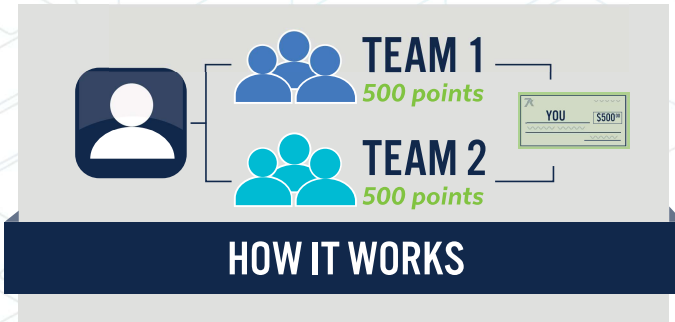




SHARE PLAN



	PERSONAL ACTIVE TEAMMATES		WEEKLY VOLUME		PERSONAL TEAMMATE RANK		MAX WEEKLY PAYOUT
	LEFT	RIGHT	left	right	LEFT	RIGHT	
ASSOCIATE	1	1	500	500	-	-	\$500
COPPER	2	2	1,000	1,000	associate	associate	\$1,000
BRONZE	3	3	2,000	2,000	copper	copper	\$2,000
SILVER	5	5	3,500	3,500	bronze	bronze	\$3,500
GOLD	8	8	7,000	7,000	silver	silver	\$7,000
EXECUTIVE GOLD	10	10	10,000	10,000	gold	gold	\$10,000
PRESIDENTIAL GOLD	14	14	12,500	12,500	ex. gold	ex. gold	\$12,500

ADDITIONAL WAYS TO EARN

- Profit sharing from retail sales through personal e-commerce website.
- Specialty and low-mintage coins sold through corporate-sponsored calls, shows, or events. Points and frequency vary.

LOYALTY POINTS

Loyalty points are accrued through various activities and can be used to claim additional free selected products.

- New Teammate Onboarding = 50 Points to Sponsor
- Monthly AutoSaver = 30 Points to AutoSaver Recipient
- * Banked Points.

Earn a free coin in less than a year by being on AutoSaver.

DETAILS

- Personal Qualifying Volume (PQV) is earned through personal product purchases, membership sales, or e-commerce sales. Must have minimum 15 PQV every 30 days for active status. All accumulated points will be forfeited if not qualified in 45-day period.
- After cycle points are removed, points in the strong leg continually carry over. Points in pay leg reset to zero after any weekly cycle(s) achieved.
- * Points in pay leg that are short of achieving the next cycle commission check, up to max payout, convert to loyalty points for coppers and above.
- Leadership points can be earned through Standard Plus (1 pt.) and Premium (2 pts.) membership sales, which allow points on lesser leg to rollover. One point equals one pay cycle where points will rollover.

DISCLOSURE: Income opportunities presented here are not guaranteed, and based on the effort of each individual. Results will vary. Email support@7kmetals.com for full income disclosure. Details presented here are subject to change at any time.