

7. (4.5 points)

Given the following data as of December 31, 2018:

| Accident Year | Cumulative Reported Loss + ALAE (\$000s) as of (months) |       |       |
|---------------|---|-------|-------|
|               | 12  | 24    | 36    |
| 2016          | 3,440   | 4,107 | 4,522 |
| 2017          | 3,427   | 4,109 |       |
| 2018          | 3,545   |       |       |

| Calendar Year | Earned Premium (\$000s) | Fixed Expenses (\$000s) |
|---------------|-------------------------|-------------------------|
| 2016          | 10,500                  | 1,155                   |
| 2017          | 12,000                  | 3,600                   |
| 2018          | 12,500                  | 1,500                   |

| Rate Change History |        |
|---------------------|--------|
| Effective Date      | Change |
| July 1, 2017        | 5%     |
| July 1, 2018        | 2%     |

|       |  |
|-------|--|
| 4%    | Annual loss and ALAE trend             |
| 3%    | Annual premium trend                   |
| 60%   | Expected Loss and ALAE Ratio           |
| 30%   | Variable Expense Ratio                 |
| 5%    | Profit and Contingencies Provision     |
| 7%    | ULAE Provision (as % of Loss and ALAE) |
| 1.031 | 36-to-ultimate tail factor             |

- In 2017 the company implemented a new policy issuance system.
- Rates are in effect for one year.
- All policies are annual.
- Exposures are written evenly throughout each calendar year.

Calculate the indicated rate change for policies effective January 1, 2020 using the reported Bornhuetter-Ferguson technique for the last three accident years.

## FALL 2019 EXAM 5 – SAMPLE ANSWERS AND EXAMINER’S REPORT

[illegible]

**FALL 2019 EXAM 5 – SAMPLE ANSWERS AND EXAMINER’S REPORT**

- Using the development method to develop loss instead of the BF method.
- Adding LDFs (rather than multiplying) to calculate CDFs.
- Including fixed expense in the L&LAE Ratio.
- Trending reported losses in the BF method.
- Calculating rate indications for each year individually.