

FFL PROMOTIONAL GUIDELINES

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



Producer Contracts		Builder Contracts	
110	\$40,000 Personal Production Issued Paid	\$100,000	Total Hierarchy Issued Paid
105	\$30,000 Personal Production Issued Paid	\$75,000	Total Hierarchy Issued Paid
100	\$20,000 Personal Production Issued Paid	\$25,000	Total Hierarchy Issued Paid
95	\$15,000 Personal Production Issued Paid	\$20,000	Total Hierarchy Issued Paid
90	\$10,000 Personal Production Issued Paid	\$15,000	Total Hierarchy Issued Paid
85	\$5,000 Personal Production Issued Paid		Builder Contracts
80	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.