



Carrier Applications to Have

*These are the carriers and products we use most frequently. If you have an agent number - go ahead and call to order your own supply of materials. Use eApps once you're appointed **Notice the stars** by the ones you want to **print out** and have with you for your first appointments. Use eApps normally, and always have a couple of paper apps on hand as a backup. Be Prepared! **Print 1 or 2 of the starred apps**, and be sure to replenish your supply when you use them. **Most apps will be printed from iPipeline (register your account).***

United of Omaha : eApps available for all products

Mutual of Omaha: (for Health Products)

*Term Life Express and Product Guide / Underwriting Guide

*Children's Whole Life - Product Guide

*Guaranteed Accidental Life- Product Guide

*Priority Income Disability -- Agent Guide / Product Guide

*Living Promise – Product Guide

Critical Illness – Product Guide / Agent Guide

American Amicable : Mobile apps available for most products

Print Apps from Symmetry Website - Apps not on iPipeline

*Home Certainty / Agent Guide

*Dignity Solutions and Family Legacy / Agent Guide

EasyUL

Express Term /Agent Guide/Product Guide-Consumer Information Security

Protector /Product Guide

United Home Life (eApps available for term and whole)

*Term Application / Agent Guide



*Final Expense Whole Life / Agent Guide

Protector Accidental

Provider

Americo

*Ultra Protector I & II (Final Expense) Age 50-85

Eagle Premier (Tele-App and Eapp Only) Worksheet
Available to Review for Qualifying Purposes- Instant
Decision!!

Foresters eApps available for most products

*Strong Foundation Term

Smart UL

Agent Guide for Smart UL/Strong Foundation

Advantage Plus Whole Life

Gerber and AIG – eApp available (requires e&o)

*Guaranteed Issue Whole Life

They do not mail out applications so be sure to always have one printed out and with you. Do eApps after your first piece of business, and always have a paper app with you just in case there are technical issues.