

Digital Wallet

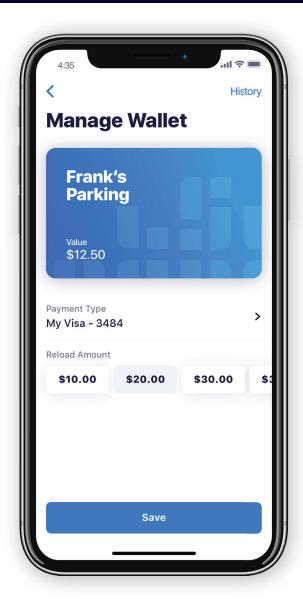
Let the Wallet Do the Work

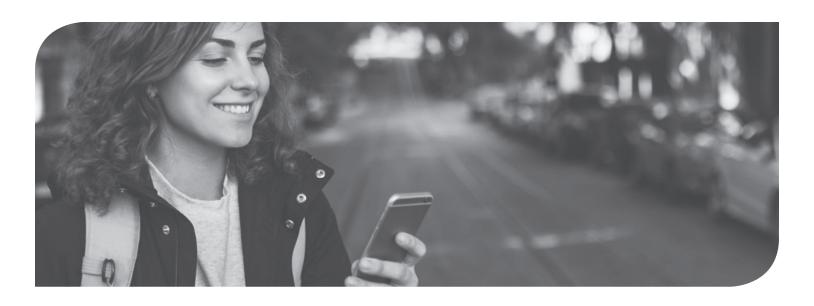


A digital wallet allows customers to preload funds to their app account to pay for transportation services like parking payments or transit tickets. Each transaction is deducted from a pre-funded wallet account rather than charged to a debit or credit card. Wallets provide direct available funding to operators, build loyal users, and decrease merchant costs.

WHY USE A WALLET:

- Direct available funding: Once parkers preload funds into their wallet, operators immediately hold the funds that are deposited. There's no waiting for funds from escrow companies or determining receivable days – the funds are made available directly to you.
- Build loyal customers: With a digital wallet, operators can determine where money deposited in the pre-funded account can or cannot be used to incentivize repeat customers.
- Decrease merchant costs: Digital wallets significantly reduce the costs of merchant processing fees. The customer's credit card will initially be charged when loading a balance, rather than charged per individual transaction. This lowers the cost of merchant processing fees and helps improve the bottom line.





A parker purchases (10) \$1.00 sessions:

	OPTION 1: CREDIT CARD	OPTION 2: PRE-FUNDED WALLET
NUMBER OF CHARGES	10	1
MERCHANT PROCESSING FEES	(\$1.00 X 0.029) + \$0.30 = \$0.33	(\$10.00 X 0.029) + \$0.30 = \$0.59
TOTAL TRANSACTION FEES	\$.33 X 10 transactions = \$3.30	\$.59 X 1 transaction = \$0.59

\$3.30 - \$0.59 = \$2.71 With our Prepaid Wallet, that's a $$2.71 \div 10 = 0.27 saving of \$0.27 per transaction!

TYPES OF WALLETS

There are two types of wallets offered by Passport:

- White Label Wallet: The industry's only closedloop wallet option is hosted by the City within their white label app and functions similar to a stored value system or easy card.
- Passport Wallet: The Passport wallet is hosted by Passport. End users can load funding onto the Passport wallet and use for any operator participating on the Passport system.

