# The Complete 1:1 Risk Management Administrative Solution Safequarding Your Success

# **Renaissance Academy Program Summary**

Renaissance ACA is partnering with One2One Risk Solutions to provide accident protection for our technology initiative. Registering with One2One and purchasing a damage waiver will protect you from the cost to repair or replace your school-issued device and limit your responsibility to a peroccurrence deductible, should a loss occur.

# **Program Pricing:**

- Damage Waiver Cost \$30
- Damage Waiver Cost (Free and Reduced) \$15
- Limit of Liability \$ Replacement Cost

### **Effective Dates:**

Coverage extends from the date of purchase through the end of the school year or with unenrollment of the student

\*Family Discount Pricing-You will only be responsible for the cost of two students. The registration price will be discounted to incorporate this discount.

#### Covered:

- Accidental Damage
- Cracked Screens
- Fire
- Lightning
- Liquid Damage
- Electrical Surge
- Computer peripherals
- Damages to Loaner/Replacement Device
- Loss/Theft\* \*this claim requires a police report to be filed

#### **Exclusions:**

- Any dishonest, fraudulent, malicious or criminal acts
- Any use not in accordance with District Acceptable Use Policies
- Additional loss caused by the failure to use all reasonable means to protect the device after it has been damaged
- Any loss to software, data, documents, music, videos, recordings or other personal information that I have placed on the device
- Disappearance of the device not reported to local law enforcement

## **Annual Deductible Schedule**

- Accidental Damage Claim # 1 \$10
- Accidental Damage Claim # 2 \$25
- Accidental Damage Claim # 3 \$25
- Lost or Stolen Claim \$50

# **Program Details:**

For enrollment questions, contact our One2One team at <a href="mailto:GGB.one2One@ajg.com">GGB.one2One@ajg.com</a>.

Please visit <a href="www.one2onerisk.com">www.one2onerisk.com</a> and select "Enroll my Device" to get started.

Gallagher SCHOLASTIC