

Co-Cash Flow Charts

Minting

1 BUSD is used to mint CASH.

2 The BUSD used to mint CASH is broken up 3 ways. 1% goes to Pancakeswap to be added as liquidity, 25% is converted to CO and sent to the Co Treasury, and 74% is sent as BUSD to the BUSD Treasury.

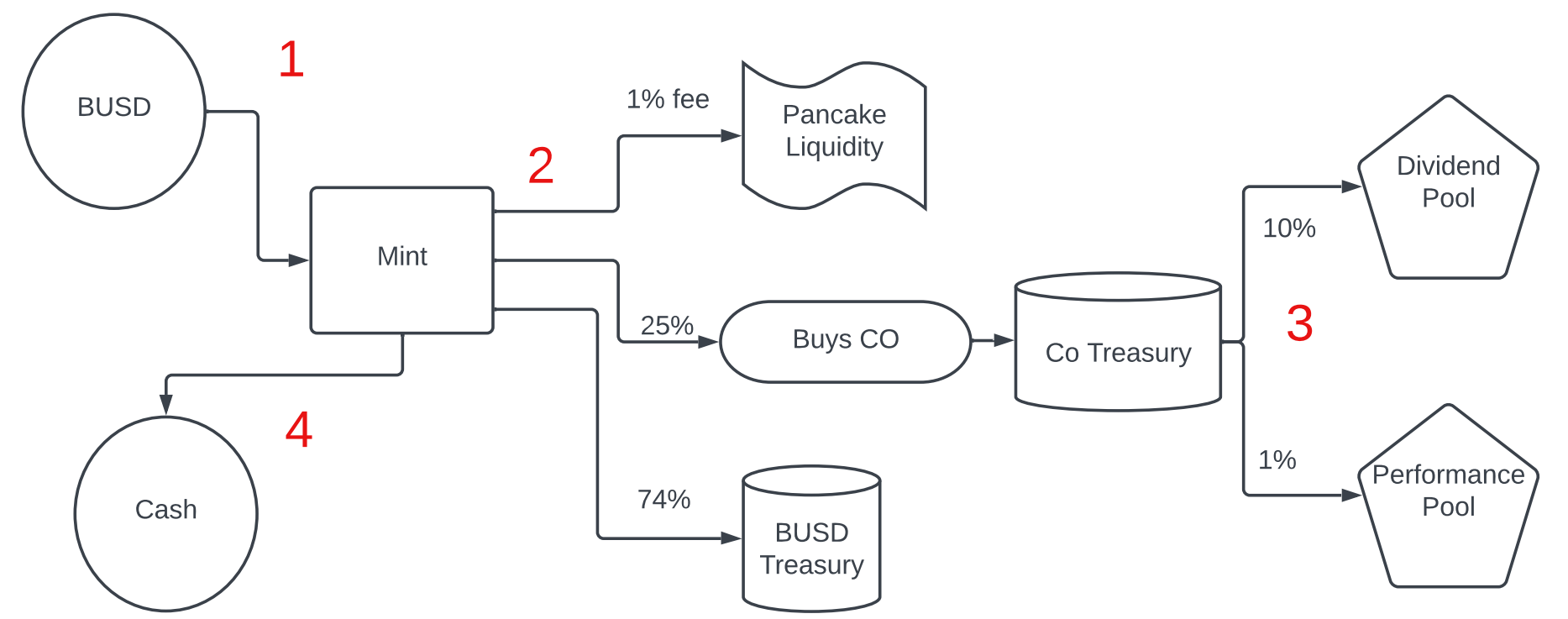
3 When BUSD is used to mint CASH a "reward credit" is sent from the Co Treasury to the Dividend Pool and the Performance Pool at a rate of 10% and 1% respectively of the transactional volume.

4 CASH is received.

Example

100 BUSD to mint CASH

- 1 BUSD sent to PCS (CASH/BUSD LP)
- 25 BUSD converted to CO, sent to Co Treasury
- 74 BUSD sent to BUSD Treasury
- 10 CASH are purchased by the Co Treasury and sent to the Dividend Pool
- 0.5 CASH purchased by the Co Treasury and sent to the UBI Pool
- 0.5 CASH purchased by the Co Treasury and sent to the Performance Pool
- 99 CASH received



Redeeming

1 CASH is redeemed.

2 When CASH is put into CO to be redeemed, the software checks to see what the price of CASH is. If it is above peg, you will receive your payment in 100% BUSD. If it is below peg, you will still receive the same amount of money, but 75% will be BUSD and 25% will be CO token. This mechanic helps keep the price of trunk stable at a peg of \$0.99.

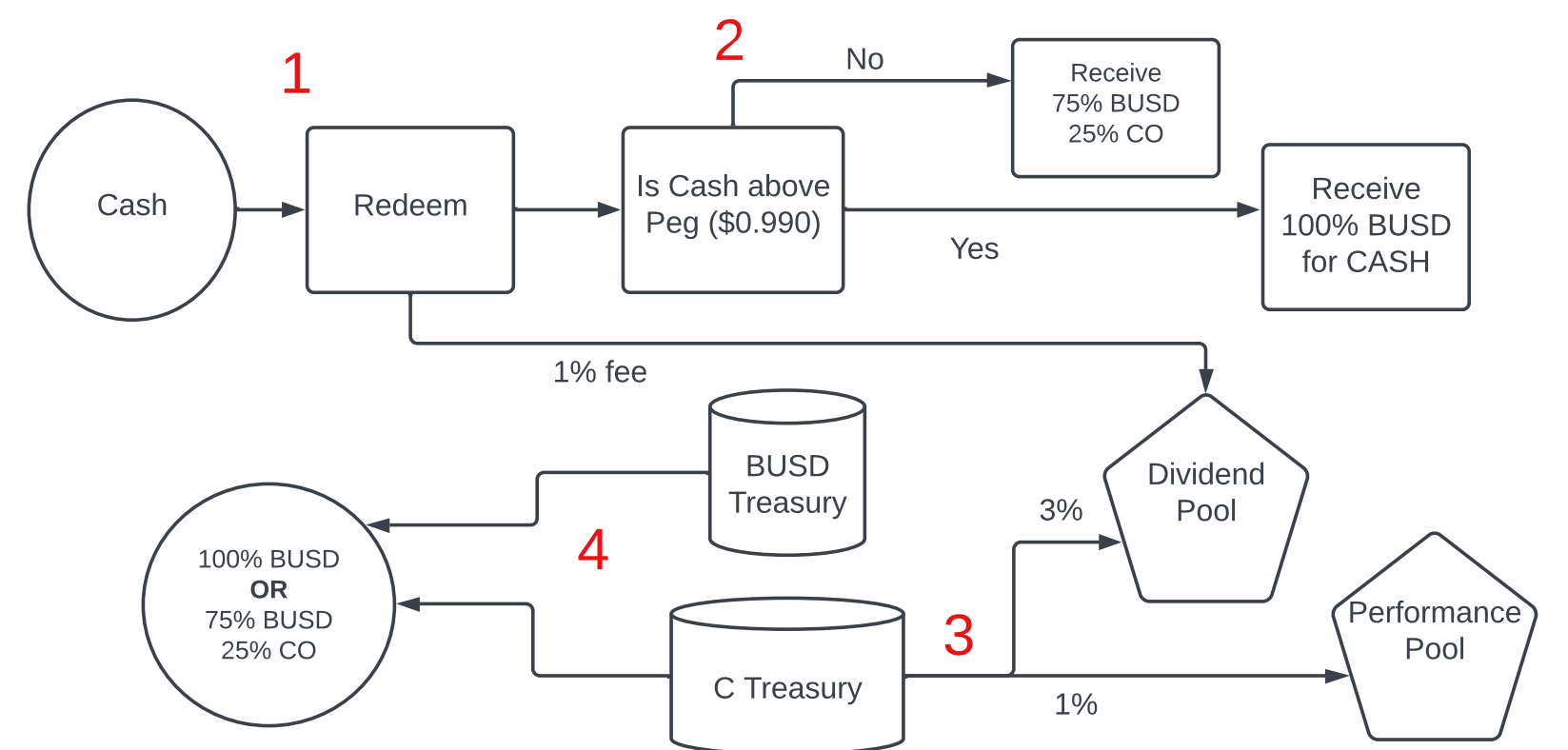
3 Whenever CASH is redeemed a "reward credit" is sent from the Co Treasury to the Dividend Pool and the Performance Pool at a rate of 3% and 1% respectively of the transactional volume.

4 Once Co-Cash has decided how you will be payed, you receive your payment from the BUSD Treasury and the Co Treasury. If CASH is above peg and you are being paid out in 100% BUSD, the Co treasury will sell Co token for BUSD and pay you with that. No money is taken out of the BUSD Treasury if CASH is above peg

Example

100 CASH to be redeemed.

- 1% Fee is sent to the Dividend Pool
- If CASH above peg?
 - If yes, payment is 100% BUSD
 - If no, payment is 75% BUSD/25% CO.
- 3 CASH are purchased by the CT and sent to the Dividend Pool.
- 1 CASH purchased by the CT and sent to the Performance Pool.
- \$99 in CO and/or BUSD received.



Staking

1 CASH is deposited into the staking pool

2 Rewards are paid out of the dividend pool. 1% of the total balance of the Dividend Pool is paid out every day. The APR is calculated using the formula:

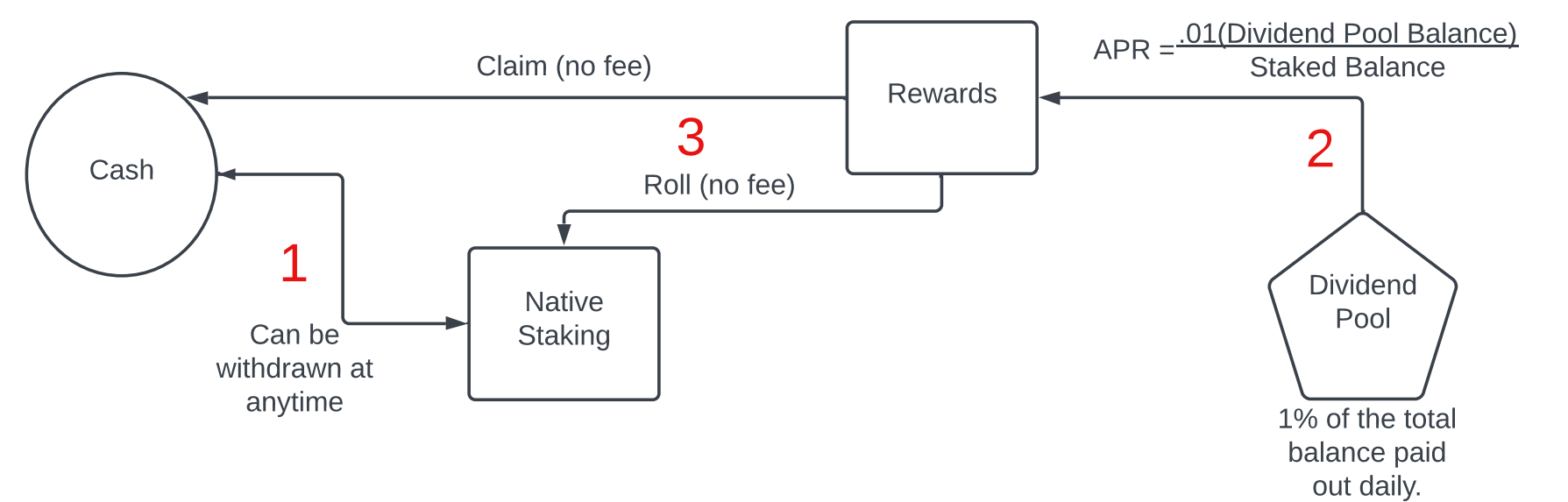
$$APR = \frac{.01(\text{Dividend Pool Balance})}{\text{Staked Balance}}$$

3 Roll or Claim your rewards with no fee for either action.

Example

(Assuming a 60% APR)

- 1000 CASH is staked.
- A daily reward of 1.64 CASH is earned.
- After 1 day, 1001.64 CASH is withdrawn with no fees.



Cash Bonding

1 CASH is deposited into Cash bonds.

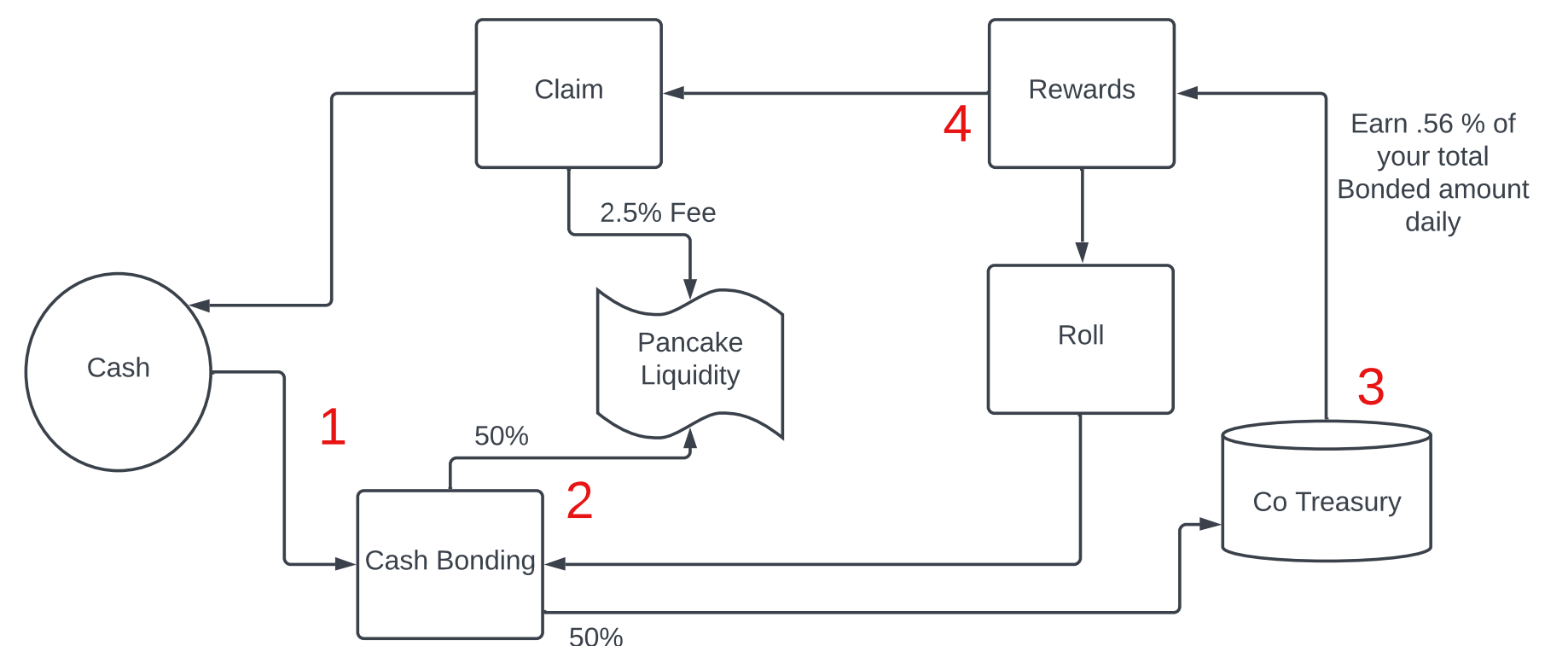
2 50% of the bonded amount is sent to Pancakeswap as liquidity. 50% of the bonded amount is sent to the Co Treasury

3 .56% of the total bonded amount is paid out every day from the Co Treasury

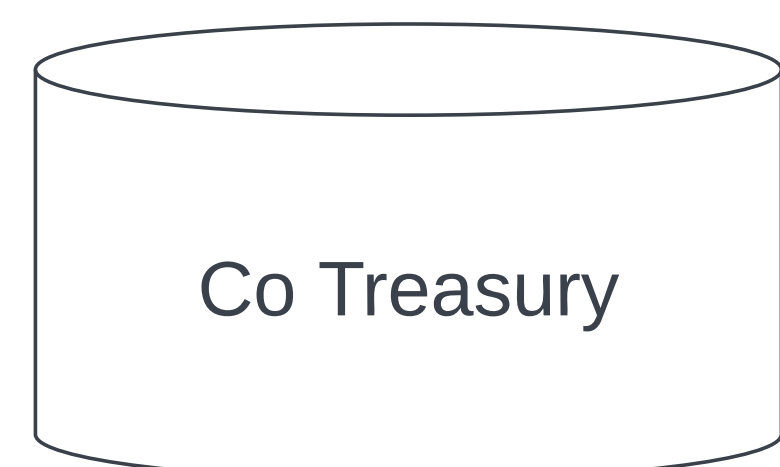
4 Roll or Claim your rewards.

Example

- 10,000 CASH is bonded.
- 5,000 CASH is sent to Pancakeswap for liquidity. (CO/BUSD LP)
- 5,000 CASH is sent to the Co Treasury
- A daily reward of 56 CASH is earned. Rewards are paid out of the Co Treasury
- Roll your earnings with no fees
- Claim your earnings with only a 2.5% fee. (CASH/BUSD LP)



How The Money Flows



The sustainability of the entire platform depends on the assets in the Co Treasury. For the platform to remain sustainable the Co Treasury must grow in size using mechanisms other than deposits from Cash Bonding, minting, and redeeming. This is where we circle back to the tokenomics of CO token. Because the Co Treasury is the largest holder of CO it receives massive amounts of reflection tokens. Because there are reflections on buys and sells, the Co treasury will grow in any market conditions. Furthermore, if investors decide to sell, and the price drops, there will always be a time when CO token will become a good buy again. This is because it is a utility token for CASH native Staking and Cash Bonding. There will always be a demand for CASH stable coin yield farming, which will always positively impact the price of CO token.

