Texas Independent Contractor (Updated 8/14/2023)						
		Montgomery	Driver Earnings Report	8/14/2023 to 8/27/2023		
Trip Summary				Credit Card Processing		1.4%
Total Trips From Ridebits	\$	4,051.66		Tax Percentage		6.9%
Doubles: 1/2 to each driver	\$	360.22	Full Amount +/- Added Up	Max Pay (Hourly Equivalent Before Cash Tips)	\$	23.00
Triples: 1/3 to each driver	\$	343.40	Full Amount +/- Added Up	Alternate Maximum Pay (25% to 30%)	•	25.0%
Quads: 1/4 to each driver	\$	_	Full Amount +/- Added Up	Average Fleet Speed		53.33
Net Total Rides	\$	4,346.24	·	Fuel Surcharge (Varies by Pay Period)		9.9%
Credit Card Processing (E4)	\$	60.85		Texas Tolls (Varies by Pay Period)		7.4%
Net Total Rides Minus Processing	\$	4,285.39		Percent (Wages / (B16 + Total Tips))		25.0%
Taxes (E5, Not a Sales Tax)	\$	266.21		Extra Time For Car Washes and Fuel		10.0%
Total Tips from RideBits	\$	488.12		Remaining Advance		
Fuel Surcharge (E7)	\$	355.60		YTD Earnings		
Texas Tolls (E8)	\$	265.80				
Net Minus Tax, Tips, Tolls & Fuel	\$	2,909.66				
Tip Summary						
Total Tips from RideBits	\$	488.12				
Tips from Doubles: 1/2 to each driver	\$	44.33	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	\$	524.37				
			Alternate Max Pay Calculati	on (25% to 30% Based on Reviews) =>	\$	849.44
Final Pay Calculation						
Base Pay (10% of B16)	\$	290.97	Total Miles on Reservations =>			1194
Total Tips from RideBits	\$	488.12				
Min / Max Pay Adjustment	\$	70.36	5 Star Reviews - Last 14 Da	ys =>		0
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	\$	849.44				
Reimbursement	\$	-	Estimated Hours Round Trip	With A Customer =>		49.26
Advance Repayment	\$	-				
Paycheck	\$	849.44	Max Pay Calculation (\$23/hi	Driving) =>	\$	1,132.88