

GARAGE DEFINITIONS



Does the insured have experience? This is the first question pertinent to determining whether or not we can consider a risk and where to place it. This question refers to experience doing that specific type of work.



Garage versus General Liability. Is there an auto exposure? If the answer is yes, we would place on a Garage policy, as this provides premises and includes the auto component.



Garagekeepers Coverage. This is the care, custody and control of autos/units not owned by the insured. In order to quote, we need the total value of all units in the insured's care/custody/control at any given time; and the maximum value per unit.



Dealers Physical Damage Coverage. The physical damage coverage for autos in the insured's inventory that they own. In order to quote, we need the total value of the insured's inventory at any given time and the maximum value per unit. Our carriers have a 100% coinsurance clause for this coverage.



Dealer operations are written on Symbols 22 and 29. Service risks are written on Symbol 29. Sometimes, if there is exposure to farm equipment, Symbol 32 may also be included.



Garagekeepers Legal Liability and Direct. Legal is the more common option used as the insured must be legally liable for the loss to a customer's auto while in their care/custody/control. Direct Primary is not as commonly used as the loss will be considered without regard to the insured's legal liability. New ventures or risks with high loss experience are not eligible for Direct Primary. This is handled on a case-by-case basis if it is requested.



Employee/owner/1099 contractor/volunteer. No matter what category an individual is placed in for the insured, we will need to include in the owner/employee grid. This is due to the fact that the Garage Liability is your premises coverage. For example, a family member volunteers one day a week to do cleaning. This individual is not paid, but does work on the premises. They create an "employee" exposure and need to be included on our policy.