Preamble

Title: BlockTower Credit Monthly Arranger Report Period: 9/1/2023 - 9/30/2023 Posted: 10/3/2023 Author: @BlockTower Tags: @Recognized-Delegates @Aes @roo Ilks: RWA012-A, RWA013-A

References

- BlockTower Credit (Arranger) Collateral Onboarding Application
- BlockTower Credit Commercial and Legal Risk Assessment Part I
- BlockTower Credit Commercial and Legal Risk Assessment Part II
- BlockTower Credit Legal Transaction Documents

Executive Summary

During this reporting period, we sourced and settled 2 new assets. The new Structured Credit assets fall within the Consumer / Marketplace Lending categories. In this period, we've financed over 4,189,450 and repaid over 1,722,524 in interest and principal.

Financing Activities:

Asset

Financing Amount

Maker Vault

Consumer / Marketplace Lending (NFT ID: 55)

2,289,859 DAI

RWA011-A

Consumer / Marketplace Lending (NFT ID: 56)

1,899,591 DAI

RWA011-A

Portfolio-Level Metrics:

- New Draws: 2
- Total New Collateral Funded (DAI): 4,189,450
- Total New DROP Funded (DAI): 2,892,804
- Accrued to DROP (DAI): 2,475,408
- Average Draw Amount (DAI): 2,094,725
- Current Maker Debt Ceiling (DAI): 150M (~83% utilized)
- Current TIN Subordination: 30.6%
- Average DSCR Across BlockTower Vaults: 2.89x
- · Cases of Facility EOD: 0
- Cases of Facility In Covenant or Concentration Limit Breach: 0

Tinlake Pool-Level Metrics:

BlockTower Series 3

- Pool Value (DAI): 78,340,386
- Current Debt / Debt Ceiling (DAI): 54494360 / 80000000

- TIN Subordination / Minimum Subordination: 30.4% / 30%
- Number of Assets: 27

BlockTower Series 4

- Pool Value (DAI): 100,309,440
- Current Debt / Debt Ceiling (DAI): 69426622 / 70000000
- TIN Subordination / Minimum Subordination: 30.8% / 30%
- Number of Assets: 28

Financial Reports

- Portfolio Health Report
- Settlement Reports

Note

 Values reported above and in the Financial Reports may differ slightly due to the time of recording and per second interest accrual method

Disclaimers

PLEASE REFER TO OUR FULL DISCLAIMERS HERE