



# **Group Accident Insurance**



## How does it work?

Accident Insurance provides a set benefit amount based on the type of injury you have and the type of treatment you need. It covers accidents that occur on and off the job. And it includes a range of incidents, from common injuries to more serious events.

## Why is this coverage so valuable?

It can help you with out-of-pocket costs that your medical plan doesn't cover, like co-pays and deductibles. You'll have base coverage without medical underwriting. The cost is conveniently deducted from your paycheck. You can keep your coverage if you change jobs or retire. You'll be billed directly.

## Who can get coverage?

You	If you're actively at work*
Your spouse	Can get coverage as long as you have purchased coverage for yourself.
Your children	Dependent children from birth until their 26th birthday, regardless of marital or student status.

<sup>\*</sup>Employees must be legally authorized to work in the United States and actively working at a U.S. location to receive coverage. See Schedule of benefits for a complete listing of what is covered.

## What's included?

## **Organized Sports Benefit**

Each family member that has Accident coverage is eligible for a 10% increase in payable benefits within the Injury and Treatment schedule of benefit categories. See disclosures and schedule of benefits for more information.

# **SCHEDULE OF BENEFITS**

AD&D	
Employee	\$100,000
Spouse	\$50,000
Children	\$25,000
Common Carrier Benefit can pay if the insured individual is injured as a fare-paying passenger on a common carrier (examples include mass transit trains, buses and planes)	
Employee	\$100,000
Spouse	\$50,000
Children	\$25,000
Dismemberment	
Both Feet	\$100,000
Both Hands	\$100,000
One Foot	\$50,000
One Hand	\$50,000
Thumb and Index Finger of the same Hand	\$25,000
Coma	
Coma	\$20,000
Home & Vehicle Modifications	
Home & Vehicle Modifications	\$2,000
Loss of Use	
Hearing (one ear)	\$25,000
Hearing	\$50,000
Sight of one Eye	\$50,000
Sight of both Eyes	\$100,000
Speech	\$50,000
Paralysis	
Uniplegia	\$25,000
Hemi/Paraplegia	\$50,000
Triplegia	\$75,000
Quadriplegia	\$100,000
Hospitalization	
Admission	\$1,500
Admission – Hospital ICU (added to Admission)	\$1,500
Daily Stay (365 days)	\$400
Daily Stay – Hospital ICU (added to Daily Stay)	\$400
Short Stay	\$200
Injury	
Burns	
2nd Degree Burns - At least 5%, but less than 20% of skin surface	\$1,000
2nd Degree Burns - 20% or greater of skin surface	\$2,000
3rd Degree Burns - Less than 5% of skin surface	\$4,000

3rd Degree Burns - At least 5%, but less than 20% of skin surface\$10,0003rd Degree Burns - 20% or greater of skin surface\$20,000Concussion\$200Connective Tissue Damage\$90One Connective Tissue (tendon, ligament, rotator cuff, muscle)\$90Two or more Connective Tissues (tendon, ligament, rotator cuff, muscle)\$150Dislocations\$3,000Ankle bone or bones of the foot (other than toes)\$3,000Collarbone (acromioclavicular and separation)\$600Collarbone (sternoclavicular)\$1,500Finger or Toe (Digit)\$300Hand (other than Fingers)\$900Elbow joint\$900Wrist joint\$6,000Knee joint (other than patella)\$3,000Knee joint (other than patella)\$3,000Knee joint (other than patella)\$3,000Kneecap (patella)\$900Lower Jaw\$900Incomplete Dislocation - Payable as a % of the applicable Dislocations benefit\$25%Eye Injury\$200Fractures\$800Ankle (lower tibia or fibula)\$800Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla)\$800Collarbone (clavicle, sternum) or Shoulder Blade (scapula)\$800Forearm (olecranon, radius, or una), Hand, or Wrist (other than ringers)\$800Hip or Thigh (femur)\$6,000Kneecap (patella)\$800Lower Jaw, Mandible (other than alveolar processe)\$800Pelvis\$2,400 <th>Injury</th> <th></th>	Injury	
of skin surface  Concussion  Concussion  Connective Tissue Damage  One Connective Tissue (tendon, ligament, rotator cuff, muscle)  Two or more Connective Tissues (tendon, ligament, rotator cuff, muscle)  Dislocations  Ankle bone or bones of the foot (other than toes)  Collarbone (acromioclavicular and separation)  Collarbone (sternoclavicular)  Finger or Toe (Digit)  Shoulder  Should		\$10,000
Concussion \$200  Connective Tissue Damage  One Connective Tissue (tendon, ligament, rotator cuff, muscle)  Two or more Connective Tissues (tendon, ligament, rotator cuff, muscle)  Dislocations  Ankle bone or bones of the foot (other than toes)  Collarbone (acromioclavicular and separation)  Collarbone (sternoclavicular)  Finger or Toe (Digit)  Hand (other than Fingers)  Elbow joint  Shoulder  Hip joint  Knee joint (other than patella)  Kneecap (patella)  Lower Jaw  Ankle (lower tibia or fibula)  Bones of the Face or Nose (other than Loes)  Elolarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit)  \$800  Collarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit)  \$800  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than fibula)  Kneecap (patella)  \$800  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than fibula)  \$800  Kneecap (patella)  \$800  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than allower law, Mandible or Upper Jaw, Maxilla)  Leg (mid to upper tibia or fibula)  \$800  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than allowed lar process)  Pelvis  \$2,400  Rib  Tailbone (coccyx), Sacrum		\$20,000
Connective Tissue Damage One Connective Tissue (tendon, ligament, rotator cuff, muscle) Two or more Connective Tissues (tendon, ligament, rotator cuff, muscle) Dislocations  Ankle bone or bones of the foot (other than toes) Collarbone (acromioclavicular and separation) Finger or Toe (Digit) Hand (other than Fingers) Elbow joint Shoulder Hip joint Shoulder Hip joint Shoulder Hip joint Shoulder Pay University Eye Injury Eye Injury Eye Injury Eye Injury Fractures Ankle (lower tibia or fibula) Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla) Collarbone (clavicle, sternum) or Shoulder Bason Finger or Toe (Digit) Shoulder Shou	Concussion	
One Connective Tissue (tendon, ligament, rotator cuff, muscle)  Two or more Connective Tissues (tendon, ligament, rotator cuff, muscle)  Dislocations  Ankle bone or bones of the foot (other than toes)  Collarbone (acromicolavicular and separation)  Collarbone (sternoclavicular)  Finger or Toe (Digit)  Hand (other than Fingers)  Elbow joint  Shoulder  Hip joint  Knee joint (other than patella)  Knee joint (other than patella)  Lower Jaw  Incomplete Dislocation - Payable as a % of the applicable Dislocations benefit  Eye Injury  Eye Injury  Eye Injury  Fractures  Ankle (lower tibia or fibula)  Foot or Heel (other than Toes)  Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla)  Collarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit)  Forearm (olecranon, radius, or Unital, Hand, or Wrist (other than Fingers)  Pere (mid to upper tibia or fibula)  Leg (mid to upper tibia or fibula)  Leg (mid to upper tibia or fibula)  Lower Jaw, Mandible (other than Jand)  Leg (mid to upper tibia or fibula)  Leg (mid to upper tibia or fibula)  Lower Jaw, Mandible (other than alweolar process)  Pelvis  \$2,400  Rib  Tailbone (coccyx), Sacrum	Concussion	\$200
ligament, rotator cuff, muscle) Two or more Connective Tissues (tendon, ligament, rotator cuff, muscle) Dislocations  Ankle bone or bones of the foot (other than toes)  Collarbone (acromioclavicular and separation)  Finger or Toe (Digit)  Hand (other than Fingers)  Elbow joint  Wrist joint  Shoulder  Hip joint  Knee joint (other than patella)  Lower Jaw  Incomplete Dislocation - Payable as a % of the applicable Dislocations benefit  Eye Injury  Eye Injury  Eye Injury  Fractures  Ankle (lower tibia or fibula)  Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla)  Collarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit)  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than alveolar process)  Pelvis  Pelvis  \$2,400  Rib  Rabo  Sagoon  Sagoon  Sagoon  \$3,000  \$41,500  \$400	Connective Tissue Damage	
(tendon, ligament, rotator cuff, muscle)  Dislocations  Ankle bone or bones of the foot (other than toes)  Collarbone (acromioclavicular and separation)  Finger or Toe (Digit)  Hand (other than Fingers)  Elbow joint  Wrist joint  Shoulder  Hip joint  Knee joint (other than patella)  Lower Jaw  Incomplete Dislocation - Payable as a % of the applicable Dislocations benefit  Eye Injury  Eye Injury  Eye Injury  Fractures  Ankle (lower tibia or fibula)  Foot or Heel (other than Toes)  Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla)  Collarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit)  Forearm (olecranon, radius, or ulra), Hand, or Wrist (other than law, Hand, or Wrist (other than lawe) alwowed paw, Mandible (other than lawe) alwowed process)  Hip or Thigh (femur)  \$6,000  Kneecap (patella)  \$800  Egwis \$2,400  Rib  Tailbone (coccyx), Sacrum  \$800  Tailbone (coccyx), Sacrum		\$90
Ankle bone or bones of the foot (other than toes)  Collarbone (acromioclavicular and separation)  Finger or Toe (Digit)  Hand (other than Fingers)  Elbow joint  Wrist joint  Shoulder  Shoulder  Shoulder  Hip joint (other than patella)  Kneecap (patella)  Lower Jaw  Ankle (lower tibia or fibula)  Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla)  Collarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit)  \$800  Kneecap (patella)  \$800  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers)  Hip or Thigh (femur)  Kneecap (patella)  \$800  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers)  Hip or Thigh (femur)  Kneecap (patella)  \$800  Felvis  \$2,400  Rib  \$800  Tailbone (coccyx), Sacrum	(tendon, ligament, rotator cuff,	\$150
Collarbone (acromioclavicular and separation)  Collarbone (sternoclavicular)  Finger or Toe (Digit)  Hand (other than Fingers)  Elbow joint  Wrist joint  Shoulder  Hip joint  Shoulder  Hip joint (other than patella)  Kneecap (patella)  Lower Jaw  Incomplete Dislocation - Payable as a % of the applicable Dislocations benefit  Eye Injury  Eye Injury  Eye Injury  Fractures  Ankle (lower tibia or fibula)  Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla)  Collarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit)  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Jingers)  Hip or Thigh (femur)  Kneecap (patella)  Lower Jaw, Mandible (other than alveolar process)  Felvis  \$2,400  Rib  \$800  Tailbone (coccyx), Sacrum  \$800	Dislocations	
Separation)  Collarbone (sternoclavicular)  Finger or Toe (Digit)  Hand (other than Fingers)  Elbow joint  Wrist joint  Shoulder  Shoulder  Shoulder  Shoulder  Hip joint  Knee joint (other than patella)  Kneecap (patella)  Lower Jaw  Shoulder  Syoo  Incomplete Dislocation - Payable as a % of the applicable Dislocations benefit  Eye Injury  Eye Injury  Fractures  Ankle (lower tibia or fibula)  Shoulder than Toes)  Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla)  Collarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit)  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers)  Hip or Thigh (femur)  Kneecap (patella)  Leg (mid to upper tibia or fibula)  \$800  Folion  Rib  \$800  Tailbone (coccyx), Sacrum  \$800  Tailbone (coccyx), Sacrum		\$3,000
Finger or Toe (Digit) \$300  Hand (other than Fingers) \$900  Elbow joint \$900  Wrist joint \$900  Shoulder \$900  Hip joint \$6,000  Knee joint (other than patella) \$3,000  Kneecap (patella) \$900  Lower Jaw \$900  Incomplete Dislocation - Payable as a % of the applicable Dislocations benefit  Eye Injury \$200  Fractures  Ankle (lower tibia or fibula) \$800  Foot or Heel (other than Toes) \$800  Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla)  Collarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit) \$400  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers)  Hip or Thigh (femur) \$6,000  Kneecap (patella) \$800  Leg (mid to upper tibia or fibula) \$2,400  Lower Jaw, Mandible (other than alveolar process)  Pelvis \$2,400  Rib \$800  Tailbone (coccyx), Sacrum \$800		\$600
Hand (other than Fingers) \$900  Elbow joint \$900  Wrist joint \$900  Shoulder \$900  Hip joint \$6,000  Knee joint (other than patella) \$3,000  Kneecap (patella) \$900  Lower Jaw \$900  Incomplete Dislocation - Payable as a % of the applicable Dislocations benefit  Eye Injury \$200  Fractures  Ankle (lower tibia or fibula) \$800  Foot or Heel (other than Toes) \$800  Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla)  Collarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit) \$400  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers)  Hip or Thigh (femur) \$6,000  Kneecap (patella) \$800  Leg (mid to upper tibia or fibula) \$2,400  Lower Jaw, Mandible (other than alveolar process)  Pelvis \$2,400  Rib \$800  Tailbone (coccyx), Sacrum \$800	Collarbone (sternoclavicular)	\$1,500
Elbow joint \$900 Wrist joint \$900 Shoulder \$900 Hip joint \$6,000 Knee joint (other than patella) \$3,000 Kneecap (patella) \$900 Lower Jaw \$900 Incomplete Dislocation - Payable as a % of the applicable Dislocations benefit Eye Injury Eye Injury \$200 Fractures Ankle (lower tibia or fibula) \$800 Foot or Heel (other than Toes) \$800 Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla) Collarbone (clavicle, sternum) or Shoulder Blade (scapula) Finger or Toe (Digit) \$400 Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers) Hip or Thigh (femur) \$6,000 Kneecap (patella) \$800 Leg (mid to upper tibia or fibula) \$2,400 Lower Jaw, Mandible (other than alveolar process) Pelvis \$2,400 Rib \$800 Tailbone (coccyx), Sacrum \$800	Finger or Toe (Digit)	\$300
Wrist joint \$900 Shoulder \$900 Hip joint \$6,000 Knee joint (other than patella) \$3,000 Kneecap (patella) \$900 Lower Jaw \$900 Incomplete Dislocation - Payable as a % of the applicable Dislocations benefit Eye Injury Eye Injury \$200 Fractures Ankle (lower tibia or fibula) \$800 Foot or Heel (other than Toes) \$800 Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla) Collarbone (clavicle, sternum) or Shoulder Blade (scapula) Finger or Toe (Digit) \$400 Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers) Hip or Thigh (femur) \$6,000 Kneecap (patella) \$800 Leg (mid to upper tibia or fibula) \$2,400 Lower Jaw, Mandible (other than alveolar process) Pelvis \$2,400 Rib \$800 Tailbone (coccyx), Sacrum \$800	Hand (other than Fingers)	\$900
Shoulder \$900  Hip joint \$6,000  Knee joint (other than patella) \$3,000  Kneecap (patella) \$900  Lower Jaw \$900  Incomplete Dislocation - Payable as a % of the applicable Dislocations benefit  Eye Injury \$200  Fractures  Ankle (lower tibia or fibula) \$800  Foot or Heel (other than Toes) \$800  Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla)  Collarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit) \$400  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers)  Hip or Thigh (femur) \$6,000  Kneecap (patella) \$800  Leg (mid to upper tibia or fibula) \$2,400  Lower Jaw, Mandible (other than alveolar process)  Pelvis \$2,400  Rib \$800  Tailbone (coccyx), Sacrum \$800	Elbow joint	\$900
Hip joint \$6,000  Knee joint (other than patella) \$3,000  Kneecap (patella) \$900  Lower Jaw \$900  Incomplete Dislocation - Payable as a % of the applicable Dislocations benefit  Eye Injury \$200  Fractures  Ankle (lower tibia or fibula) \$800  Foot or Heel (other than Toes) \$800  Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla)  Collarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit) \$400  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers)  Hip or Thigh (femur) \$6,000  Kneecap (patella) \$800  Leg (mid to upper tibia or fibula) \$2,400  Lower Jaw, Mandible (other than alveolar process)  Pelvis \$2,400  Rib \$800  Tailbone (coccyx), Sacrum \$800	Wrist joint	\$900
Knee joint (other than patella) \$3,000 Kneecap (patella) \$900 Lower Jaw \$900 Incomplete Dislocation - Payable as a % of the applicable Dislocations benefit Eye Injury \$200 Fractures Ankle (lower tibia or fibula) \$800 Foot or Heel (other than Toes) \$800 Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla) Collarbone (clavicle, sternum) or Shoulder Blade (scapula) Finger or Toe (Digit) \$400 Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers) Hip or Thigh (femur) \$6,000 Kneecap (patella) \$800 Leg (mid to upper tibia or fibula) \$2,400 Lower Jaw, Mandible (other than alveolar process) Rib \$800 Tailbone (coccyx), Sacrum \$800	Shoulder	\$900
Kneecap (patella) \$900  Lower Jaw \$900  Incomplete Dislocation - Payable as a % of the applicable Dislocations benefit  Eye Injury \$200  Fractures  Ankle (lower tibia or fibula) \$800  Foot or Heel (other than Toes) \$800  Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla)  Collarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit) \$400  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers)  Hip or Thigh (femur) \$6,000  Kneecap (patella) \$800  Leg (mid to upper tibia or fibula) \$2,400  Lower Jaw, Mandible (other than alveolar process)  Pelvis \$2,400  Rib \$800  Tailbone (coccyx), Sacrum \$800	Hip joint	\$6,000
Lower Jaw \$900  Incomplete Dislocation - Payable as a % of the applicable Dislocations benefit  Eye Injury \$200  Fractures  Ankle (lower tibia or fibula) \$800  Foot or Heel (other than Toes) \$800  Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla)  Collarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit) \$400  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers)  Hip or Thigh (femur) \$6,000  Kneecap (patella) \$800  Leg (mid to upper tibia or fibula) \$2,400  Lower Jaw, Mandible (other than alveolar process)  Pelvis \$2,400  Rib \$800  Tailbone (coccyx), Sacrum \$800	Knee joint (other than patella)	\$3,000
Incomplete Dislocation - Payable as a % of the applicable Dislocations benefit  Eye Injury  Eye Injury  \$200  Fractures  Ankle (lower tibia or fibula)  Foot or Heel (other than Toes)  Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla)  Collarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit)  \$400  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers)  Hip or Thigh (femur)  Kneecap (patella)  Leg (mid to upper tibia or fibula)  \$2,400  Rib  \$800  Tailbone (coccyx), Sacrum	Kneecap (patella)	\$900
a % of the applicable Dislocations benefit  Eye Injury  Eye Injury  \$200  Fractures  Ankle (lower tibia or fibula)  Foot or Heel (other than Toes)  Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla)  Collarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit)  \$400  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers)  Hip or Thigh (femur)  Kneecap (patella)  Leg (mid to upper tibia or fibula)  Lower Jaw, Mandible (other than alveolar process)  Pelvis  \$2,400  Rib  \$800  Tailbone (coccyx), Sacrum	Lower Jaw	\$900
Eye Injury \$200  Fractures  Ankle (lower tibia or fibula) \$800  Foot or Heel (other than Toes) \$800  Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla)  Collarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit) \$400  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers)  Hip or Thigh (femur) \$6,000  Kneecap (patella) \$800  Leg (mid to upper tibia or fibula) \$2,400  Lower Jaw, Mandible (other than alveolar process)  Pelvis \$2,400  Rib \$800  Tailbone (coccyx), Sacrum \$800	a % of the applicable Dislocations	25%
Fractures  Ankle (lower tibia or fibula) \$800  Foot or Heel (other than Toes) \$800  Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla)  Collarbone (clavicle, sternum) or Shoulder Blade (scapula) \$800  Finger or Toe (Digit) \$400  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers)  Hip or Thigh (femur) \$6,000  Kneecap (patella) \$800  Leg (mid to upper tibia or fibula) \$2,400  Lower Jaw, Mandible (other than alveolar process) \$2,400  Rib \$800  Tailbone (coccyx), Sacrum \$800	Eye Injury	
Ankle (lower tibia or fibula) \$800  Foot or Heel (other than Toes) \$800  Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla)  Collarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit) \$400  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers)  Hip or Thigh (femur) \$6,000  Kneecap (patella) \$800  Leg (mid to upper tibia or fibula) \$2,400  Lower Jaw, Mandible (other than alveolar process)  Pelvis \$2,400  Rib \$800  Tailbone (coccyx), Sacrum \$800	Eye Injury	\$200
Foot or Heel (other than Toes) \$800  Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla)  Collarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit) \$400  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers)  Hip or Thigh (femur) \$6,000  Kneecap (patella) \$800  Leg (mid to upper tibia or fibula) \$2,400  Lower Jaw, Mandible (other than alveolar process)  Pelvis \$2,400  Rib \$800  Tailbone (coccyx), Sacrum \$800	Fractures	
Bones of the Face or Nose (other than Lower Jaw, Mandible or Upper Jaw, Maxilla)  Collarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit)  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers)  Hip or Thigh (femur)  Kneecap (patella)  Leg (mid to upper tibia or fibula)  Lower Jaw, Mandible (other than alveolar process)  Pelvis  \$2,400  Rib  \$800  Tailbone (coccyx), Sacrum	Ankle (lower tibia or fibula)	\$800
than Lower Jaw, Mandible or Upper Jaw, Maxilla)  Collarbone (clavicle, sternum) or Shoulder Blade (scapula)  Finger or Toe (Digit)  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers)  Hip or Thigh (femur)  Kneecap (patella)  Leg (mid to upper tibia or fibula)  Lower Jaw, Mandible (other than alveolar process)  Pelvis  \$2,400  Rib \$800  Tailbone (coccyx), Sacrum	Foot or Heel (other than Toes)	\$800
Shoulder Blade (scapula)  Finger or Toe (Digit)  Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers)  Hip or Thigh (femur)  Kneecap (patella)  Leg (mid to upper tibia or fibula)  Lower Jaw, Mandible (other than alveolar process)  Pelvis  \$2,400  Rib  \$800  Tailbone (coccyx), Sacrum	than Lower Jaw, Mandible or Upper	\$1,200
Forearm (olecranon, radius, or ulna), Hand, or Wrist (other than Fingers)  Hip or Thigh (femur) \$6,000  Kneecap (patella) \$800  Leg (mid to upper tibia or fibula) \$2,400  Lower Jaw, Mandible (other than alveolar process) \$2,400  Rib \$800  Tailbone (coccyx), Sacrum \$800	. , ,	\$800
ulna), Hand, or Wrist (other than Fingers)  Hip or Thigh (femur) \$6,000  Kneecap (patella) \$800  Leg (mid to upper tibia or fibula) \$2,400  Lower Jaw, Mandible (other than alveolar process) \$2,400  Rib \$800  Tailbone (coccyx), Sacrum \$800	Finger or Toe (Digit)	\$400
Kneecap (patella) \$800  Leg (mid to upper tibia or fibula) \$2,400  Lower Jaw, Mandible (other than alveolar process) \$800  Pelvis \$2,400  Rib \$800  Tailbone (coccyx), Sacrum \$800	ulna), Hand, or Wrist (other than	\$800
Leg (mid to upper tibia or fibula) \$2,400  Lower Jaw, Mandible (other than alveolar process) \$800  Pelvis \$2,400  Rib \$800  Tailbone (coccyx), Sacrum \$800	Hip or Thigh (femur)	\$6,000
Lower Jaw, Mandible (other than alveolar process) \$800  Pelvis \$2,400  Rib \$800  Tailbone (coccyx), Sacrum \$800	Kneecap (patella)	\$800
alveolar process)  Pelvis \$2,400  Rib \$800  Tailbone (coccyx), Sacrum \$800	Leg (mid to upper tibia or fibula)	\$2,400
Rib \$800 Tailbone (coccyx), Sacrum \$800		\$800
Tailbone (coccyx), Sacrum \$800	Pelvis	\$2,400
	Rib	\$800
Vertebral Processes \$800	Tailbone (coccyx), Sacrum	\$800
	Vertebral Processes	\$800

Injury	
Skull (except bones of Face or Nose), Depressed	\$8,000
Skull (except bones of Face or Nose), Non-depressed	\$4,000
Upper Arm between Elbow and Shoulder (humerus)	\$1,200
Upper Jaw, Maxilla (other than alveolar process)	\$1,200
Vertebrae, body of (other than Vertebral Processes)	\$2,400
Chip Fracture - Payable as a % of the applicable Fractures benefit	25%
Same bone maximum incurred per accident	1 Fracture
Maximum payable multiplier for multiple bones	2 Times
Internal Injuries	
Internal Injuries	\$200
Lacerations	
No Repair	\$85
Repair Less than 2 inches	\$250
Repair At least 2 inches but less than 6 inches	\$500
Repair 6 inches or greater	\$1,000
Loss of a Digit	
One Digit (other than a Thumb or Big Toe)	\$1,250
One Digit (a Thumb or Big Toe)	\$1,875
Two or more Digits	\$2,500
Knee Cartilage	
Knee Cartilage (Meniscus) Injury	\$250
Ruptured or Herniated Disc	
One Disc	\$210
Two or more Discs	\$350
Other	
Injury due to felony & sexual assault	\$250
Organized Sports	10%
Recovery	
At-Home Care	\$150
Physician Follow-Up Visits	\$150
Physician Follow-Up Maximum Visits	2 Visits
Prescription Drug	\$25
Prescription Benefit Incidence per covered accident	1 Per Insured
Rehabilitation or Subacute Rehabilitation Unit	\$200
Behavior Health Therapy	\$30
Behavior Health Therapy visits	15 Days
Therapy Services (chiro, speech, PT, occ, acupuncture/alternative)	\$30
Therapy Services Maximum Days	15 Days

## **SCHEDULE OF BENEFITS**

## Surgery

#### Dislocations Dislocation, Surgical Repair -Payable as a % of the applicable 100% Injury benefit Anesthesia Epidural or Regional Anesthesia \$140 General Anesthesia \$350 Connective Tissue **Exploratory without Repair** \$150 Repair for One Connective Tissue \$1,200 Repair for Two or more Connective \$1,800 Tissues Eye Surgery Eye Surgery, Requiring Anesthesia \$500 Fractures Fractures, Surgical Repair - Payable 100% as a % of the applicable Injury benefit Surgical Repair same bone 1 Fracture maximum incurred per accident Surgical Repair same bone maximum payable multiplier for 2 Times multiple bones **General Surgery** Abdominal, Thoracic, or Cranial \$2,500 Exploratory \$250 Incidence per covered accident 1 Per Insured Hernia Surgery Hernia Surgery \$250 Knee Cartilage Knee Cartilage (Meniscus) \$300 Exploratory without Repair Knee Cartilage (Meniscus) with \$1,500 Repair **Outpatient Surgical Facility** \$500 **Outpatient Surgical Facility** Ruptured or Herniated Disc Surgery **Exploratory without Repair** \$175 One Disc \$1,000 Two or more Discs \$1,500 **Treatment** Organized Sports 10% Ambulance Air \$1,500 Ground \$500 **Durable Medical Equipment** Tier 1 (arm sling, cane, medical ring \$75 cushion) Tier 2 (bedside commode, cold \$150 therapy system, crutches) Tier 3 (back brace, body jacket, continuous passive movement, \$300 electric scooter)

#### **Treatment**

reatment	
Emergency Dental Repair	
Dental Crown	\$600
Dental Extraction	\$200
Filling or Chip Repair	\$150
Imaging	
Tier 1 - X-rays or Ultrasound	\$100
Tier 2 - Bone Scan, CAT, CT, EEG, MR, MRA, or MRI	\$400
Medical Imaging Incidence allowance covered accident per Tier	1 Per Insured Per Tier
Lodging	
Lodging (per night)	\$250
Prosthetic Device	
One Device or Limb	\$1,250
Two or more Devices or Limbs	\$2,500
Skin Grafts	
For Burns - Payable as a % of the applicable Burn benefit	50%
Not Burns - Less than 20% of skin surface	\$500
Not Burns - 20% or greater of skin surface	\$1,000
Treatment	
Emergency Room Treatment	\$250
Injections to Prevent or Limit Infection (tetanus, rabies, antivenom, immune globulin)	\$50
Pain Management Injections (epidural, cortisone, steroid)	\$200
Transfusions	\$600
Transportation (per trip)	\$200
Family Care	\$50
Pet Boarding (per day)	\$30
Treatment in a Physician's Office or Urgent Care Facility (initial)	\$125

Unum | Group Accident Insurance

#### **Organized Sports Benefit**

This increased benefit payment will be applied if the covered Accident occurs while playing an organized sport that required formal registration to participate and is officiated by someone certified to act in that capacity.

#### **Active employment**

You are considered in active employment if, on the day you apply for coverage, you are being paid regularly for the minimum number of hours required by your employer each week and you are performing the material and substantial duties of your regular occupation. Insurance coverage will be delayed if you are not in active employment because of an injury, sickness, temporary layoff, or leave of absence on the date that insurance would otherwise become effective. New employees may have a waiting period to be eligible for coverage. Please contact your plan administrator to confirm your eligibility date.

If enrolling, and eligible for Medicare (age 65+; or disabled) the Guide to Health Insurance for People with Medicare is available at https://www.medicare.gov/publications/02110-choosing-a-medigap-policy-a-guide-to-health-insurance-for-people-with-medicare.pdf.

## Effective date of coverage

Coverage becomes effective on the first day of the month in which payroll deductions begin.

#### **Exclusions and limitations**

We will not pay benefits for a claim that is caused by, contributed to by, or resulting from any of the following:

- · committing or attempting to commit a felony;
- being engaged in an illegal occupation other willful criminal activity. "Willful criminal activity" includes, but
  is not limited to any of the following: (i) operating a vehicle while intoxicated in violation of Michigan's
  vehicle code, or any other act or law with similar intent; or (ii) operating a methamphetamine laboratory.
  "Willful criminal activity" does not include a civil infraction or other activity that does not rise to the level of
  a misdemeanor or felony;
- participating in war or any act of war, whether declared or undeclared;
- combat or training for combat while serving in the armed forces of any nation or authority, including the National Guard, or similar government organizations;
- a Covered Loss that occurs while an Insured is legally incarcerated in a penal or correctional institution;
- elective procedures, cosmetic surgery, or reconstructive surgery unless it is a result of organ donation, trauma, infection, or other diseases;
- any Sickness, bodily infirmity, or other abnormal physical condition or Mental or Nervous Disorders, including diagnosis, treatment, or surgery for it;
- infection. This exclusion does not apply when the infection is due directly to a cut or wound sustained in a Covered Accident:
- experimental or investigational procedures;
- · operating any motorized vehicle while intoxicated;
- operating, learning to operate, serving as a crew member of any aircraft or hot air balloon, including those which are not motor-driven, unless flying as a fare paying passenger;
- jumping, parachuting, or falling from any aircraft or hot air balloon, including those which are not motor-
- travel or flight in any aircraft or hot air balloon, including those which are not motor-driven, if it is being used for testing or experimental purposes, used by or for any military authority, or used for travel beyond the earth's atmosphere;
- practicing for or participating in any semi-professional or professional competitive athletic contests for which any type of compensation or remuneration is received;
- riding or driving an air, land or water vehicle in a race, speed or endurance contest; and
- engaging in hang-gliding, bungee jumping, sail gliding, parasailing, parakiting, or BASE jumping.
   Additionally, no benefits will be paid for a Covered Loss that occurs prior to the Coverage Effective Date.

#### End of Coverage

If you choose to cancel your coverage your coverage ends on the first of the month following the date you provide notification to your employer. Otherwise, your coverage ends on the earliest of the:

- the date this policy is canceled by Unum or your employer;
- the date you are no longer in an eligible group;
- the date your eligible group is no longer covered;
- the date of your death;
- the last day of the period any required premium contributions are made;
- the last day you are in active employment.
- However, as long as premium is paid as required, coverage will continue
- in accordance with the Continuation of your Coverage during Absences provision; or
- if you elect to continue coverage for you, your Spouse, and Children under Portability of Accident

We will provide coverage for a Payable Claim that occurs while you are covered under this certificate

## THIS IS A LIMITED BENEFITS POLICY

This coverage is a supplement to health insurance. It is not a substitute for essential health benefits or minimum essential coverage as defined in federal law. Insureds in some states must be covered by comprehensive health insurance before applying for this coverage.

This information is not intended to be a complete description of the insurance coverage available. The policy or its provisions may vary or be unavailable in some states. The policy has exclusions and limitations which may affect any benefits payable. For complete details of coverage and availability, please refer to certificate form GAC16-1 et al. and GAC16-2 and Policy Form GAP16-1 et al. in all states or contact your Unum representative.

Unum complies with state civil union and domestic partner laws when applicable.

Underwritten by: Unum Insurance Company, Portland, Maine

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