

REPORTING PERIOD: Q2 2026



VeBetter

GRANT PROGRAM 2.0

Dated: Jun 2026
Reporting Period: Q2 2026
Version: For Public Release

EXECUTIVE SUMMARY

This quarter, we did not process any new grant applications. Consistent with earlier this year, overall grant activity and deal flow remain low, reflecting broader bearish market sentiment.

We are pleased to share that Re-Use, rebranded from its earlier name ReUse, has now been successfully relisted and endorsed on VeBetter. Having resolved its previous challenges, Re-Use will resume its grant.

Regarding the one-time relief funding for eligible existing grant projects that required a top-up, the payout has now concluded. The final distribution details are available in the original [Discourse thread](#).

In response to Plunk’s proposal for greater transparency around grantee expenditures, the VeChain team has also introduced an additional feature. **Going forward, all grantees will be required to submit their milestone reports directly** on their grant proposal pages on the [VeBetter grant site](#), where the community can review each deliverable.

APPLICATION METRICS

Category	Count	Percentage
Applications Received (not including applications from referrals)	1	-
Submitted For Community Voting	0	0%
Approved Projects	0	0%
Declined Projects	0	0%

GRANT PROGRESS OVERVIEW (All Grantees to Date)

Stage	Projects	% of Active Proposals
Milestone 1 In-Progress	VeChain Energy, GronCard	20%
Milestone 2 In-Progress	Bikademy, ZeLoop, B3TR BEACH, Sproutly, B3DTIME, ReUse	60%
Milestone 3 In-Progress	ScoopUp	10%
Grant Completed	-	-
Halted	B3TR Transit	10%

FINANCIAL TRANSPARENCY

Total Committed: 5,490,984 B3TR
Total Paid Out: 2,736,489 B3TR (including upfront)

APPENDIX

Detailed reporting of grantees

B3DTIME

Milestones Completed: 1 / 3
Funding Received to Date: 144,916 B3TR
Latest Report Submission: July 2026

Project Progress

Summary

Progress has been slower than initially anticipated over the past several months, primarily due to a transition away from the previous development partner and the need to address several technical dependencies within the existing product architecture. These dependencies include the current requirement for wearable-device integration and the platform's anti-abuse controls, both of which have added complexity to the development process.

Development activity recently resumed. The team has received the first version of the technical handover documentation and is currently reviewing it, while selected product enhancements are also being implemented. New multipliers have also been introduced for the B3DTIME levels, with Goatz Kidz holders receiving a 110% multiplier and Goatz Kidz Icon holders receiving a 500% multiplier.

In parallel, discussions are ongoing with a potential contract resource who may support technical research and future feature development after August.

Overall, the project is moving forward again, with the current focus on completing the handover, stabilising development continuity, and progressing the next set of product improvements.

Notes / Challenges Faced

As above.

B3TR BEACH

Milestones Completed: 1/ 3
Funding Received to Date: 921,290 B3TR
Latest Report Submission: July 2026

Milestone Completion Summary

Milestone 1 Goal:

- Establish legal status, complete core platforms, and prepare initial ecosystem engagement
- DApp completed for Testnet, including cleanup event submission, partner dashboard, impact tracking elements. (full app functions available for testing)
- Initial merchandise produced for distribution and online sales (including phygital book & mascot products).
- Full website integration of DApp features (landing, events, education, partner pages)

Was this milestone achieved?

Yes / ~~Partially~~ / ~~No~~

Evidence of Completion:

- An IRS document for 501(c) confirming the B3TR BEACH company’s status as a non-profit, reviewed by the Grant team
- Working product
 - Testnet video walkthrough <https://drive.google.com/drive/folders/1XftAKtQxiO52f9ck2-uWJrvqBOkxWA4s>
 - App is also now fully endorsed and active on mainnet
- Screenshots of B3TR BEACH’s dashboard demonstrating initial merchandise sales, reviewed by the Grant team
- Website is live at <https://www.b3trbeach.org/>
 - Full integration with our dapp with partners <https://www.b3trbeach.org/partners>
 - More on education and outreach here <https://www.b3trbeach.org/education>. The team is also working with the Tennessee Aquarium on making more educational materials for kids and adults

Expenditure Breakdown

As of July 2026, B3TR BEACH had received approximately \$10,000 of its \$20,000 VeBetter grant and spent \$3,607.74, leaving \$6,392.26 of the funds received unspent. More than half of expenditure to date supported development and technology, including the dApp, website, cloud infrastructure and content tools. The remaining expenditure funded merchandise and educational materials, nonprofit legal and operational requirements, and marketing and content-production equipment.

Development costs were kept comparatively lean through in-house technical work, allowing a greater share of future funding to support youth education, merchandise, and community programming. All expenditures are documented, with itemized records and receipts maintained by the organization.

Project Progress

Summary

B3TR BEACH advanced from foundational development to active program delivery and community engagement. The organization expanded its direct environmental impact by adopting a section of West Chickamauga Creek, participating in the Catoosa Cleanup, and organizing a cleanup at Florida’s Rainbow River. These activities strengthened local partnerships and supported the removal of significant waste from freshwater ecosystems.

The quarter also marked the public launch of the VeChain-powered B3TR BEACH DApp and its full endorsement within the VeBetter ecosystem. The platform now enables community members to earn B3TR tokens for hosting and participating in cleanup activities, providing a scalable mechanism for encouraging and tracking environmental action.

Educational and youth engagement activities also progressed. B3TR BEACH developed a 10-page ocean conservation workbook for children, began work on a University of Florida volunteer chapter and other youth programs, and completed a custom Inky the Octopus mascot plushie for future fundraising. Public awareness efforts continued through educational social media content addressing plastic pollution, marine wildlife protection, waterway health, and responsible holiday cleanup practices.

Overall, Q2 demonstrated meaningful progress in combining technology, education, partnerships, and hands-on cleanup activities to broaden community participation and advance the project’s environmental objectives.

Notes / Challenges Faced

N/A

B3TR TRANSIT

Milestones Completed: 2 / 3

Funding Received to Date: 295,292 B3TR

Latest Report Submission: May 2026

Project Progress

Summary

Since the last report, concerns have arisen regarding the team’s integrity. A community proposal was submitted with an analysis of on-chain and publicly available data, raising questions about suspicious wallet activity that may have been used to artificially boost user numbers and manipulate votes (more details in the Discourse thread [here](#)).

The proposal to delist B3TR Transit was subsequently passed and approved, and the project has now been delisted.

Notes / Challenges Faced

N/A

BIKADEMY

Milestones Completed: 2 / 3
Funding Received to Date: 366,958 B3TR
Latest Report Submission: July 2026

Project Progress

Milestone Completion Summary

- Milestone 1 Goal:
- Complete listing and endorsement of app on VeBetter
 - Smart contract development
 - Integrate VeChain wallet & fee delegation
 - Daily Ride validation
 - B3TR rewards enabled and working
 - Impact/CO₂ dashboard

Was this milestone achieved?

Yes / ~~Partially~~ / ~~No~~

Evidence of Completion:
The app is now successfully listed and endorsed on VeBetter mainnet with the required features live. More details at <https://vechain.bike/>.

- Milestone 2 Goal:
Launch and global promotion of the Bikademy Challenges feature, introducing riders worldwide to the new Cycle-to-Earn system and its four distance categories.

- Activities include:
- Defining category logic and reward structure (number of winners, token amounts, fairness rules)
 - Marketing campaigns, PR, and social media communication to attract and educate users
 - Onboarding and community management through app channels and VeChain network
 - Monitoring participation and publishing monthly reports on user activity, distance covered, and \$B3TR distributed

Was this milestone achieved?

Yes / ~~Partially~~ / ~~No~~

- Evidence of Completion:
- This milestone establishes the full launch of Bikademy Challenges and the start to onboarding users globally:
 - Defined category logic and reward structure (number of winners, token amounts, fairness rules) in app
 - Created dedicated Bikademy X2E website - <https://bikademy.com/vechain> (redirects to vechain.bike)
 - VeChain visual on Residents' Clash Croatia <https://bikademy.com/residentsclash/croatia/>
 - Launched global promotion of the Bikademy Challenges feature, introducing riders worldwide.
 - Named campaign Ride Your Way because of the 4 categories, for every type of bicycle riders.)
 - Ran marketing campaigns on socials
 - Posted throughout Reddit, Tik Tok, Facebook, Instagram, X
 - Regular newsletter to our Bikademy Students with all details and explanations
 - Presentation at the Marc impact program ([video URL here](#))
 - Other external PR:
 - [Civinet Croatia-Slovenia](#)
 - [HR Turizam](#)
 - [Altcoin Analysis](#)
 - Onboarding and community management through app channels and VeChain network
 - Telegram, Discord, B3MO Quests with regular communications with community members and users
 - Monitoring participation and publishing monthly reports on user activity, distance covered, and \$B3TR distributed

Project Progress Summary

As reported above, Bikademy launched and promoted its new Challenges feature, introducing riders worldwide to a Cycle-to-Earn system with four distance-based categories. The project established the challenge structure, including eligibility requirements, reward levels, winner selection, and fairness rules.

Marketing, public relations, and social media campaigns were conducted to raise awareness, educate users, and encourage participation across the Bikademy and VeChain communities. User onboarding and community engagement were supported through in-app channels and broader network outreach.

Bikademy also began its first pilot Special Study in Valencia, focusing on cycling tourism and the potential for location-based riding experiences. Participation data — including rides completed, distance travelled, estimated carbon emissions avoided, and \$B3TR rewards distributed — is being collected and published through monthly impact reports. These activities provide a foundation for evaluating user engagement and expanding the program globally.

Notes / Challenges Faced

N/A

GRONCARD

Milestones Completed: 0 / 3

Funding Received to Date: 190,846 B3TR

Latest Report Submission: July 2026

Project Progress

Summary

All grant milestones are now complete. GronCard operates as a live, endorsed dApp with end-to-end B3TR-to-gift-card conversion, automated batch fulfilment supported by stock-based pre-purchasing, an international catalogue of more than 2,000 gift cards across over 30 configured countries, and open APIs that allow other dApps to integrate GronCard’s services at no cost.

Under Milestones 2-3, GronCard significantly exceeded its targets for partner expansion, product coverage, and international availability. The production catalogue now includes more than 2,000 gift cards and is supported by an automated catalogue pipeline covering over 30 configured markets across EMEA, the Americas, APAC, and Africa. Sales were completed across 62 distinct brands, substantially exceeding the target of more than 10 new brands. These include globally recognised brands such as Amazon, Carrefour, IKEA, Steam, PlayStation Store, Google Play, Netflix, Spotify, Airbnb, Flipkart, H&M, and several leading regional retailers and payment platforms.

GronCard also completed sales in 22 countries, exceeding the original target of eight to ten countries. The strongest markets by order volume included India, Indonesia, Turkey, Albania, Italy, Germany, and Japan. More than eight high-demand categories generated actual sales, including mobile payments and digital wallets, retail and grocery, gaming, streaming and entertainment, food delivery, travel, beauty, fuel, and fashion. Per-country integration was implemented and tested across all configured markets, covering country mapping, denominations, product availability, local pricing, and support for multiple currencies. Updated international coverage is now available both through the in-app catalogue and through GronCard’s open developer APIs.

The catalogue is currently sourced through a major international gift card platform with country-specific integrations. GronCard’s fulfilment infrastructure remains vendor-agnostic through its stock management system, allowing gift card codes to be sourced from different regional vendors where appropriate. Commercial discussions with additional providers are also ongoing to further improve coverage, availability, and supplier resilience.

Under Milestone 4, GronCard met its target of reaching 1,500 verified users and substantially exceeded its transaction target. A total of 12,440 B3TR-backed gift card purchases were completed, more than twelve times the milestone target of 1,000 purchases. Marketing and user-acquisition campaigns promoted B3TR cashback as an incentive for users to purchase gift cards through GronCard rather than through traditional gift card platforms, resulting in a recorded conversion rate of 19.4%. The campaigns also generated international traction across 22 countries. Particularly strong adoption was recorded in APAC markets such as India and Indonesia, alongside GronCard’s established European markets. This geographical distribution demonstrates the project’s ability to attract users beyond its initial regional audience and introduce a broader international user base to GronCard and the VeBetter ecosystem.

Overall, real-world usage validates the full scope of the grant. GronCard has facilitated 12,440 gift card sales across 22 countries and 62 brands, representing approximately 2.46 million B3TR in total transaction volume. With 1,500 verified users and growing international adoption, GronCard has developed into a functioning utility layer for the VeBetter ecosystem, enabling B3TR earned through sustainable actions to be converted into direct, real-world purchasing power.

Expenditure Report

GronCard has not yet claimed its remaining milestone payments.

Notes / Challenges Faced

N/A

Category	Description	Expenditure
Catalogue expansion	Extension of country configurations to more than 30 markets, including locale mapping and denomination and pricing validation (~50 hours)	\$1,500
Backend development	Development of multi-country catalogue serving, currency handling, and coverage endpoints (~40 hours)	\$1,200
Frontend development	Development of the international catalogue user experience, country availability features, and localised pricing displays (~30 hours)	\$900
Infrastructure	Firestore reads and writes at scale, image storage and content delivery network services, and scraper browser infrastructure	\$600
Marketing and growth	User-acquisition activities and promotion of B3TR cashback incentives	\$700
Operations	Provider negotiations, catalogue quality assurance, and test purchases across different regions	\$400
Total		\$5,300

REUSE

Milestones Completed: 0 / 2

Funding Received to Date: 74,546 B3TR

Latest Report Submission: July 2026

Project Progress

Summary

This quarter, Re-Use went live again after being rebuilt from the ground up in collaboration with the ScoopUp team. The rebuild focused on creating a cleaner, more stable foundation for the app, with an improved user experience, stronger technical architecture, and a clearer core flow for rewarding verified second-hand clothing purchases.

The current live version is focused on the core Re-Use action: users buying second-hand clothing, submitting proof, and earning rewards for verified circular behaviour. In parallel, the team is building and testing new features including "Donate" and "Find Places", which will support future donation flows, location-based discovery, and stronger connections between users and real-world circular fashion locations.

Notes / Challenges Faced

The main challenge was rebuilding the product while keeping the scope focused. The next phase will focus on improving verification quality, strengthening safeguards, and testing the new "Donate" and "Find Places" flows before scaling them further.

SCOOPUP

Milestones Completed: 2 / 3

Funding Received to Date: 289,988 B3TR

Latest Report Submission: July 2026

Milestone Completion Summary

Milestone 2 Goal:

Launch ScoopUp V2 with simplified action verification, smart contract functionality, NFTs, GronCard integration, and a target of 2,000+ users.

Was this milestone achieved?

Yes / Partially / No

Evidence of Completion:

ScoopUp successfully launched its redesigned V2 application and exceeded its user target, reaching 2,113 users completing ~168,000 actions for 826,000 B3TR (see veDelegate for stats).

ScoopUp V2 represents a complete redesign of the application, including a new visual identity, updated user interface, and rebuilt backend infrastructure. The application is now available to all users, regardless of registration status.

The updated platform introduces the Puppy Pass, which allows dog owners to register up to four dogs per account. Registered users can access additional daily submissions and higher reward opportunities.

The revised submission process is intended to improve the user experience by reducing action verification to two photographs, compared with the previous multi-step process. Other improvements include social login, faster verification, instant rewards, and new reward multipliers.

The GronCard integration was previously implemented but has since been removed. As a result, this element of the original milestone is no longer active. The team intends to replace its utility by exploring alternative in-app redemption options in the next milestone, such as offering gift cards or securing discounts through future partnerships with pet retailers. The objective is to provide users with a more complete rewards journey within the ScoopUp application.

Users can check the updated application, functionality, and user journey on VeWorld.

Project Progress

Summary

ScoopUp has completed Milestone 2 with the launch of its redesigned V2 application and is now focused on reviewing user feedback, refining the verification journey, and improving the overall user experience. The team is continuing to optimise features such as simplified submissions, reward mechanics and the Puppy Pass system based on community input.

The next phase will focus on progressing Milestone 3, further strengthening user retention and in-app utility, and exploring partnerships with pet retailers.

Notes / Challenges Faced

N/A

SPROUTLY

Milestones Completed: 1 / 3
Funding Received to Date: 181,836 B3TR
Latest Report Submission: July 2026

Project Progress

Summary

During Q2 2026, Sproutly expanded orchard gameplay and released multiple user experience improvements. The Orchard Research System went live in v1.16.0, followed by the Orchard Leaderboard in v1.17.0, and two new minigames: Crow Hunt in v1.17.1 and Feed the Rabbit in v1.19.0. UI was refreshed across the Forest Overview, Quest Overview, minigames, profile avatars, pop-ups, collections, achievement screen, and menu. Crow Hunt was tuned for balance, and minigames now rotate randomly.

Partnerships within the VeChain ecosystem advanced. The Green Goal Orchard Cup with ZeLoop launched in July, allowing Sproutly orchards to earn points through verified bottle collection and litter cleanup in the ZeLoop app. Top orchards receive B3TR rewards and in-game recognition.

Impact metrics reached 1,200 verified agroforestry systems, 7,200 trees and vegetation, 210,480 kg of estimated annual CO2 offset, and 18,960 m2 of restored land.

Notes / Challenges Faced

The next quarter will focus on the iOS release, the Helper System rollout, continued VeChain integration, and joint campaigns with ecosystem partners.

VECHAIN ENERGY

Milestones Completed: 0 / 1
Funding Received to Date: 79,633 B3TR
Latest Report Submission: March 2026

Project Progress

Summary

Ongoing maintenance of the indexer/subgraph tool continues, and will remain publicly accessible and self-funded. Any remaining milestone funding will not be utilised.

Notes / Challenges Faced

N/A

ZELOOP

Milestones Completed: 1 / 3

Funding Received to Date: 191,184 B3TR

Latest Report Submission: June 2026

Milestone Completion Summary

Milestone 1 Goal:

Complete listing and endorsement of ZeLoop Spotter DApp, including

- Testnet, improvement upon reporting (allowance of 10% of milestone amount for beta tester & endorsers when the app goes live)
- Core functions: spotting, X2E actions
- Integration of VeChain wallet, B3TR token support (ability to send/receive and reward distribution)
- Mainnet launch

Was this milestone achieved?

Yes / ~~Partially~~ / No

Evidence of Completion:

Evidence of completion is demonstrated through publicly accessible and verifiable apps on mainnet, which have been ready since February. We have also added the option for users to add their VeChain wallet address to their profile in the ZeLoop app.

Vefam can now enjoy both apps, depending on how they want to engage in the fight against litter. To understand what each app has to offer, check out <https://zeloop.net/spotter/>.

The endorsement has been live since April 3, which was approximately two months later than expected due to limited endorser availability. With the support of the community and the Grant team, we ultimately secured the required endorsement and completed the milestone.

Expenditure Breakdown

No funds have been drawn from the grant allocation to date. Due to the significantly lower B3TR valuation and price fluctuations, the team chose not to draw funds from the allocation. All development work for this milestone has been funded out-of-pocket by the team.

Treasury approach: ZeLoop has staked its B3TR on veDelegate to generate additional tokens to support acquisition campaigns.

Project Progress

Summary

ZeLoop has begun implementing concrete cross-collaboration initiatives with other projects in the VeBetter ecosystem. As part of this effort, the team has added discount vouchers for Sproutly perks and B3TR Beach products to the ZeLoop voucher marketplace, creating new opportunities for users to access benefits across participating ecosystem applications.

The team is also planning additional joint activities, including co-hosted challenges and coordinated communications designed to leverage each project’s community, expand reach, and accelerate user adoption.

As for next steps, ZeLoop will continue increasing its outreach activities to support steady organic growth and maintain momentum. Preparatory work for its AI- and SEO-led acquisition funnel has also been completed. The team plans to launch this campaign when market conditions are more favourable and campaign sponsorship can be deployed more effectively.

Notes / Challenges Faced

N/A

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