## **5 Year** Furniture Protection Plan



# Why consider a furniture protection plan?



• It covers life's little accidents, such as food or drink spills and accidental damage to your furniture. These must be reported to us each time they happen, in accordance with the terms and conditions of your plan.



- When accidents happen, we have a team of trained furniture experts ready to repair damage and remove stains. To make a claim, simply visit our website (guardsman.co.uk) or call our UK call centre on 0345 128 1240.
- Wherever possible, our network of expert repair technicians and stain removal specialists always try to repair the damage.
- If a repair isn't possible, we will source new parts for you, or a replacement item if parts are not available.
- Claim for as many incidents as you need over 5 years. You'll have cover for parts, labour and replacement items up to the indemnity value of your plan. Your indemnity value is the price you originally paid for your furniture or £15,000, whichever is the lowest. Your limit of indemnity will reduce after each claim.



We'll take care of the accidents, but the day-to-day care is down to you.

We recommend Safeclean for general cleaning. Visit www.safeclean.co.uk to find your local technician and obtain a free quotation.









### What are you covered for?

We'll cover you for singular accidents to your furniture that result in damage and staining.

#### Singular incidents of accidental stains examples include...

- Food such as curry or pizza
- Drinks such as red wine and coffee
- Human and animal bodily fluids such as blood and vomit
- Ink such as ballpoint pen, felt tip and permanent marker
- Unidentifiable stains (not as a result of a build-up)
- Paint
- ✓ Make-up and toiletries
- Adhesives and glues

- Dye transfer (not as a result of a build-up)
- Oil based stains such as grease and tar
- Bleaches and other household cleaning products
- Acidic liquids such as vinegar and lemon juice
- ✓ Wax such as hair, candle or polish
- Ring marks

#### Singular incidents of accidental damage examples include...

- Tears and rips caused by keys and belt buckles
- Burns caused by cigarettes or sparks from a fireplace
- ✓ Thread pulls (to fabric upholstery)
- Pet scratches, bites or chews (not as a result of a build-up)
- Scratches and chips
- Broken glass caused by dropped items

#### We do **not** cover for\*:

- General cleaning or inappropriate use of products such as baby wipes or cleaning wipes
- Wear and tear such as an accumulation of multiple stains / damage to multiple areas
- Structural damage including textural changes, seam or stitching separation, fraying and softening of interiors

- × Animal damage that has been allowed to accumulate
- Browning or yellowing to the outer surface of the item
- × Colour change
- × Damage caused by perspiration
- × Cracking to leather upholstery
- ✗ Faults which are covered by the manufacturer's own warranty

× Odours

\* This is not an exhaustive list, refer to the full terms and conditions for the complete list. Faults covered by the manufacturer's warranty should be referred to your retailer.

## The legal bit



# You can view the current Terms and Conditions for this Guardsman Furniture Protection Plan at any time.

Simply open the camera on your smartphone and hover over the QR code image. This will then bring up a link that will take you to the Useful Documents section of our website. Click on relevant furniture category and select the Full Terms and Conditions document called Stains, Accidental Damage & Enhanced Pet Damage.

It is an important document which sets out the reasons why this 5 year Furniture Protection Plan is considered suitable for your particular needs, objectives and circumstances.

This Furniture Protection Plan meets the demands and needs of those who are eligible and wish to protect their furniture against accidental stains and accidental damage for 5 years.

Guardsman Industries Limited is authorised and regulated by the Financial Conduct Authority. Financial Services Registration number 311766.

