



## PAY STUB

**Week:** 02/08/2026

**Branch:** New Mexico

**Tech:** Mateo Grant

**Initials:** MG

**Commission:** \$1,268.55

**Tips:** \$146.81

**Additions:** \$35.99

**Deductions:** -\$0.00

**NET PAY:** **\$1,451.35**

### JOB DETAILS

Job #	Job Date	Merch	Parts	Scall	Labor	Total	PayCode
68935	02/09/2026	\$0.00	\$0.00	\$44.99	\$86.90	\$131.88	1
69459	02/09/2026	\$0.00	\$0.00	\$35.99	\$0.00	\$35.99	1
69020	02/10/2026	\$0.00	\$0.00	\$0.00	\$36.00	\$36.00	2
69475	02/10/2026	\$0.00	\$0.00	\$44.99	\$0.00	\$44.99	1
69257	02/11/2026	\$0.00	\$0.00	\$44.99	\$59.33	\$104.32	1
69419	02/11/2026	\$0.00	\$0.00	\$35.99	\$45.87	\$81.85	1
69378	02/11/2026	\$0.00	\$0.00	\$35.99	\$0.00	\$35.99	1
69397	02/11/2026	\$0.00	\$0.00	\$35.99	\$0.00	\$35.99	1
69151	02/11/2026	\$0.00	\$0.00	\$0.00	\$20.40	\$20.40	1
69258	02/11/2026	\$0.00	\$0.00	\$35.99	\$0.00	\$35.99	1
69460	02/11/2026	\$0.00	\$0.00	\$35.99	\$0.00	\$35.99	1
68572	02/11/2026	\$0.00	\$0.00	\$35.99	\$0.00	\$35.99	1
68327	02/11/2026	\$0.00	\$0.00	\$35.99	\$111.00	\$146.99	1
68334	02/11/2026	\$0.00	\$0.00	\$0.00	\$-42.77	\$-42.77	2
69482	02/12/2026	\$0.00	\$0.00	\$44.99	\$0.00	\$44.99	1
69382	02/12/2026	\$0.00	\$0.00	\$59.99	\$0.00	\$59.99	1
69409	02/12/2026	\$0.00	\$0.00	\$44.99	\$0.00	\$44.99	1
69443	02/12/2026	\$0.00	\$0.00	\$44.99	\$0.00	\$44.99	1
69476	02/12/2026	\$0.00	\$0.00	\$41.99	\$0.00	\$41.99	1
69172	02/13/2026	\$0.00	\$0.00	\$35.99	\$53.61	\$89.60	1
68917	02/13/2026	\$0.00	\$0.00	\$35.99	\$13.47	\$49.46	1
68918	02/13/2026	\$0.00	\$0.00	\$35.99	\$29.97	\$65.96	1
69395	02/14/2026	\$0.00	\$0.00	\$41.99	\$0.00	\$41.99	1
69538	02/14/2026	\$0.00	\$0.00	\$44.99	\$0.00	\$44.99	1
<b>TOTAL</b>		<b>\$0.00</b>	<b>\$0.00</b>	<b>\$854.79</b>	<b>\$413.78</b>	<b>\$1,268.55</b>	

**ADJUSTMENTS (Additions & Deductions)**

Tech Name	Job #	Type	Amount	Reason
MG	69614	Addition	\$35.99	Diagnosing MB Callback

*Please note: This pay stub includes Commission, Tips, and Additions/Deductions only. PTO, hourly pay, and time off details are available on your OnPay pay stub.*