



# 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.