

FULL CONDITIONAL WAIVER

My/our contract with _____
(other contracting party) to provide _____
_____ for the improvement to the property
described as _____
_____, has been fully paid and satisfied. By
signing this waiver, all my/our construction lien rights against the described property are
waived and released.

This waiver is conditioned on actual payment of \$_____.

If the improvement is provided to property that is a residential structure and if the owner or lessee of the property or the owner's or lessee's designee has received a notice of furnishing from me/one of us or if I/we are not required to provide one, and the owner, lessee, or designee has not received this waiver directly from me/one of us, the owner, lessee, or designee may not rely upon it without contacting me/one of us, either in writing, by telephone, or personally, to verify that it is authentic.

(signature of lien claimant)

Signed on: _____

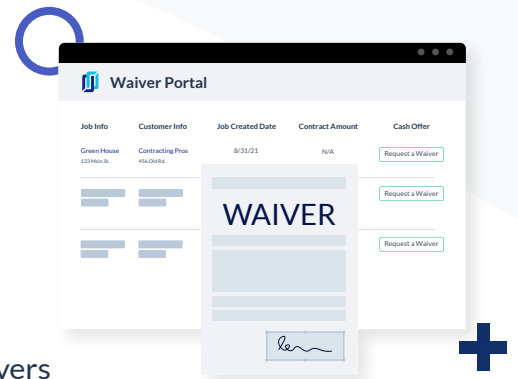
Address: _____

Telephone: _____

DO NOT SIGN BLANK OR INCOMPLETE FORMS. RETAIN A COPY.

Exchange lien waivers with ease to speed up payment

Construction companies use Levelset to efficiently manage lien waivers. Whether sending waivers to customers or requesting waivers from vendors (or both), Levelset streamlines the waiver process.



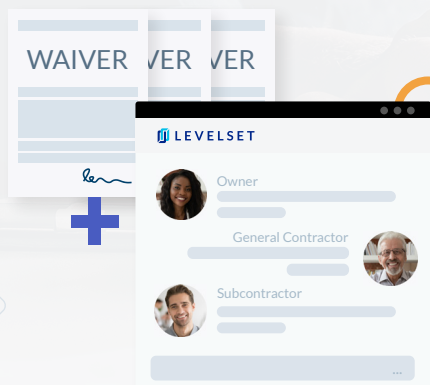
Manage waivers in a centralized location

- ✓ View all requested or incoming waivers in a unique cloud-hosted inbox.
- ✓ Use filters to search for waivers and organize files.
- ✓ Connect waivers to accounts receivable data.

Streamline waiver requests

- ✓ Use a company-branded waiver portal to request waivers fast.
- ✓ Allow those you work with to securely download past waivers.
- ✓ Gather electronic signatures from subs and their vendors, and track waiver status.

Get started with easy lien waiver management today!



"When we see payments come in faster, it's because with Levelset we're no longer failing to submit our waivers. It's a really simple process."

Louie Trujillo

Director of Project Controls at CSI Electrical