

REPORTING PERIOD: Q2-Q3 2025



GRANT PROGRAM 2.0

Quarterly Transparency Report

EXECUTIVE SUMMARY

- Since the official launch of VeBetter Grant Program 2.0 at the end of May 2025, the initiative has attracted impactful proposals. Submissions include ReUse, ZeLoop, Plug for Green (Arkreen), ScoopUp, B3TR Transit, B3DTIME – all featuring innovative “X-to-Earn” on VeChain. These projects span waste reduction, energy offsetting, wellness, and behavioral incentives, laying a strong foundation for the program’s first full quarter.
- Plug for Green (Arkreen) and ZeLoop did not pass community voting; all others succeeded.

APPLICATION METRICS

Category	Count	Percentage
Applications Received (not including applications from referrals)	35	-
Submitted For Community Voting	7	20%
Approved Projects	4	14%
Declined Projects	2	6%
In-Progress/Re-Application	2	6%

SUCCESS USE CASES

1. ReUse – Rewards users for secondhand purchases, tracking waste reduction
2. ScoopUp – Incentivizes cleanups of wayward dog poop
3. B3TR Transit – Ride-to-earn sustainable transit incentives
4. B3dtime – Encourages consistent, healthy sleep patterns

GRANT PROGRESS OVERVIEW

Stage	Projects	% of Active Proposals
Milestone 1 In-Progress	ReUse, B3DTIME	50%
Milestone 2 In-Progress	ScoopUp, B3TR Transit	50%
Milestone 3 In-Progress	-	-
Completion	-	-

FINANCIAL TRANSPARENCY

- Total Committed: 1,685,400 B3TR
- Total Paid Out: 439,644 B3TR (including upfront)

APPENDIX

Detailed reporting of grantees

B3D TIME

Milestones Completed: 0 / 3

- Funding Received to Date: 72,458 B3TR
- Latest Report Submission: September 2025

Project Progress

Summary

Funds received to date have been allocated to technical development. Testnet development is nearing completion, with beta testing scheduled to open in mid-September. On track for Milestone 1.

Notes / Challenges Faced

NA

B3TR TRANSIT

Milestones Completed: 1 / 3

- Funding Received to Date: 147,646 B3TR
- Latest Report Submission: September 2025

Milestone Completion Summary

Milestone 1 Goal:

Deploy B3TR Transit on the VeBetter platform, with trip logging, tiered rewards, and both X-Node and community multipliers to sustain growing user activity.

Was this milestone achieved?

Yes

Evidence of Completion:

- ✓ DApp is endorsed and fully operational on VeBetter
- ✓ 1,000+ trips/day successfully verified (PHP admin dashboard snapshot)
- ✓ Github commits submitted
- ✓ Demo available: pre.b3trtransit.com
 - VeWorld wallet connection functioning
 - Tiered rewards live (train/bus, EVs/scooters, walk/bike)
 - X-Node multiplier integrated

Expenditure Breakdown

- **Web & Mobile App Development:** Smart contracts, verification logic, reward tiering – \$2,500
- **Marketing:** X campaigns, giveaways, community awareness – \$700
- **Services / Tools:** Hosting, Google + Mapbox APIs – \$600
- **Other:** Operations, legal, admin – \$600

Total Spent: \$4,400 (+ \$600 buffer fund)



Detailed Description of Changes Implemented

- Ride Verification System
 - Status: Completed
 - Details: Implemented photo proof (bus/train interiors, EV docs, scooter/bike handlebars) and trip distance validation; prevents abuse and confirms eco-commutes
- Tiered Reward Model
 - Status: Completed
 - Details: Adjusted rewards to reflect CO₂ savings
 - 🚆 Train/Bus: 0.3 B3TR/km
 - ⚡ EVs, Scooters, E-Bikes: 0.2 B3TR/km
 - 🚶 Walk/Bike: 0.1 B3TR/km
- X-Node Multipliers
 - Status: Completed
 - Details: Reward boost for X-Node holders and NFT communities to strengthen ecosystem integration and incentivize VeFam participation
- UI/UX + Wallet Integration
 - Status: Completed (polishing in progress)
 - Details: Wallet persistence, smoother reward displays, and a simplified verification flow

Project Progress

Summary

Milestone 1 has been fully delivered, with core features live and functional. Testing and polishing are ongoing to improve usability and support. On track for Milestone 2.

Notes / Challenges Faced

- High demand vs. allocation: With only 3,000 \$B3TR/week available, tiered rewards were introduced to sustain the reward pool.
- User feedback: Some users suggested time-based rewards for walking/cycling; this is under evaluation for future milestones.

REUSE

Milestones Completed: 0 / 3

- Funding Received to Date: 74,546 B3TR
- Latest Report Submission: August 2025

Project Progress

Summary

Mainnet launch on VeBetter has been completed, including core smart contract development, wallet connection integration, and deployment of the receipt verification system. Location-based shop validation is planned as a future feature, while testing and optimization continue. Recent progress includes integration of an in-app automated passport system (possibly migrating to indexer system in near future), activation of a semi-automated reward system, and ongoing refinement of the AI filter system. ReUse is progressing toward its goal of reaching 5,000+ total users and remains on track to achieve Milestone 1.

Notes / Challenges Faced

NA

SCOOPUP

Milestones Completed: 1 / 3

- Funding Received to Date: 144,994 B3TR
- Latest Report Submission: August 2025

Milestone Completion Summary

Milestone 1 Goal:

- V1 App Development & Launch (on VBD), including
 - Account Creation & Onboarding
 - Social login integration
 - KYD (Know Your Dog) verification process
- Core Features
 - In-app voting
 - Marketplace module

Was this milestone achieved?

Yes

Evidence of Completion:

- ✓ DApp is endorsed and fully operational on VeBetter
- ✓ Product Demo

Expenditure Breakdown

- Development:
 - App Creation and Frontend/Backend Implementation – \$2000
 - Smart contract work – \$500
- Marketing:
 - Twitter & Facebook advertisement – \$500
 - Meka Wonder tutorial video – \$500
 - Mugshot banner advertisement – \$200
 - Crypto Jiu Jitsu “Mats to Markets” program – \$500
 - Social video creation (English/Japanese) – \$250
- Services/Tools:
 - Hosting, APIs – \$200
- Other:
 - Legal/Ops – Corporation filings and registrations – \$1000

Total Spent: \$5,650



Detailed Description of Changes Implemented

- Launch of ScoopUp App
 - Status: Completed
 - Details: Launched the ScoopUp app on the VeBetterDAO.
- ScoopUp KYD and Admin Dashboard
 - Status: Completed
 - Details: Developed a KYD (Know Your Dog) user registration layer to protect the app from bad actors. This system evolved to include an invite code requirement, along with user-submitted information and photo/video verification of their dog before approval. An admin dashboard was also built to review KYD submissions. This approach has been highly effective in preventing abuse by bad actors and farmers, though it has made the registration process slightly more tedious for legitimate users.
- Social Login Implementation
 - Status: Completed
 - Details: Implemented the VeChain Kit, enabling users to log in via social accounts. This account abstraction, integrated with Privy, helps onboard Web2 users into Web3 more seamlessly.
- Groncard Gift Card Implementation
 - Status: Completed
 - Details: Integrated Groncard services directly into the app, allowing users to purchase gift cards with their B3TR tokens.
- In-App Staking/Voting
 - Status: Completed
 - Details: Added VeDelegate's in-app staking functionality, enabling users to vote for ScoopUp directly within the app.

Project Progress

Summary

Work has already begun on upgrading to V2 of the app (Milestone 2). In parallel, the team has implemented a new AI backend and frontend on testnet, which is currently undergoing testing. On the commerce side, the Shopify store has been built and is ready, pending the first physical product purchase.

On the partnership front, ScoopUp successfully completed a five-week collaboration with Crypto JiuJitsu and is now engaging with Atlantis Capital to further develop its growth strategy.

From a marketing and community perspective, ScoopUp partnered with Meka Wonder to release a tutorial video that helps new users on board more easily with the VeWorld wallet instead of social login. The team also had community help to promote ScoopUp at the RareEVO conference in Las Vegas. ScoopUp also ran a three-week banner advertisement on Mugshot for more visibility and to attract new users.

Notes / Challenges Faced

ScoopUp acknowledges that growth has slowed and is actively working on new ways to bring more users on board and encourage the community to vote for the app.



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