HEALTH INSURANCE DUMP SHEET

Concepts, contracts, and basics



General insurance concepts

Risk types

- Pure: Only loss possible; insurable. Insurance restores, it does not create profit (principle of indemnity).
- Speculative: Loss or gain possible; not insurable (e.g., gambling, investing).

How to manage risk

- Avoid: Eliminate the risk entirely (e.g., don't drive).
- Reduce: Lower the chance or severity of risk (e.g., healthy habits).
- Retain: Accept and pay for the risk yourself (e.g., deductibles).
- Share: Spread the risk with others (e.g., business partners).
- Transfer: Shift the risk to another party (e.g., buying insurance).

Law of large numbers

• The larger the group, the more accurately insurers can predict losses and set premiums. It's the statistical foundation of insurance.

Insurable interest

- Must have a financial or personal stake in the insured at time of application (e.g., self, family, business).
- Free look period: Policy owners have at least 10 days (or as required by state law) to cancel a new policy and receive a full refund.

Insurance contracts

Four elements of a valid contract

- Offer: Made when the applicant submits the application (and usually the first premium); accepted when the insurer approves and issues the policy.
- Acceptance: Acceptance occurs when the insurer agrees to the offer as written or with counter-offers.
- Consideration: Consideration is the exchange of value the applicant's premium for the insurer's promise to pay claims.
- Legal capacity and purpose: Both parties must be legally able to enter the contract, and the purpose must be legal (no fraudulent intent).

Key feature

- Adhesion: The insured cannot negotiate terms ("take it or leave it"). Any ambiguity is interpreted in favor of the insured.
- Aleatory: Unequal value exchange (small premium for large benefit).
- Unilateral: Only the insurer makes a binding promise (the insured does not promise anything in return).
- Conditional: Terms and conditions must be met to receive benefits.

· Utmost good faith

• Both parties must act honestly and rely on each other's representations.

· Representations vs. warranties

- Representation: Statements believed to be true to the best of the applicant's knowledge.
- Warranty: Guaranteed truth; false = void policy.
- Misrepresentation: Knowingly false information may void the contract.

Doctrine of adhesion

 If contract terms are ambiguous, they are interpreted in favor of the insured.

· Principle of indemnity

 Insurance restores the insured to their financial position before the loss; no opportunity for gain.

Health insurance basics

Types of polices

Disability income

- Pays monthly income (typically 60–70% of gross income) if unable to work due to illness or injury.
- Elimination period: Waiting period before benefits begin (e.g., 7–90 days).
- Benefit period: How long benefits are paid (short-term <2 yrs, long-term ≥2 yrs or to age 65).
- Own occupation: Pays benefits if you can't perform the duties of your specific occupation.
- **Any occupation**: Pays benefits only if you're unable to work in any occupation for which you're reasonably qualified by education, training, or experience.
- Medical expense insurance (HMO, PPO, POS)
 - · Basic medical expense
 - Covers hospital, surgery, and miscellaneous expenses from the first dollar.

Major medical

• Covers high expenses after deductible, with coinsurance (e.g., 80% insurer, 20% insured).

Comprehensive major medical

• Combines basic and major medical coverages with a deductible after the basic limit.

Kev providers:

- HMO: Preventive care, must use HMO-approved providers.
- PPO: More provider flexibility, but higher costs for out-of-network care.

Long term care (LTC)

- Pays for care if unable to do 2+ ADLs (e.g. bathing, eating, moving).
- Must be guaranteed renewable and offer inflation protection.
- Covers home or facility care: includes Alzheimer's.

Accidental Death and Dismemberment (AD&D)

- Pays lump sum for accidental death (principal sum) or dismemberment.
- Covers loss of limb (above wrist/ankle) or total blindness.
- Excludes injuries from crime, substance use, or workers' comp cases.

Regulations and provisions

- ACA: Bans pre-ex conditions, requires dependent coverage to age 26, and guarantees issue/ renewability. No \$ caps on 10 essential health benefits; preventive care must be free; max 90-day waiting period. Employers with 50+ FTEs must offer affordable coverage or face penalties; subsidies apply in the Marketplace.
- HIPAA: Portability & access; limits pre-ex to 12 months (tested), but ACA overrides no pre-ex limits now
- **COBRA**: Employers (20+ employees) must offer 18–36 months of group plan continuation after qualifying events (e.g., termination, divorce, disability).
- Coordination of Benefits (COB): Ensures no more than 100% of a loss is paid when multiple policies apply.
- Preauthorization: Required approval for certain procedures or specialists before care is given; avoids denied claims.

Common terms

- **Deductible**: Amount you pay out-of-pocket first before insurance kicks in.
- Coinsurance: After deductible, you split costs (e.g. 80/20 insurer/you).
- Copayment: Flat fee (e.g. \$20) you pay per visit or service.
- Out-of-pocket max: Max you pay in a year; after that, insurance pays 100%.