



YOUR DATA SECURITY IS OUR TOP PRIORITY!



Backup?

2.0

WE ARE ENCRYPTED END TO END



Legacy Team Bonus Grid

Eight Different Profit Centres:

1 Customer Acquisition Bonuses - CAB

2 Tier 1 and Tier 2 Cycle Earnings Bonuses

3 Cycle Match Bonuses

4 Generational Bonuses

5 Dynamic Compression on Generational Bonuses

6 Rank Bonus Pool

7 Leadership Bonus

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GBU Compensation Plan - *Team Bonus Grid*

Rank	Tier 1 Cycles	Tier 2 Cycles	Generations	DC	Cycle Match	Match CAP	Rank Pool	Leadership
Copper	Yes	-	-	-	-	-	-	-
Silver	Yes	-	-	-	-	-	-	-
Gold	Yes	-	3	No	-	-	-	-
Platinum	-	Yes	3	No	-	-	-	-
Sapphire	-	Yes	4	Yes	25 %	1.000 US\$	Yes	
Emerald	-	Yes	5	Yes	50 %	2.000 US\$	Yes	
Ruby	-	Yes	6	Yes	50 %	5.000 US\$	Yes	Yes
Diamond	-	Yes	7	Yes	100 %	7.500 US\$	Yes	Yes
Double D	-	Yes	8	Yes	100 %	10.000 US\$	Yes	Yes
Triple D	-	Yes	9	Yes	100 %	12.500 US\$	Yes	Yes
Blue D	-	Yes	10	Yes	100 %	15.000 US\$	Yes	Yes
Red D	-	Yes	10	Yes	100 %	17.500 US\$	Yes	Yes
Black D	-	Yes	10	Yes	100 %	20.000 US\$	Yes	Yes

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GBU Compensation Plan

Payout Allocation 75%

Bonus Type	1st Order + Customers	Resellers Subsequent Revenue
CAB	25 %	N/A
Cycle Earnings + Cycle Match	37 %	37 %
Generations + Dynamic Compression	N/A	25 %
Rank Pools	9 %	9 %
Leadership	N/A	4 %

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Rank Grid

Active Users for ALL Counts Required

A Reseller is in Active Status by being current on their subscription fees.

Lines of Enrollment (LOE)

A line of enrollment begins when a Reseller has personally enrolled users. A line of enrollment includes all Resellers resulting from the personally enrolled users. Enrollment Tree Count may include up to 50% from a single LOE.

Rank	Personally Enrolled Users	Placement	<- Copper per Line of Enrollment ->		Enrollment Tree	Two Team Tree
Bronze	1	-	-	-	-	-
Copper	2	1L - 1R	-	-	-	-
Silver	2	1L - 1R	1	-	-	-
Gold	5	2L - 2R	1	3	25	25
Platinum	10	2L - 2R	1	4	40	40
Sapphire	10	2L - 2R	1	5	50	50
Emerald	10	2L - 2R	1	6	100	100
Ruby	15	2L - 2R	2	6	200	400
Diamond	20	2L - 2R	2	6	300	600
Double Diamond	25	2L - 2R	3	6	500	1000
Triple Diamond	30	2L - 2R	4	6	1250	2500
Blue Diamond	35	2L - 2R	8	8	2500	5000
Red Diamond	45	2L - 2R	9	9	3750	7500
Black Diamond	50	2L - 2R	10	10	5000	10.000



Customer Acquisition Bonus (CAB)

One Time + Pure Customer Recurring CAB Bonus

*Bronze Rank Recognition:

1	200% on a \$9.97 monthly GotBackup Cloud Storage purchase. (excludes promotions)
2	50% on a \$99.97 annual GotBackup Cloud Storage purchase, 25% if no reseller fee.
3	25% on all VIP, Enterprise Solutions and New Future Offer Subscriptions.
4	25% on all Personally Sponsored Customer ONLY, non-reseller subsequent orders.

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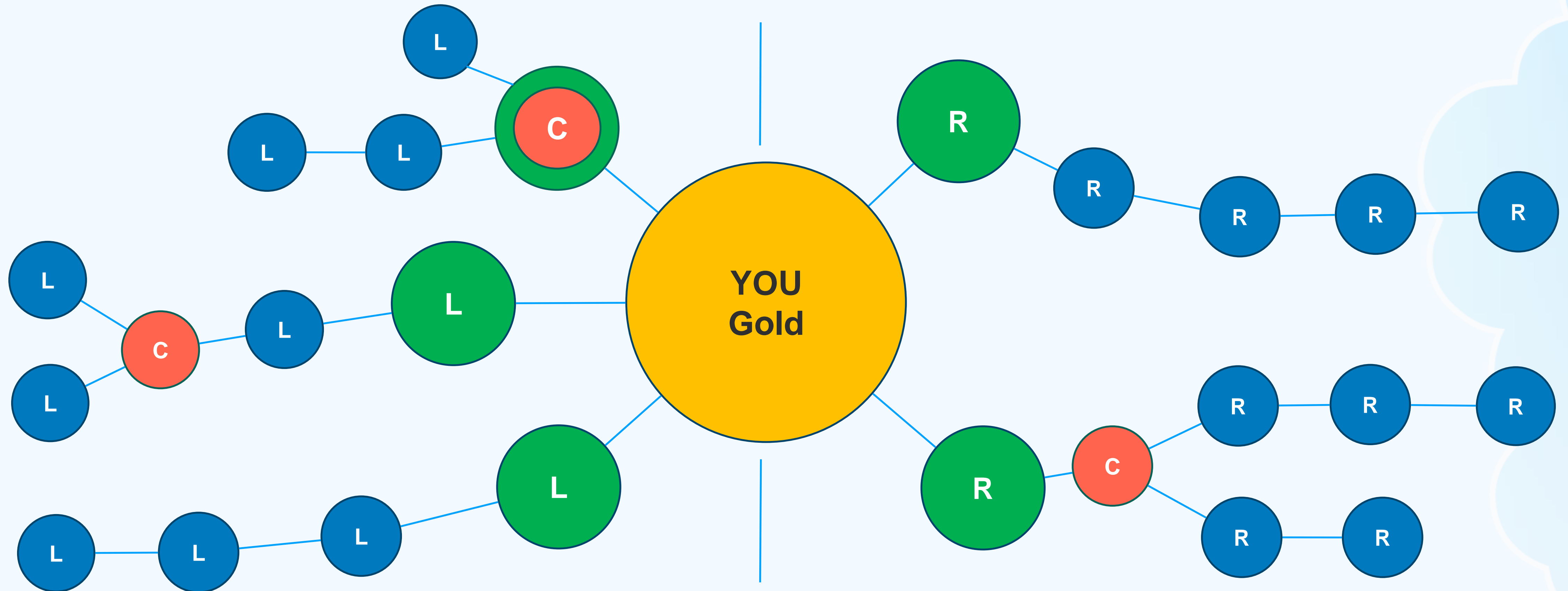
1st MAJOR RANK: Gold

Going **Gold** is the first “major” rank in the company and it’s all based on **Copper**.

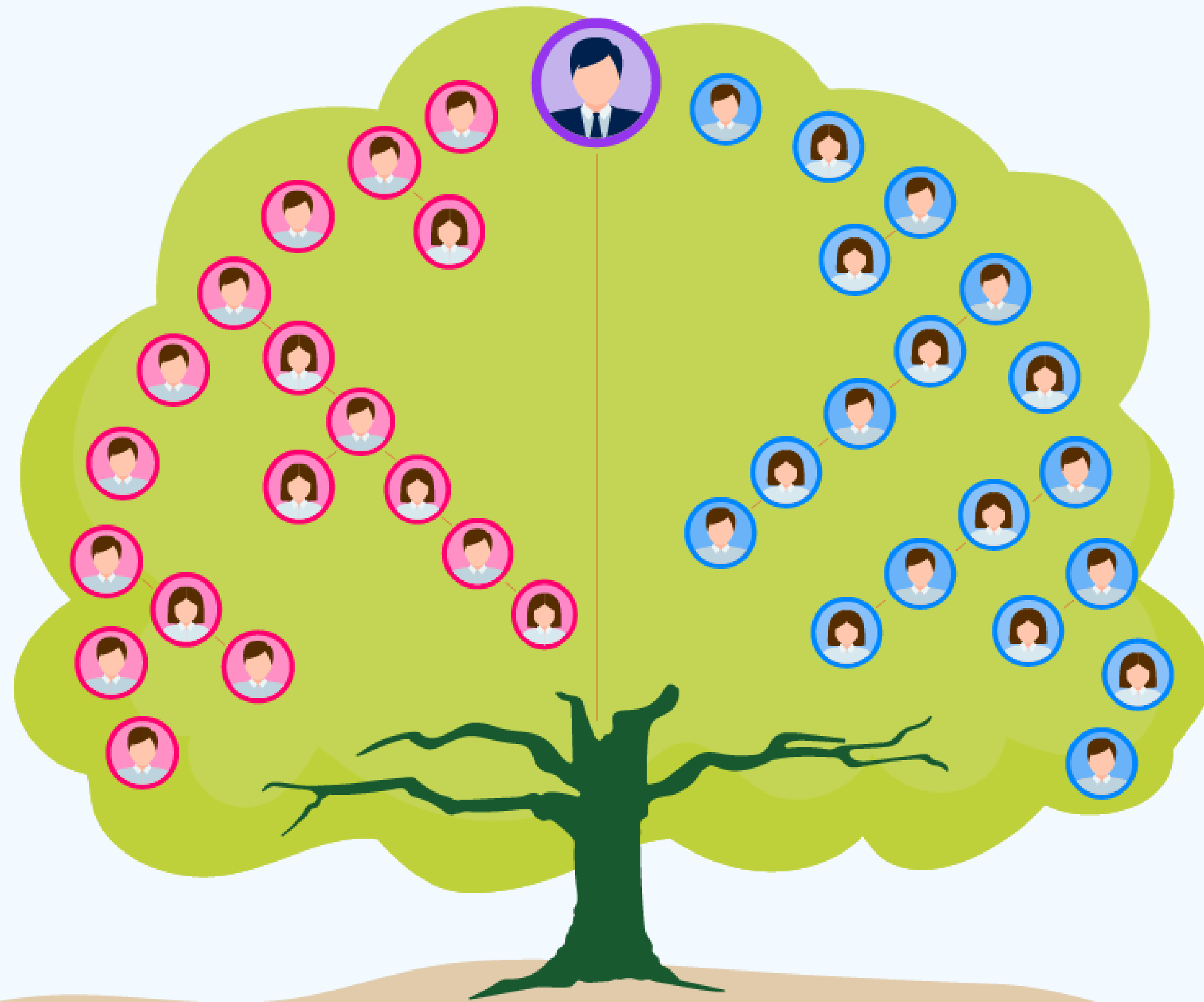
To go Gold, you need to **sponsor 5** people personally and have **25 people** in your Line of Enrollment.*

You also need to have **1 Copper** in **3 separate lines** of enrollments.

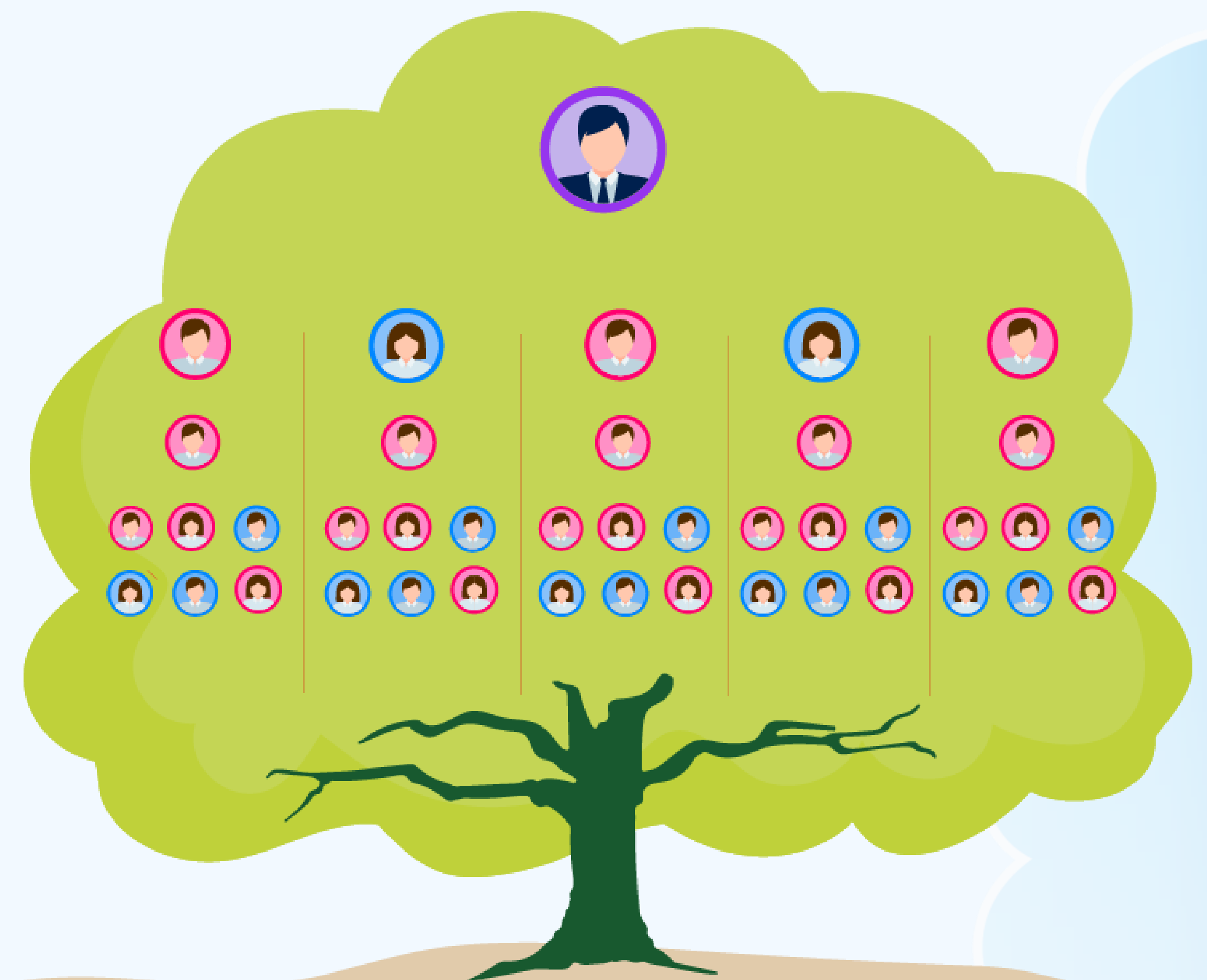
You can see that in the example below.



* No more than **50% of your Line of Enrollment** requirement can come from 1 individual line.



2 Team Tree



25+ Enrollment Tree

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REACHING GOLD

To become a Gold, you must have at least 5 personally enrolled users (2L/2R), 25 total in lines of enrollment and at least 1 Copper in at least 3 lines of enrollment. A Copper has Personally Enrolled at least 2 people, 1L and 1R.



JOHN DOE

Mike
Copper

Vincent
Copper

Mary
Copper ✓✓

Paul
Copper

Joan
Copper

Suzanne
Copper

Julia
Copper

Juan
Copper

Lucas
Copper

Rick
Copper

Ken
Copper

Jared
Copper

Chris
Copper

Rebecca
Copper

Randy
Copper

Elayne
Copper ✓✓

Sarah
Copper

Mark
Copper

Lori
Copper

Ann
Copper ✓✓

Robert
Copper

Brian
Copper

Fred
Copper

Wade
Copper

Missy
Copper

Kevin
Copper

Carlose
Copper

Jimmy
Copper

Peter
Copper

Tony
Copper ✓✓

** We hold back 10% of the commission to accommodate for the reserves that the major credit cards hold of all our payments. This is only a hold back. Once the hold is released the commissions will be released to you.*

37% Allocation:

Tier One & Tier Two Cycle Bonus Earnings + Cycle Match Bonuses



Rank	Tier 1 Cycles	Tier 2 Cycles	CycleMatch	MatchCap
Copper	Yes			
Silver	Yes			
Gold	Yes			
Platinum		Yes		
Sapphire		Yes	25 %	1.000 US\$
Emerald		Yes	50 %	2.000 US\$
Ruby		Yes	50 %	5.000 US\$
Diamond		Yes	100 %	7.500 US\$
Double Diamond		Yes	100 %	10.000 US\$
Triple Diamond		Yes	100 %	12.500 US\$
Blue Diamond		Yes	100 %	15.000 US\$
Red Diamond		Yes	100 %	17.500 US\$
Black Diamond		Yes	100 %	20.000 US\$

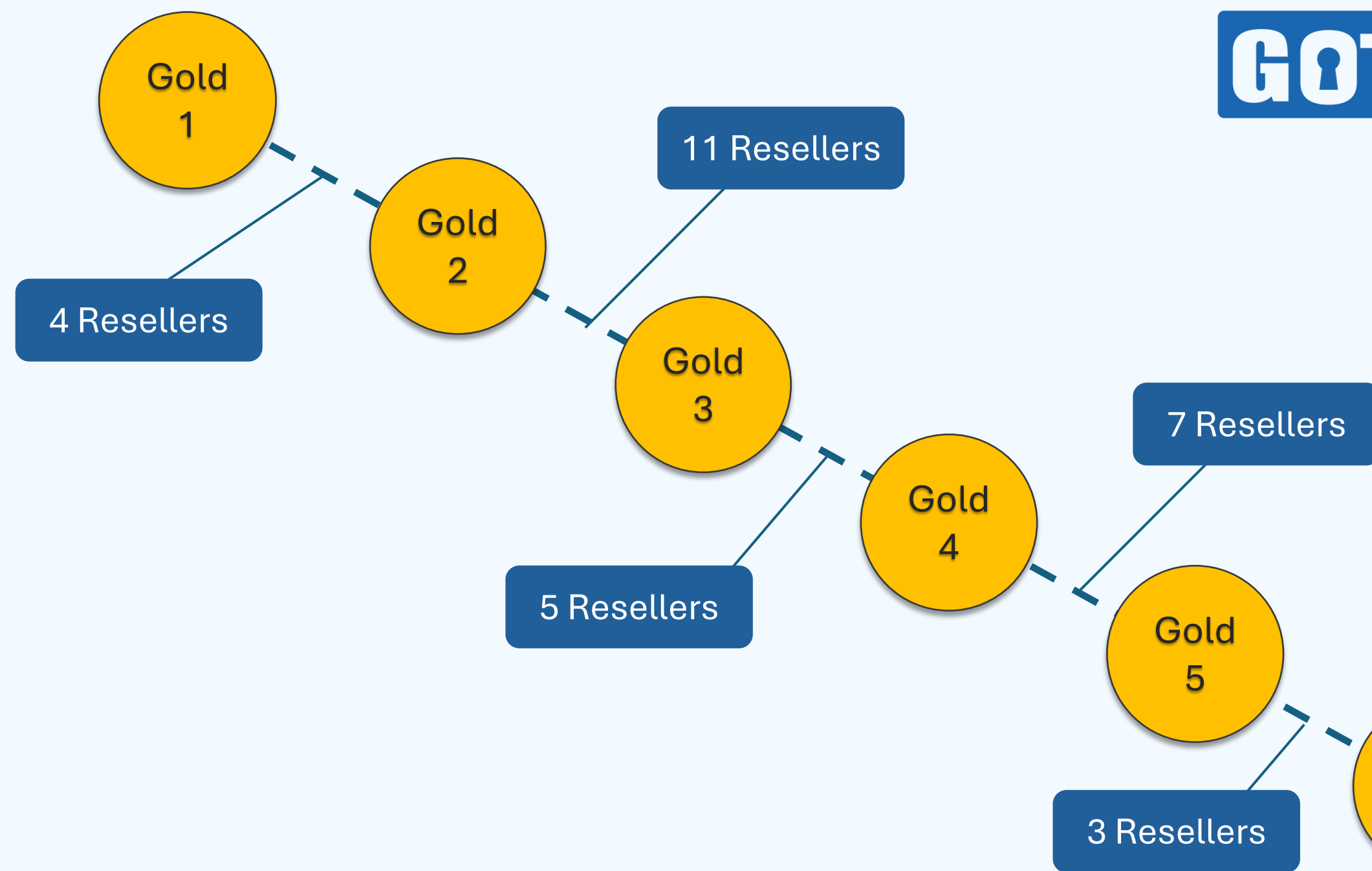
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Up to 10 Generations of GOLD+ on BOTH Right & Left Legs @ 2.5% per Generation

Rank	Generations
Copper	
Silver	
Gold	3
Platinum	3
Sapphire	4
Emerald	5
Ruby	6
Diamond	7
Double Diamond	8
Triple Diamond	9
Blue Diamond	10
Red Diamond	10
Black Diamond	10

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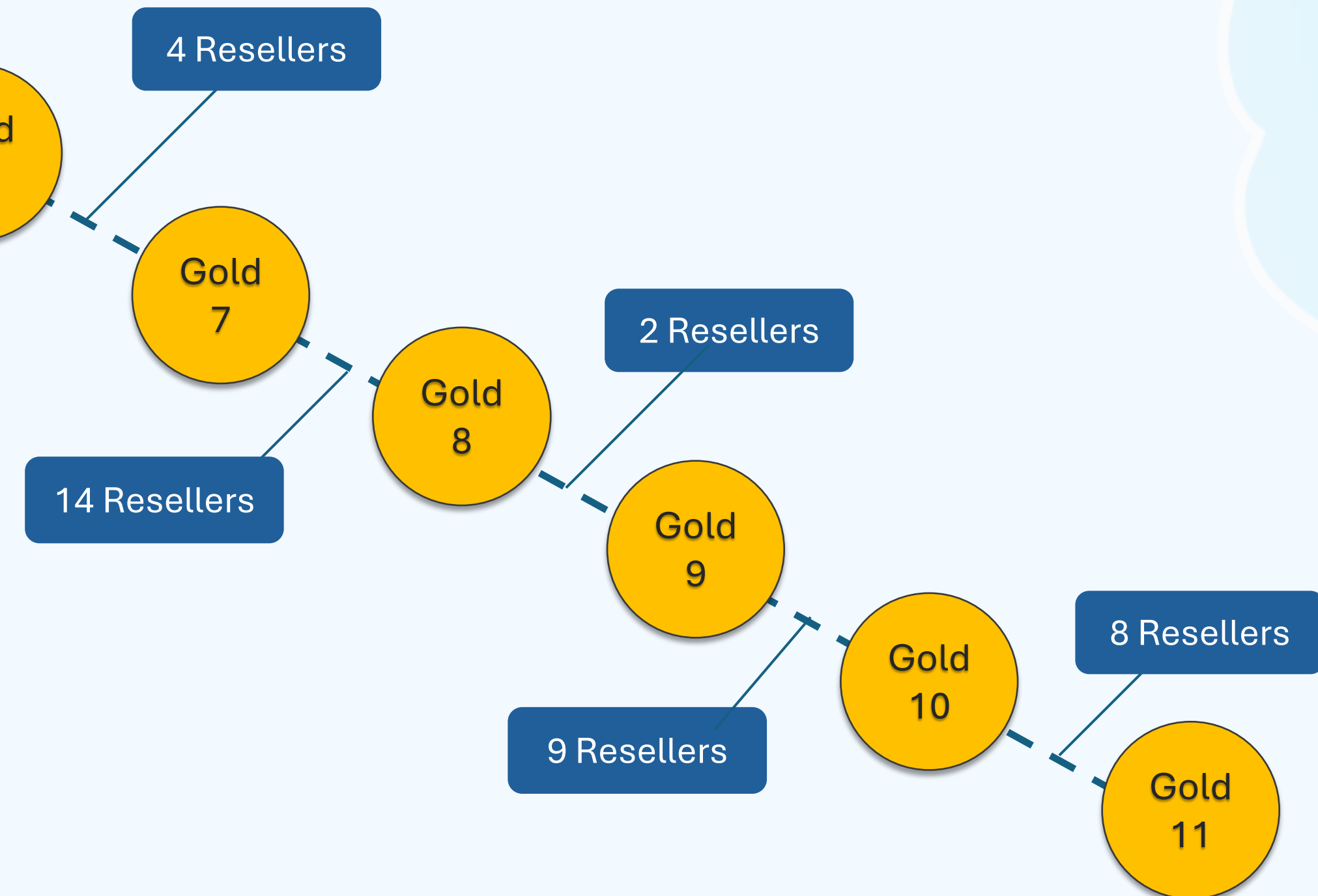
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In this example, you can see that there can be multiple numbers of resellers between you and the next Gold Rank. You would be paid 2.5% from all subsequent orders between you and between 3 and 10 generations of Gold resellers depending on rank.

Generations Bonus:

- * A Generation begins with an Active Paid Gold Rank Reseller and includes all Resellers in their entire two-team structure regardless, Active, or Inactive, and the resulting subsequent orders processed by the company.
- * This initial Gold Rank Reseller begins Generation #1 and is paid 2.5% to infinity of all subsequent orders in their entire two-team organization.
- * A second generation begins when an Active Reseller achieves Active Paid Gold Rank from the Generation #1 organization.
- * Generation #1 Active Paid Gold Rank Resellers are paid 2.5% on the entire collected subsequent orders from the Generation #2 Gold and continues to earn 2.5% to infinity on the entire collected subsequent orders outside of the organization of the Generation #2 Gold.
- * Generation #1 Gold is blocked on all collected subsequent orders of any organizations of Generation #11 or beyond of Paid Gold Rank resellers.



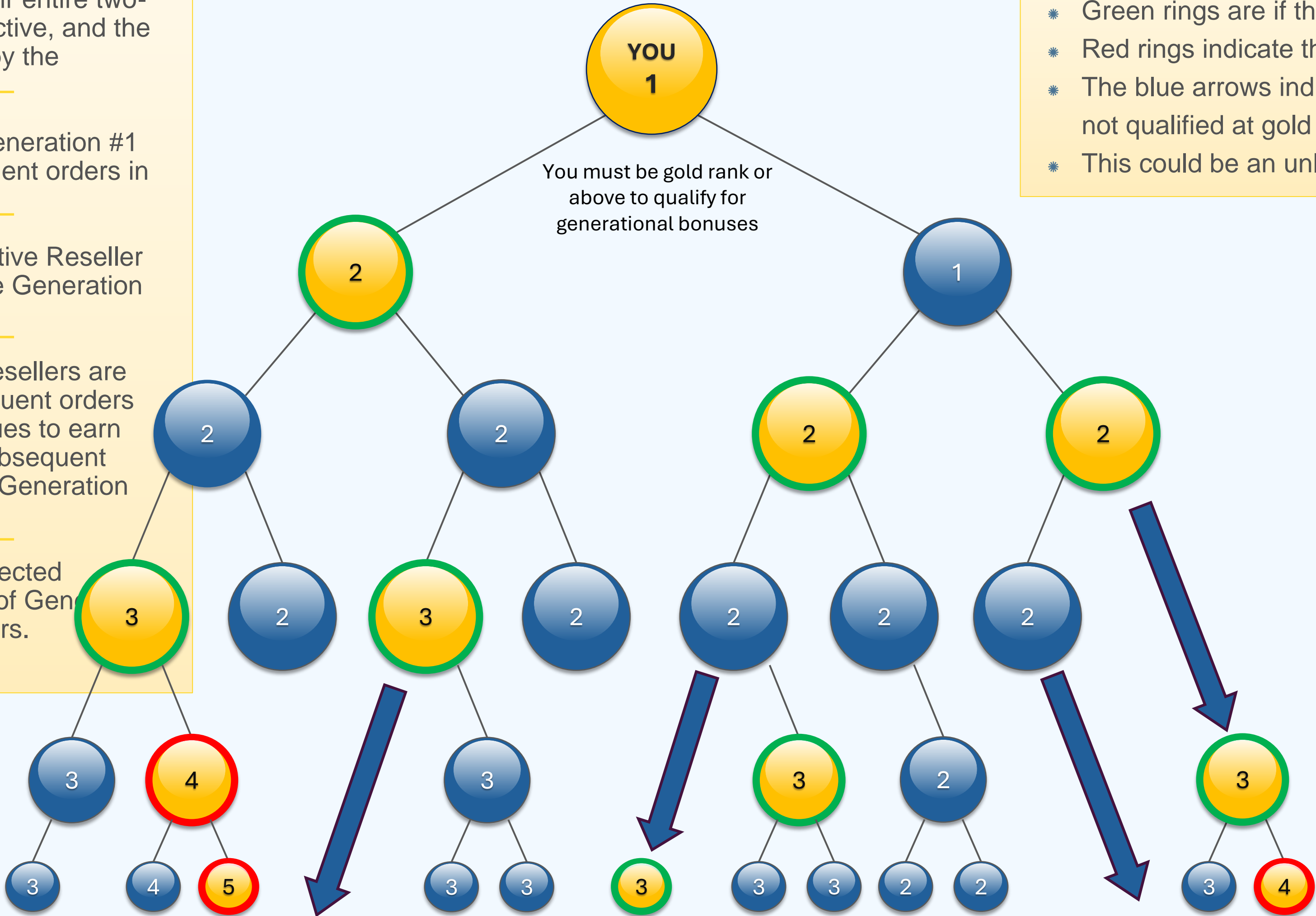
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Generations Bonus:



- * A Generation begins with an Active Paid Gold Rank Reseller and includes all Resellers in their entire two-team structure regardless, Active, or Inactive, and the resulting subsequent orders processed by the company.
- * This initial Gold Rank Reseller begins Generation #1 and is paid 2.5% to infinity of all subsequent orders in their entire two-team organization.
- * A second generation begins when an Active Reseller achieves Active Paid Gold Rank from the Generation #1 organization.
- * Generation #1 Active Paid Gold Rank Resellers are paid 2.5% on the entire collected subsequent orders from the Generation #2 Gold and continues to earn 2.5% to infinity on the entire collected subsequent orders outside of the organization of the Generation #2 Gold.
- * Generation #1 Gold is blocked on all collected subsequent orders of any organizations of Gen #11 or beyond of Paid Gold Rank resellers.

- * Gold circles are Gold affiliates.
- * #s in the middle are the generation.
- * Green rings are if that generation is paid.
- * Red rings indicate that generation isn't paid
- * The blue arrows indicates a line of affiliates who are not qualified at gold or above.
- * This could be an unlimited # of levels.



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Dynamic Compression to 1st Upline Qualifier

Rank	Generations	DC
Copper		
Silver		
Gold	3	No
Platinum	3	No
Sapphire	4	Yes
Emerald	5	Yes
Ruby	6	Yes
Diamond	7	Yes
Double Diamond	8	Yes
Triple Diamond	9	Yes
Blue Diamond	10	Yes
Red Diamond	10	Yes
Black Diamond	10	Yes

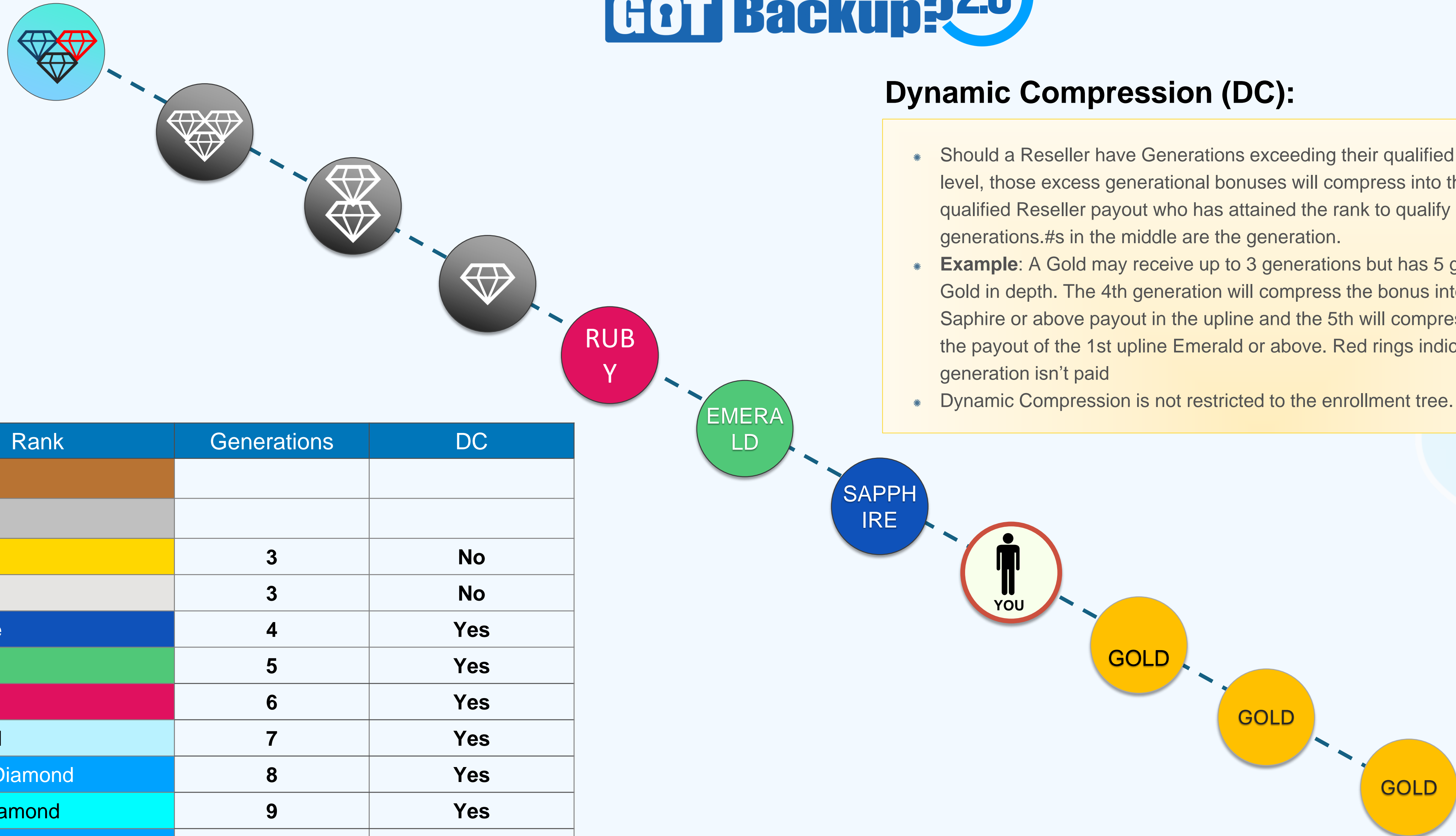
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Dynamic Compression (DC):

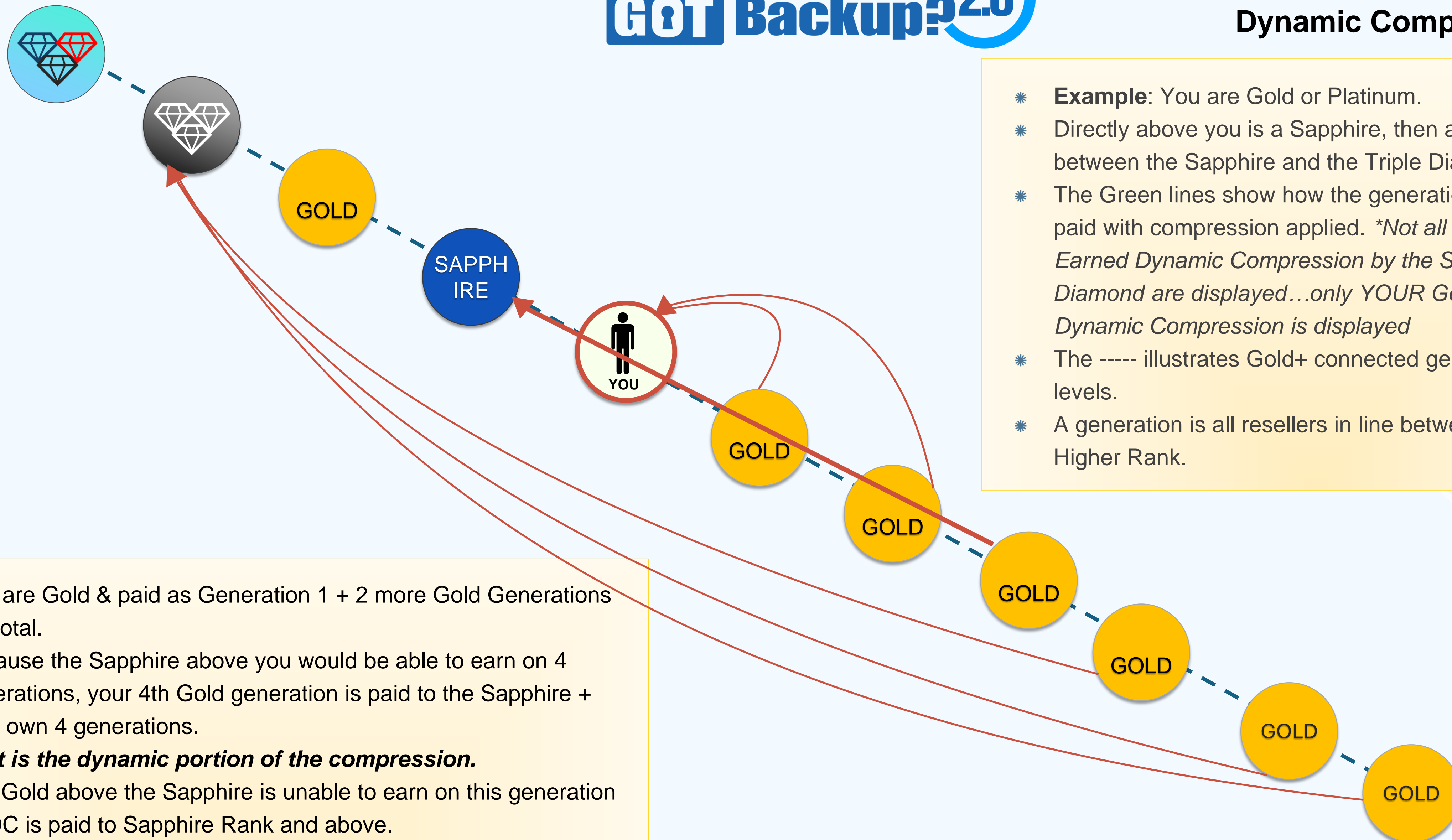
- * Should a Reseller have Generations exceeding their qualified generation bonus level, those excess generational bonuses will compress into the 1st upline qualified Reseller payout who has attained the rank to qualify for those generations.#s in the middle are the generation.
- * **Example:** A Gold may receive up to 3 generations but has 5 generations of Gold in depth. The 4th generation will compress the bonus into the 1st upline Sapphire or above payout in the upline and the 5th will compress the bonus into the payout of the 1st upline Emerald or above. Red rings indicate that generation isn't paid
- * Dynamic Compression is not restricted to the enrollment tree.

Rank	Generations	DC
Copper		
Silver		
Gold	3	No
Platinum	3	No
Sapphire	4	Yes
Emerald	5	Yes
Ruby	6	Yes
Diamond	7	Yes
Double Diamond	8	Yes
Triple Diamond	9	Yes
Blue Diamond	10	Yes
Red Diamond	10	Yes
Black Diamond	10	Yes



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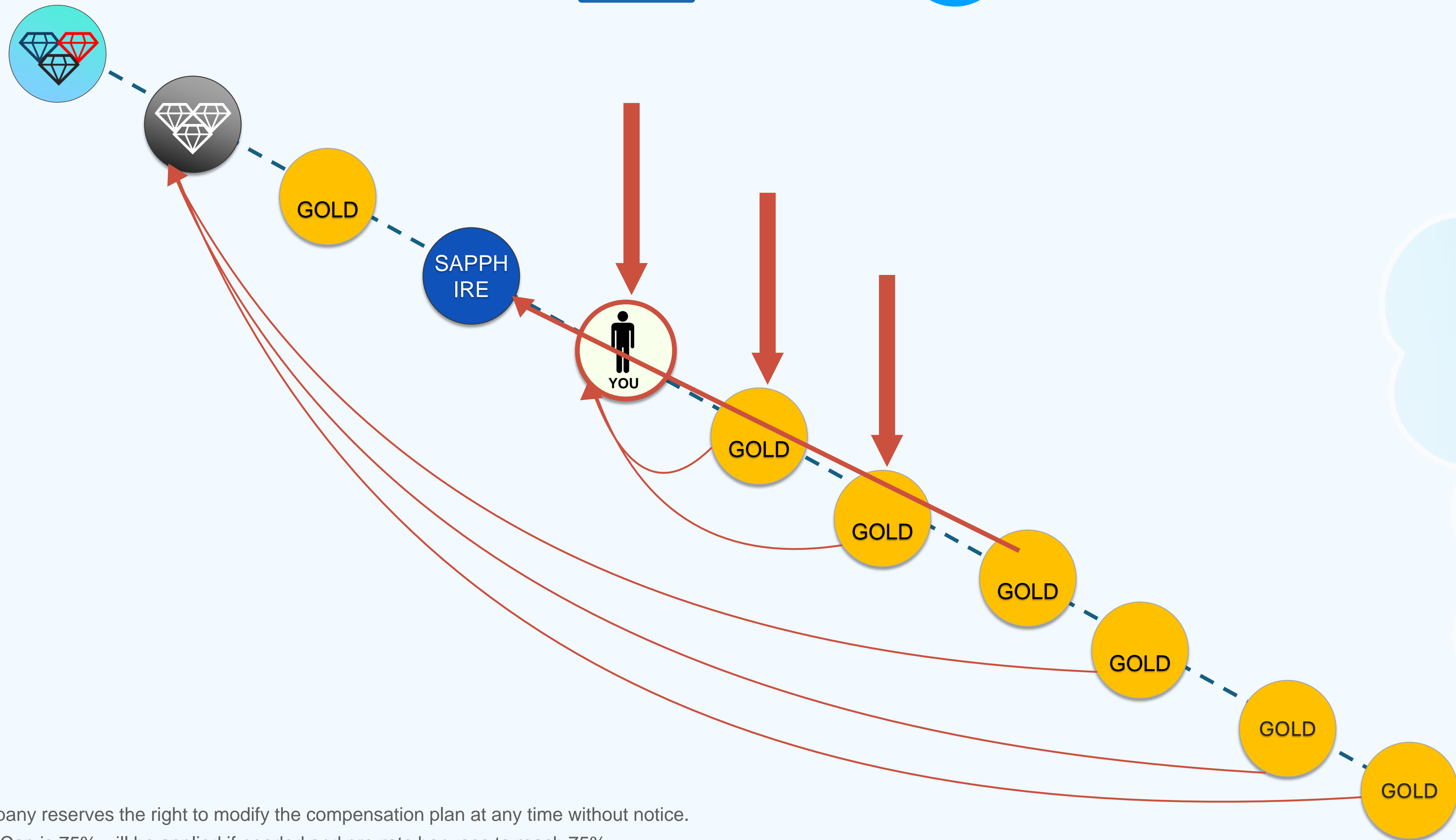
- * **Example:** You are Gold or Platinum.
- * Directly above you is a Sapphire, then another Gold between the Sapphire and the Triple Diamond.
- * The Green lines show how the generations would get paid with compression applied. **Not all Green Lines of Earned Dynamic Compression by the Sapphire & Triple Diamond are displayed...only YOUR Gold Position Dynamic Compression is displayed*
- * The ----- illustrates Gold+ connected generations, NOT levels.
- * A generation is all resellers in line between Gold or Higher Rank.

- * You are Gold & paid as Generation 1 + 2 more Gold Generations – 3 total.
- * Because the Sapphire above you would be able to earn on 4 generations, your 4th Gold generation is paid to the Sapphire + their own 4 generations.
That is the dynamic portion of the compression.
- * The Gold above the Sapphire is unable to earn on this generation as DC is paid to Sapphire Rank and above.
- * The Triple Diamond would be entitled to 9 generations of DC and therefore earns the additional generations in the example not paid to the Gold and Sapphire + their own 9 generations.

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GOT Backup? 2.0



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**1% RANK BONUS POOL EQUALLY SPLIT
PER RANK QUALIFIED:**

SAPPHIRE & ABOVE - 9% TOTAL

Copper	
Silver	
Gold	
Platinum	
Sapphire	YES
Emerald	YES
Ruby	YES
Diamond	YES
Double Diamond	YES
Triple Diamond	YES
Blue Diamond	YES
Red Diamond	YES
Black Diamond	YES

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EARN “UP TO” 4% ON YOUR GREATER LEG REVENUE

Copper	
Silver	
Gold	
Platinum	
Sapphire	
Emerald	
Ruby	YES
Diamond	YES
Double Diamond	YES
Triple Diamond	YES
Blue Diamond	YES
Red Diamond	YES
Black Diamond	YES

- * A qualified Ruby or higher can earn bonus on their larger leg team. The system calculates the Lesser Leg Volume which determines the payout % + multiplier. Formula: Lesser Leg Volume x Payout % x Strong Leg multiplier. **Example:** A Blue Diamond with \$75,000 Lesser Leg Volume x 2% x 5=\$7,500 Bonus
- * If the lesser leg revenue x the large leg multiplier is greater than the larger leg revenue, then the bonus is calculated by the greater leg revenue x the payout %.
- * Otherwise, the bonus is calculated by multiplying the lesser leg revenue x the payout % x the larger leg multiplier

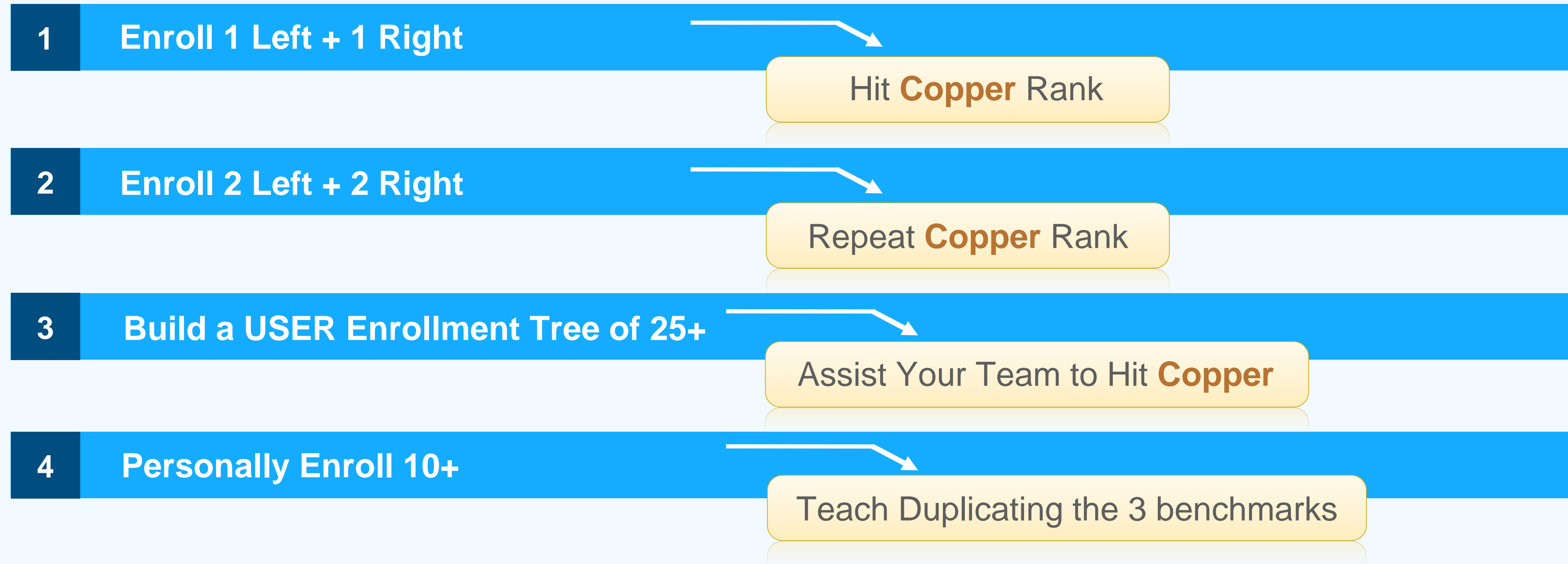
Lesser Leg Volume	Payout %	Strong Leg Multiplier
Ruby	0,25 %	2x
Diamond + Double Diamond	0,50 %	3x
Triple Diamond	1 %	4x
Blue Diamond	2 %	5x
Red Diamond	3 %	6x
Black Diamond	4 %	6x

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4 BENCHMARKS

Copper - Copper - Copper



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Focus on the Benchmarks.
Far more important than the details.

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