

Compensation Plan

The DomainCostClub.com ("DCC") compensation plan has great earning potential. Compensation depends on the efforts of each individual affiliate, and no amount of earnings is guaranteed by simply enrolling in the program.

Becoming a DCC Affiliate

To enroll in the DCC Affiliate Program you must purchase an Affiliate Starter Kit. The Affiliate Starter Kit is included with the purchase of a Club Membership, or is available separately for a \$199 USD fee.

Earning Money as a DCC Affiliate

1. Direct Referrals - If you refer someone directly, you are the "sponsor." The sponsor of new Club Members is paid \$20 per referral, in addition to a \$5 commission. This is called a "bounty." The sponsor of new Charter Club Members is paid a \$180 bounty. If you directly refer a Club Member that later upgrades to Charter Club Membership, you will receive an \$80 bounty, in addition to a \$20 commission.

2. Indirect Referrals - The DCC Affiliate Program is a network marketing program. This means it pays out on multiple levels. You receive commission for direct referrals, and may receive commission for their referrals, their referrals, and so on for several levels. Commission is \$5 per Club Member and \$20 per Charter Club Member. If a Club Member in your downline upgrades to Charter Club Membership, you receive a \$20 commission. For more detail on how networks are built and commission is earned, please refer to the Matrix and Spillover section below.

Matrix and Spillover

Networks are constructed in a four-by-seven ("4x7") matrix with spillover. This means that everyone's first level contains a maximum of four people, and you are paid through seven levels. If your first level contains four people and you have a new referral, they are "spilled over" into your second level. If the second level is full, the referral is spilled over into your third level. This continues infinitely. You are paid the referral bounty for direct referrals, regardless of what level your referral is spilled to. You receive commission for anyone in your seven levels of referrals (your "downline") regardless of who the original referrer was.

For example: You buy a DCC Charter or Club Membership. First, you refer four people we'll call "A," "B," "C," and "D." Your level 1 is now full because all four spots are taken. Next, you refer "E." Because your level 1 is full, E will "spill" to your level 2 and be placed under the oldest account (A). Your next direct referral, "F," will spill to the next available spot on your level 2. Because A already has an account under it (E), F will be placed under B. Referral "G" will go under C and referral "H" will go under D. Now you have 8 signups, 4 on level 1 and 4 on level 2. Each level 1 member has 1 downline member.

The above example is straightforward because it assumes you are the only one referring people. In practice, people above you and below you will be referring people and spillover will be occurring on multiple levels. No matter what level a referral is being spilled to, on that level they will go to the account with the fewest first level members. If multiple accounts have the same number of first level members, it will go to the oldest account.

Infinity Override

If you've looked at the matrix and done the math, you've realized that there is a maximum of 21,844 positions in a 4x7 matrix. To prevent this from limiting your potential income, if your matrix becomes completely full then commission is no longer limited to seven levels of downline. Instead, commission is

paid through infinite levels of downline (an "infinity override"), with one exception. If someone else in your downline is earning the infinity override, your override ends at them.

For example: If you have earned an infinity override and someone on your sixteenth level has earned an infinity override, you will not be paid on anyone downline from that person. You will be paid on levels 17 through infinity on other persons in your network, but you will not be paid on levels 17 through infinity beneath the other person with an infinity override.

Matrix Spillover Illustration

