

Student Compensation Plan

Once the two final teams have been selected to compete in the HUSTLE competition, Chessler Holdings will grant each team \$250,000 to start-up their business. This allocation will finance the teams' kiosk costs, food expenses, labor costs, and any other projected fees outlined in their budget. In addition to this grant, students will receive compensation through operating profits, salary, and a cash prize.

Operating profits

- Students will take a 20% profit share in all of the earnings made from their Automated Retail Technology kiosks
- Profit share will be distributed on a quarterly basis

Salary

- USF foreign exchange students cannot receive a salary
 - Salary will be transferred into the cash prize at the end of the competition
- Students may hire an employee to assist with food servicing
 - Employees will be paid on an hourly basis (\$20/hr)

Prize

- Chessler Holdings and USF will host an event two weeks prior to the end of Spring semester to announce the winner of the HUSTLE Competition
 - The team with the most profitable business will win a \$75,000 cash prize
 - The second place team will win a \$25,000 cash prize
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In order for students to gain the most valuable insight to running a business, they will be partaking in many business affairs. Over the course of the seven months in which the competition will run, each team member will be appointed an equal time frame (#weeks/#team members) to operate as the company's chief executive officer. This will allow for each team member to lead in a board meeting with Chessler Holdings.

In the case that a team member(s) is under performing, the other members may present this information to the board of judges and request to have said member fired. If the board of judges agrees, the said member will be fired and disqualified from the competition. In this situation, the team can choose to recruit a new member, with the board's approval.

Throughout the course of the competition, teams may not disclose any financials with outside members (i.e. the opposing team) until the winner has been announced.

