



# FFL PROMOTIONAL GUIDELINES

Builder Contracts		
<b>140</b>	\$350,000	Total Hierarchy Issued Paid
<b>135</b>	\$300,000	Total Hierarchy Issued Paid
<b>130</b>	\$250,000	Total Hierarchy Issued Paid
<b>125</b>	\$200,000	Total Hierarchy Issued Paid
<b>120</b>	\$150,000	Total Hierarchy Issued Paid
<b>115</b>	\$125,000	Total Hierarchy Issued Paid

Producer Contracts		Builder Contracts	
<b>110</b>	\$40,000 Personal Production Issued Paid	\$100,000	Total Hierarchy Issued Paid
<b>105</b>	\$30,000 Personal Production Issued Paid	\$75,000	Total Hierarchy Issued Paid
 <b>100</b>	\$20,000 Personal Production Issued Paid	\$25,000	Total Hierarchy Issued Paid
<b>95</b>	\$15,000 Personal Production Issued Paid	\$20,000	Total Hierarchy Issued Paid
 <b>90</b>	\$10,000 Personal Production Issued Paid	\$15,000	Total Hierarchy Issued Paid

<b>85</b>	\$5,000 Personal Production Issued Paid	Producer Contracts
<b>80</b>	Starting Contract	

To qualify for a new contract level an agent must hit the required production for **two consecutive** months. FFL Production months end on the last Thursday of each month. For **producer contracts** only your personal production numbers will count toward your promotion. For **builder contracts** your personal production and your total hierarchy's production will count toward your promotion. The 50% Max Rule does apply to all builder contracts, if one of your direct legs counts for over 50% of your entire hierarchies production you will only receive 50% credit for that leg. These contracts represent your FFL contract commission on some products may be different see the FFL Comp Grid for details.