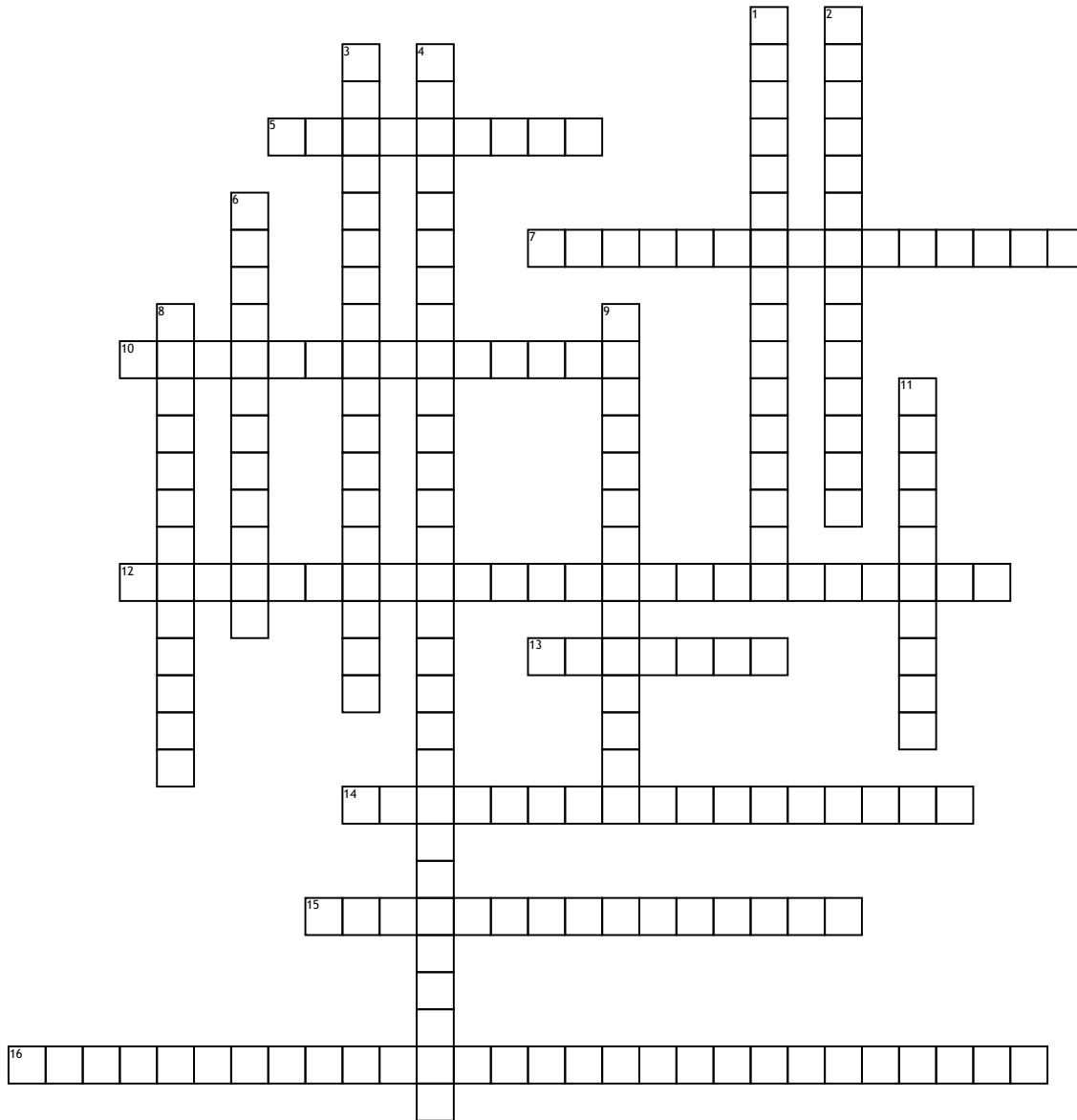


Name: \_\_\_\_\_

Date: \_\_\_\_\_

# Coverages



## Across

**5.** Usually expressed as a policy with only Bodily Injury and Property Damage Coverages.

**7.** Provides higher liability limits for a particular vehicle, to and additional interest for the vehicle while the policyholder maintains the same liability limits.

**10.** Protection against a loss arising out of the liability imposed by law upon the insured for damages resulting in bodily injury, sickness or disease.

**12.** Allows reimbursement of reasonable expenses because of bodily injury sustained as the result of an accident.

**13.** The coverage option which allows limits from one vehicle on a multi-car policy added to the liability limits of another vehicle on the same policy.

**14.** The insurance coverage that applies when a covered person is injured and the person at fault for the accident does not have enough liability insurance.

**15.** Coverage that allows reimbursement of reasonable expenses, medical and funeral, incurred because of bodily injury sustained as the result of an accident.

**16.** Coverage that allows for medical limits when damages exceeds \$100,000.

## Down

**1.** Provides coverage for additional dealer or aftermarket installed equipment on a covered vehicle.

**2.** Coverage that provides reimbursement for cost associated with the towing and labor performed on a covered vehicle.

**3.** Provides coverage for issues such as vehicle lockout, towing, jump start, flat tire change, and fluid delivery.

**4.** The insurance coverage which pays bodily injury expenses that result from an accident caused by an uninsured motorist or an unidentified hit and run motorist.

**6.** Provides coverage for glass damage on a covered vehicle with no deductible.

**8.** A form of Automobile physical damage insurance covering any loss or damage to an automobile except by collision.

**9.** Coverage to protect other's property in the event of an accident.

**11.** Automobile coverage that pays for damage to the insured object caused by collision with any object stationary or moving.