

The logo for rentvine features a white square icon on the left containing a stylized bar chart with an upward-pointing arrow. To the right of the icon, the word "rentvine" is written in a clean, lowercase, sans-serif font.

Master Liability Coverages - TLL With Contents

# Master Liability Coverages - TLL with Contents

## Master Liability Policy

### Standard

\$100k per occurrence - \$0 deductible



Fire



Water Backup of  
Sewer, Drain or Sump



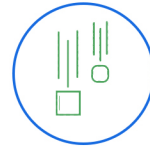
Explosion



Smoke

### Expanded

\$100k per occurrence - \$0 deductible



Falling  
Objects



Overflow of  
Appliances



Freezing  
Pipes



Loss of  
Rental Income



Collapse

### Additional

Limits vary - \$250 deductible



Pet  
Damage



Bed Bug  
Remediation



Mold  
Remediation

- Coverages assist with negligent resident-caused damage to the home/unit or common areas
  - Home/unit must be enrolled in the policy
- Damage must relate to one of the above-mentioned coverages

# Master Liability Coverages - TLL with Contents

## Personal Liability Coverages

### Personal Liability

\$100k for tenant premises liability; \$0 deductible



### Dog Bite Liability

\$25k per occurrence; \$0 deductible



### Additional Living Expense

\$1000 per occurrence



- Dog bite/bodily injury must occur on premise
- Home/unit must be enrolled in the policy
- Damage must relate to one of the previously mentioned coverages for ALE to apply

# Master Liability Coverages - TLL with Contents

## Contents Coverages

### Standard

\$10k per occurrence - \$500 deductible



Fire /Lightning



Water



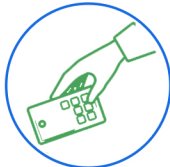
Wind /Hail



Explosion



Smoke



Burglary

# Common Exclusions - TLL with Contents

## Master Policy

### Property Liability

The below perils are excluded



Natural Causes



Wear and Tear



Equipment Breakdown



Flood



Intentional Damage

### Resident Contents

The below perils are excluded



Off Premise Losses



Flood



Theft

- A loss is considered "theft" when it's a mysterious disappearance with no evidence of forced entry