

## **FEE STRUCTURE**

Updated February 25, 2025

Account Fees	
Account Setup Fee (Project Developer, Trader/Broker/Retailer, Client) <sup>1</sup>	\$500
Account Setup Fee (Project Owner) Aggregated projects/cooperatives only	\$200
Account Maintenance Fee <sup>2</sup>	\$500
Account Maintenance Fee (Project Owner) Aggregated projects/cooperatives only	\$200
Account Re-activation Fee	\$500
Project Fees	
Project Submittal Fee (fee per individual project or per aggregate) <sup>3</sup>	\$500
Project Submittal Fee under an ARB Compliance Offset Protocol (fee per individual project) <sup>4</sup>	\$700
Project Variance Review Fee (per request)	\$3,500
Project Transfer Fee (Billed to transferee)	\$500
Project Verification Extension Fee	No Fee
Credit Transaction Fees	
Issuance Fee (per credit) <sup>5</sup>	\$0.19
Transfer Fee (per credit, paid by transferor) <sup>6</sup>	\$0.03
Cancellation Fee (per credit)	\$0.03
Retirement (per credit)	No Fee
Late Payment Fee	Variable

Payment Remittance: Please remit all payments to APX, Inc. Payment instructions are provided on the invoice.

Contact reserve@climateactionreserve.org with any questions.

<sup>&</sup>lt;sup>1</sup> There is no fee for Verification Body account types.

<sup>&</sup>lt;sup>2</sup> An annually recurring fee charged to maintain project developer, trader/broker/retailer, client, or project owner account holder privileges, billed yearly on the anniversary of the account approval.

<sup>&</sup>lt;sup>3</sup> Projects that require a fourth re-submittal will incur an additional submittal fee.

<sup>&</sup>lt;sup>4</sup> Projects that require a fourth re-submittal will incur an additional submittal fee.

<sup>&</sup>lt;sup>5</sup> The Reserve allows account holders to defer payment for credits issued for up to five months. The invoice will be automatically generated in the fifth month, and once issued, it cannot be modified.

<sup>&</sup>lt;sup>6</sup> There is no fee for transferring credits between Project Owner accounts and their linked Project Developer.