sales Tax)	\$	321.13		Extra Time For Car Washes and Fuel	10	0.0%
Total Tips from RideBits	\$	700.05		Remaining Advance		
Fuel Surcharge (E7)	\$	428.95		YTD Earnings		
Texas Tolls (E8)	\$	320.63				
Net Minus Tax, Tips, Tolls & Fuel	\$	3,508.32				
Tip Summary						
Total Tips from RideBits	\$	700.05				
Tips from Doubles: 1/2 to each driver	\$	(46.79)	Full Amount +/- Added Up			
Tips from Triples: 1/3 to each driver	\$	(42.26)	Full Amount +/- Added Up			
Tips from Quads: 1/4 to each driver	\$	-	Full Amount +/- Added Up			
Net Total Tips	\$	662.57				
			Alternate Max Pay Calculati	on =>	\$ 1,220).43
Final Pay Calculation						
Base Pay (10% of B16)	\$	350.83	Total Miles on Reservations =>		1	1642
Total Tips from RideBits	\$	700.05				
Min / Max Pay Adjustment	\$	169.55	5 Star Reviews - Last 14 Da	ays =>		4
5 Star Reviews > 5 (\$10 Each)	\$	-				
Pay For Local No Show (\$20)	\$	-	Total Local No Shows =>			0
Recruiting Bonus	\$	-				
Maintenance / Training (\$16 / hour)	\$	-	Total Maintenance / Training Hours =>			0.00
Contractor Wages	\$	1,220.43				
Reimbursement	\$	-	Estimated Hours Round Trip	p With A Customer =>	6	7.74
Advance Repayment	\$	-				
Paycheck	\$	1,220.43	Max Pay Calculation (\$23/h	r Driving) =>	\$ 1,557	′.94