

<b>EXPENDITURE</b>	<b>AMOUNT<sup>19</sup> AMOUNT<sup>20</sup></b>	<b>PAYMENT METHOD</b>	<b>WHEN DUE</b>	<b>TO WHOM</b>
Computer Equipment <sup>10</sup>	\$0 - \$2,500	As incurred	Before initial training	Approved Suppliers. See requirements under Section 8.9 of Franchise Agreement
Dedicated Business Cell Phone <sup>11</sup>	\$0 - \$1,000	As incurred	Before Starting Operations	Suppliers
Clothing and Uniforms <sup>12</sup>	\$500 - \$4,500	As incurred	Before Opening	Us or Approved Suppliers
Vehicle <sup>13</sup>	\$0 - \$15,000	As incurred	Before Opening	Suppliers
Car Wrap <sup>14</sup>	\$2,500 - \$5,000	As incurred	Before Opening	Us or Approved Suppliers
Signs <sup>15</sup>	\$500 - \$1,500	As Incurred	Before Opening	Us or Approved Suppliers
Licenses and Bonds <sup>16</sup>	\$0 - \$4,500	As incurred	Before Opening	Government agencies, etc.
Insurance <sup>17</sup>	\$2,000 - \$15,000 (for a 6-month period)	As incurred	Before Opening	Insurers
Miscellaneous Opening Costs <sup>18</sup>	<del>\$2,200</del> - <del>\$1,800</del> <u>13,600</u>	As incurred	As incurred	<u>Attorneys, Accountants, Suppliers, Utilities, etc.</u>
<u>Additional Funds Compensation – 3 months<sup>19</sup></u>	<del>\$510,000</del> - <del>\$9080,000</del>	As incurred	As incurred	<u>Employees, Suppliers, Utilities, Attorneys, Accountants, etc. and/or Subcontractors</u>
<u>Additional Funds – 3 months<sup>20</sup></u>	<u>\$20,000 - \$50,000</u>	<u>As incurred</u>	<u>As incurred</u>	<u>Amounts to pay yourself or additional costs you may incur in operating the business</u>
<b>*<del>TOTAL</del><sup>20</sup> <del>TOTAL</del><sup>21</sup></b>	<b><del>\$143,160,200</del> - <del>\$344,200,396,000</del></b>	<b>*Does not include royalties or marketing &amp; brand development fees.</b>		

## NOTES

<sup>1</sup> Franchise Fee. The initial franchise fee is due as a lump sum at the signing of the franchise agreement. It is not refundable, and we do not finance this fee.

<sup>2</sup> Training Fee. The training fee is for up to 2 attendees. The training fee is due as a lump sum at the