



February 25, 2019

**1. Why did I receive an invoice from EnerVest and Bedrock?**

Effective 10/01/2017 Bedrock Production, LLC ("Bedrock") purchased properties from EnerVest Operating, LLC ("EnerVest") in the Barnett Shale area and Crockett County, Texas. Effective 2/1/19, Bedrock transitioned to handle operations. Subsequently, EnerVest may have charges that were pending and processed after the transition. There should be no duplication of charges.

**2. Will joint interest invoices be mailed or submitted electronically via EnergyLink?**

Your initial invoice for February 2019 accounting will be mailed during March 2019. Going forward all JIB's will be loaded to EnergyLink for processing, unless we receive notification otherwise.

**3. Currently, EnerVest is netting my joint interest invoices monthly. Will Bedrock continue to net my account?**

Bedrock will no longer net your account unless there is a formal request to do so or your account becomes 30 days past due.

**4. Will I be billed insurance when I have my own coverage?**

Until you provide a current certificate of insurance, Bedrock will bill for all types of well insurance on each monthly invoice. After receipt, we will only bill for operator required well insurance coverages. Please email a copy of your certificate of insurance to [JIB@bedrockep.com](mailto:JIB@bedrockep.com).

**5. Where should payments be sent?**

Bedrock accepts payments via Check, ACH or wire. **Bank instructions are available upon request.**

Checks and JIB related correspondence can be mailed to the following lockbox:

**Bedrock Production, LLC  
Dept. 458  
P O Box 4458  
Houston, TX 77210-4458**

**6. Where should I send notice of an address change?**

Address changes and changes of ownership should be directed to: [divisionorders@bedrockep.com](mailto:divisionorders@bedrockep.com).

**7. Whom should I contact regarding JIB related questions?**

Please direct any questions regarding JIB related invoices or payments to: [JIB@bedrockep.com](mailto:JIB@bedrockep.com).