

Florida Department of Financial
Services:
Agent & Agency Conference Call
Tuesday, September 18, 2012

Purpose of Conference call

- To communicate vital information to education providers and offer a channel for our providers to share information with the Department.

Agenda

- 5-hour course
 - Status
 - Requirements
 - Outline
 - Transition
 - Application submittals

Status of 5-hour course

- Outline in draft form
- Rule proposal submitted- being reviewed by legal
- IT aware of needed changes

5-hour course

- May be approved in any of the following lines of authority:
 - 1. Life and Variable Annuity
 - 2. Life Health and Variable Annuity
 - 3. Health
 - 4. General Lines
 - 5. Adjuster
 - 6. Public Adjuster
 - 7. Bail Bonds

5-hour course

- Must be a minimum of 5 hours
- 5 hours must follow the Department outline
- Excess hours goes to standard
- Expires after two years from approval date
- Please wait for Department notification before submitting applications

Outline

- A. Regulatory Awareness
- B. Insurance Law and Updates
- C. Ethical Requirements
- D. Trends

Transition

- First required group of licensees will have until 10/31/2014 to complete this course.
- Course will not replace other required courses for compliance periods not requiring the 5-hour course.
- Course will be applied to standard hours on compliance cycles not requiring the 5-hour course.

Transition

- Encourage licensees to complete prior cycle requirements before taking the 5-hour course.

Transition

- Licensees with compliance cycles ending 9/30/2014 or earlier must:
 - complete courses in the same line of authority as their license
 - take intermediate or above level courses if licensed for 6 years or more
 - complete separate sets of hours for agent and adjuster requirements if licensed as both

Application Submittals

- IT Enhancements
- Future notification for date of acceptance

Q & A

- *6 to mute and un-mute phone

Wrap up

- Next conference call on November 6th, 2012.
- Communicate through
Education@myfloridacfo.com