

## Arizona Independent Contractor (Updated 9/21/2022)

**Driver Full Name:**

**William Corvelle**

**Driver Earnings Report**

**9/12/2022 to 9/25/2022**

**Total Rides**

Ridebits - Total Trips	\$	356.09			
Double: 1/2 to each driver	\$	-	Full Amount +/- Added Up	Credit Card Processing	1.4%
Triple: 1/3 to each driver	\$	-	Full Amount +/- Added Up	Tax Percentage	7.9%
<b>Total Rides</b>	<b>\$</b>	<b>356.09</b>		Min Pay (Total - Tax - Fuel)	30.0%
Credit Card Processing (1.4%)	\$	4.99		Max Pay (Total - Tax - Fuel)	32.0%
<b>Amount Actually Received</b>	<b>\$</b>	<b>351.10</b>		Gas Allowance	12.3%
Taxes 7.9% (Not a Sales Tax)	\$	24.14		Number of 5 Star Reviews Last 14 Days	<b>0</b>
Tips Actually Received	\$	45.51	Credit Card Processing Removed	Percent of Total Minus Taxes & Fuel	30.0%
Fuel Surcharge	\$	34.70	Varies Based on Actual Cost	Remaining Advance	
<b>Subtotal</b>	<b>\$</b>	<b>246.75</b>		YTD Earnings	

**Tips Before CC Processing**

Tips from RideBits	\$	46.16	
Double: 1/2 to each driver	\$	-	Full Amount +/- Added Up
Triple: 1/3 to each driver	\$	-	Full Amount +/- Added Up
<b>Total Tips</b>	<b>\$</b>	<b>46.16</b>	

**Final Pay Calculation**

Base Pay	\$	37.01
Tips Actually Received	\$	45.51
Minimum / Maximum Pay	\$	5.15
5 Star Review Bonus (0-2%)	\$	-
Extra Pay for 5 Star Reviews > 4	\$	-
<b>Contractor Wages</b>	<b>\$</b>	<b>87.68</b>
Pay For Local No Show (\$20)	\$	-
Reimbursement	\$	-
Recruiting Bonus	\$	-
Maintenance (\$15/hour)	\$	-
Advance Repayment	\$	-
<b>Paycheck</b>	<b>\$</b>	<b>87.68</b>

**Payroll Rules and Assumptions:**

- Pay on MKZ trips is a minimum of \$15/hr before cash tips
- Tips on reservations are never adjusted, 100% of tips go straight to the driver
- Extra Time Included for driving from the office to and from PHX and car washes
- Navigator trips pay 65% more than MKZ trips
- Shuttle trips pay 130% more than MKZ trips
- Equivalent Hours Paid is Both Ways After Picking Up the Customer
- Cash tips average \$5/hr in an MKZ
- Double Pay for Trips With Different Customers Returning