

CapCut System Group: Returns & Cancellation Policy

Thank you for choosing the **CapCut System Group**. Because our services consist of immediate access to digital assets, proprietary systems, and community resources, we maintain a strict policy regarding refunds and cancellations.

By joining, you agree to the following terms:

1. No-Refund Policy

All memberships and digital products are provided on a **non-refundable** basis.

- **Digital Access:** Since the value of the membership is delivered immediately upon purchase (via access to tools, tutorials, and community data), we cannot offer refunds, pro-rated or otherwise, once a transaction has been processed.
- **Commitment:** By purchasing a membership, you acknowledge that you are paying for access to the system for the duration of your chosen billing cycle.

2. Cancellation Procedures

Members are responsible for managing their own subscriptions. To avoid being charged for a subsequent billing cycle, you must cancel your membership manually.

- **Platform:** All cancellations must be processed through the **Whop** dashboard.
- **Deadline:** Cancellations must be completed **at least 24 hours prior** to your scheduled renewal date.
- **Late Cancellations:** Failure to cancel at least 24 hours before the renewal will result in the automatic processing of the next period's fee. In these instances, no refunds will be issued.

3. Access After Cancellation

Upon successful cancellation, you will retain access to the CapCut System Group until the end of your current paid billing period. Once that period expires, your access to the community, tools, and materials will be automatically revoked.

4. Failed Payments

If a renewal payment fails, the system may automatically attempt to re-charge the payment method on file. We reserve the right to suspend access to the group immediately until the account is brought into good standing.

Note: We recommend setting a personal reminder 48 hours before your renewal date to ensure you have sufficient time to manage your subscription through Whop.