

Dynamic Compression Made Simple

by Linda McCarthy and Dona Mae Cairns

	Upline	Premier	2%	L9C
L1	Jen	Premier	5%	L8C
L2	Rob	Premier	5%	L7C
L3	Jim	20K	5%	L6C
L4	Jeri	5K	↑	
L5	Hugh	5K		
L6	Skip	5K		
L7	Carl	5K		
L8	Liz	5K		5%
L9	Don	1K	↑	
L10	Mick	1K		
L11	Beth	1K		
L12	Lynn	1K		
L13	Fran	1K		
L14	Rick	1K		
L15	Ron	1K	5%	L4C
L16	Sal	Pref Rep	↑	
L17	Cory	Pref Rep		
L18	Hal	Pref Rep	10%	L3C
L19	John	Rep	↑	
L20	Dan	Rep		5%
L21	Mary	Rep	5%	L1C
L22	Ann	Rep	↑	

XanGo pays out 50% of every dollar of product sold. If a distributor does not qualify to be paid a level of commission, it rolls to the next distributor who is qualified. This is Dynamic Compression, which is in addition to Regular Compression. Because of this XanGo distributors can make much more than other distributors with other companies. In most companies that money would revert to the company's 'breakage account', which is a huge source of income for them. XanGo chose to pay that money to its distributors. This is how.

Unilevel: 47% paid to 9 distributors + 3% to Global Bonus = 50%

PowerStart: 45% on Initial Orders + 3% to Global Bonus + 2% to 500K Pool = 50%

Chart A: Starting with Ann (L22), the computer searches up to find 9 distributors to pay on her order. In this example, the Level 1 Commission (L1C) goes to Mary, the Level 2 Commission (L2C) goes to Dan and so on until the Level 9 Commission (L9C) goes to the next Upline Premier. This same process occurs with every order placed, other than Initial Orders. (See the Compensation Plan).

Note: Each distributor on Chart A has a minimum of \$100 PV (not shown). See the Compensation Plan to know how many levels each Rank is qualified to be paid on.

Chart B: Shows the impact Dynamic Compression has on the payout of the distributor at the top of each box. Each one is paid to the bottom of their organization, no matter how deep it goes. Which makes more sense to you... being in business with a company that *has* Dynamic Compression or being in business with a company *that doesn't*?

Hal (PrefRep)		
John	5%	L1
Dan	5%	L2
Mary	10%	L3
w/o Dynamic Compression		
with Dynamic Compression		
Ann	10%	L3

Ron (1K)		
Sal	5%	L1
Cory	5%	L2
Hal	10%	L3
John	5%	L4
w/o Dynamic Compression		
with Dynamic Compression		
Dan	5%	L4
Mary	5%	L4
Ann	5%	L4

Liz (5K)		
Don	5%	L1
Mick	5%	L2
Beth	10%	L3
Lynn	5%	L4
Fran	5%	L5
w/o Dynamic Compression		
with Dynamic Compression		
Rick	5%	L5
Ron	5%	L5
Sal	5%	L5
Cory	5%	L5
Hal	5%	L5
John	5%	L5
Dan	5%	L5
Mary	5%	L5
Ann	5%	L5

Jim (20K)		
Jeri	5%	L1
Hugh	5%	L2
Skip	10%	L3
Carl	5%	L4
Liz	5%	L5
Don	5%	L6
Mick	5%	L6
w/o Dynamic Compression		
with Dynamic Compression		
Beth	5%	L6
Lynn	5%	L6
Fran	5%	L6
Rick	5%	L6
Ron	5%	L6
Sal	5%	L6
Cory	5%	L6
Hal	5%	L6
John	5%	L6
Dan	5%	L6
Mary	5%	L6
Ann	5%	L6

Rob (Premier)		
Jim	5%	L1
Jeri	5%	L2
Hugh	10%	L3
Skip	5%	L4
Carl	5%	L5
Liz	5%	L6
Don	5%	L7
Mick	5%	L7
Beth	5%	L7
w/o Dynamic Compression		
with Dynamic Compression		
Lynn	5%	L7
Fran	5%	L7
Rick	5%	L7
Ron	5%	L7
Sal	5%	L7
Cory	5%	L7
Hal	5%	L7
John	5%	L7
Dan	5%	L7
Mary	5%	L7
Ann	5%	L7

Jen (Premier)		
Rob	5%	L1
Jim	5%	L2
Jeri	10%	L3
Hugh	5%	L4
Skip	5%	L5
Carl	5%	L6
Liz	5%	L7
Don	5%	L8
Mick	5%	L8
w/o Dynamic Compression		
with Dynamic Compression		
Beth	5%	L8
Lynn	5%	L8
Fran	5%	L8
Rick	5%	L8
Ron	5%	L8
Sal	5%	L8
Cory	5%	L8
Hal	5%	L8
John	5%	L8
Dan	5%	L8
Mary	5%	L8
Ann	5%	L8

Without Dynamic Compression
Pref Reps could only earn on: 3 levels
1Ks could only earn on: 4 levels
5Ks could only earn on: 5 levels
20Ks could only earn on: 7 levels
Premiers could only earn on: 9 levels