



# FFL PROMOTIONAL GUIDELINES

## BUILDER CONTRACTS

**145%**

**\$750,000**

TOTAL HIERARCHY  
ISSUED PAID

**140%**

**\$350,000**

TOTAL HIERARCHY  
ISSUED PAID

**135%**

**\$300,000**

TOTAL HIERARCHY  
ISSUED PAID

## PRODUCER CONTRACTS

**130%**

**\$60,000**

PERSONAL PRODUCTION ISSUED PAID

**125%**

**\$50,000**

PERSONAL PRODUCTION ISSUED PAID

**120%**

**\$40,000**

PERSONAL PRODUCTION ISSUED PAID

**115%**

**\$30,000**

PERSONAL PRODUCTION ISSUED PAID

**110%**

**\$20,000**

PERSONAL PRODUCTION ISSUED PAID

**105%**

**\$15,000**

PERSONAL PRODUCTION ISSUED PAID

**100%**

**\$10,000**

PERSONAL PRODUCTION ISSUED PAID

**95%**

**\$5,000**

PERSONAL PRODUCTION ISSUED PAID

**90%**

**STARTING  
CONTRACT**

## BUILDER CONTRACTS

**\$250,000**

TOTAL HIERARCHY ISSUED PAID

**\$200,000**

TOTAL HIERARCHY ISSUED PAID

**\$150,000**

TOTAL HIERARCHY ISSUED PAID

**\$125,000**

TOTAL HIERARCHY ISSUED PAID

**\$100,000**

TOTAL HIERARCHY ISSUED PAID

**\$75,000**

TOTAL HIERARCHY ISSUED PAID

**\$25,000**

TOTAL HIERARCHY ISSUED PAID

**\$20,000**

TOTAL HIERARCHY ISSUED PAID

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.