



United States
Office of Personnel Management
Retirement and Insurance Service

Benefits Administration Letter

Number: 98-210

Date: December 29, 1998

Subject: Federal Employees' Group Life Insurance Program: New Codes for SF 50

GENERAL INFORMATION

Background

Pub. L. 105-311, Federal Employees Life Insurance Improvement Act, enacted October 30, 1998, made numerous changes to the Federal Employees' Group Life Insurance (FEGLI) Program.

One of the changes is to increase the amount of coverage available under Option C. Effective with the first pay period beginning on or after April 24, 1999, employees will be able to elect up to five multiples of the current amount of Option C coverage (\$5,000 for a spouse/\$2,500 for an eligible child). We will provide detailed information about the additional Option C coverage in a later Benefits Administration Letter (BAL).

With the additional Option C multiples, the current 1-character SF 50 coding system for FEGLI coverage is no longer adequate. There are not enough fields to indicate all the possible combinations of FEGLI coverage.

It was therefore necessary to develop a new coding system for the SF 50.

Purpose

The purpose of this BAL is to transmit to agencies the new coding system for showing FEGLI coverage on the SF 50.

**Civil Service
Retirement
System**

**Federal Employees
Group Life
Insurance**

**Federal Employees
Health Benefits
Program**

**Federal Employees
Retirement
System**

The New Coding System

In an attempt to minimize the impact on agencies' programming and systems personnel, the new system was developed in collaboration with representatives of several agencies.

The new coding system for SF 50s is very similar to the old system. The existing 1-character code will be kept, and a second character will be added. The second character indicates coverage under Option C - a 0 for no Option C coverage and 1-5 for 1-5 multiples of Option C.

We are providing a "map" to help you convert the current 1-character codes to the new 2-character codes.

This information is also being sent to payroll offices and to agency offices responsible for the Data Standards Manual.

Effective Date

The new SF 50 codes must be used as of the first pay period beginning on or after April 24, 1999.

We are **not** requiring agencies to generate a new SF 50 for each employee when they transfer to the new coding system.



ABBY L. BLOCK, Chief
Insurance Policy
and Information Division

Attachments

FEGLI CODE CONVERSIONS

IF THE CURRENT FEGLI CODE IS: THEN THE NEW CODE WILL BE:

A	(Ineligible)	A0
B	(Waived)	B0
C	(Basic only)	C0
D	(Basic + Option A)	D0
E	(Basic + Option C)	E1
F	(Basic + Option A + Option C)	F1
G	(Basic + Option B (1x))	G0
H	(Basic + Option B (1x) + Option A)	H0
I	(Basic + Option B (1x) + Option C)	I1
J	(Basic + Option B (1x) + Option A + Option C)	J1
K	(Basic + Option B (2x))	K0
L	(Basic + Option B (2x) + Option A)	L0
M	(Basic + Option B (2x) + Option C)	M1
N	(Basic + Option B (2x) + Option A + Option C)	N1
9	(Basic + Option B (3x))	90
P	(Basic + Option B (3x) + Option A)	P0
Q	(Basic + Option B (3x) + Option C)	Q1
R	(Basic + Option B (3x) + Option A + Option C)	R1
S	(Basic + Option B (4x))	S0
T	(Basic + Option B (4x) + Option A)	T0
U	(Basic + Option B (4x) + Option C)	U1
V	(Basic + Option B (4x) + Option A + Option C)	V1
W	(Basic + Option B (5x))	W0
X	(Basic + Option B (5x) + Option A)	X0
Y	(Basic + Option B (5x) + Option C)	Y1
Z	(Basic + Option B (5x) + Option A + Option C)	Z1

NEW FEGLI CODING SCHEME

	UNSPEC	WAIVED	INELIGIBLE	BASIC +	B(1X)	B(2X)	B(3X)	B(4X)	B(5X)
BASIC	99	B0	A0	C0	G0	K0	90	S0	W0
OPT A				D0	H0	L0	P0	T0	X0
OPT C (1X)				E1	I1	M1	Q1	U1	Y1
OPT C (2X)				E2	I2	M2	Q2	U2	Y2
OPT C (3X)				E3	I3	M3	Q3	U3	Y3
OPT C (4X)				E4	I4	M4	Q4	U4	Y4
OPT C (5X)				E5	I5	M5	Q5	U5	Y5
OPT A + OPT C (1X)				F1	J1	N1	R1	V1	Z1
OPT A + OPT C (2X)				F2	J2	N2	R2	V2	Z2
OPT A + OPT C (3X)				F3	J3	N3	R3	V3	Z3
OPT A + OPT C (4X)				F4	J4	N4	R4	V4	Z4
OPT A + OPT C (5X)				F5	J5	N5	R5	V5	Z5

LIST OF NEW FEGLI CODES

A0	Ineligible
B0	Waived
C0	Basic only
D0	Basic + Option A
E1	Basic + Option C (1x)
E2	Basic + Option C (2x)
E3	Basic + Option C (3x)
E4	Basic + Option C (4x)
E5	Basic + Option C (5x)
F1	Basic + Option A + Option C (1x)
F2	Basic + Option A + Option C (2x)
F3	Basic + Option A + Option C (3x)
F4	Basic + Option A + Option C (4x)
F5	Basic + Option A + Option C (5x)
G0	Basic + Option B(1x)
H0	Basic + Option B (1x) + Option A
I1	Basic + Option B (1x) + Option C (1x)
I2	Basic + Option B (1x) + Option C (2x)
I3	Basic + Option B (1x) + Option C (3x)
I4	Basic + Option B (1x) + Option C (4x)
I5	Basic + Option B (1x) + Option C (5x)
J1	Basic + Option B (1x) + Option A + Option C (1x)
J2	Basic + Option B (1x) + Option A + Option C (2x)
J3	Basic + Option B (1x) + Option A + Option C (3x)
J4	Basic + Option B (1x) + Option A + Option C (4x)
J5	Basic + Option B (1x) + Option A + Option C (5x)
K0	Basic + Option B (2x)
L0	Basic + Option B (2x) + Option A

- M1 Basic + Option B (2x) + Option C (1x)
M2 Basic + Option B (2x) + Option C (2x)
M3 Basic + Option B (2x) + Option C (3x)
M4 Basic + Option B (2x) + Option C (4x)
M5 Basic + Option B (2x) + Option C (5x)
- N1 Basic + Option B (2x) + Option A + Option C (1x)
N2 Basic + Option B (2x) + Option A + Option C (2x)
N3 Basic + Option B (2x) + Option A + Option C (3x)
N4 Basic + Option B (2x) + Option A + Option C (4x)
N5 Basic + Option B (2x) + Option A + Option C (5x)
- 90 Basic + Option B (3x)
- P0 Basic + Option B (3x) + Option A
- Q1 Basic + Option B (3x) + Option C (1x)
Q2 Basic + Option B (3x) + Option C (2x)
Q3 Basic + Option B (3x) + Option C (3x)
Q4 Basic + Option B (3x) + Option C (4x)
Q5 Basic + Option B (3x) + Option C (5x)
- R1 Basic + Option B (3x) + Option A + Option C (1x)
R2 Basic + Option B (3x) + Option A + Option C (2x)
R3 Basic + Option B (3x) + Option A + Option C (3x)
R4 Basic + Option B (3x) + Option A + Option C (4x)
R5 Basic + Option B (3x) + Option A + Option C (5x)
- S0 Basic + Option B (4x)
- T0 Basic + Option B (4x) + Option A
- U1 Basic + Option B (4x) + Option C (1x)
U2 Basic + Option B (4x) + Option C (2x)
U3 Basic + Option B (4x) + Option C (3x)
U4 Basic + Option B (4x) + Option C (4x)
U5 Basic + Option B (4x) + Option C (5x)
- V1 Basic + Option B (4x) + Option A + Option C (1x)
V2 Basic + Option B (4x) + Option A + Option C (2x)
V3 Basic + Option B (4x) + Option A + Option C (3x)
V4 Basic + Option B (4x) + Option A + Option C (4x)
V5 Basic + Option B (4x) + Option A + Option C (5x)
- W0 Basic + Option B (5x)
- X0 Basic + Option B (5x) + Option A

- Y1 Basic + Option B (5x) + Option C (1x)
- Y2 Basic + Option B (5x) + Option C (2x)
- Y3 Basic + Option B (5x) + Option C (3x)
- Y4 Basic + Option B (5x) + Option C (4x)
- Y5 Basic + Option B (5x) + Option C (5x)

- Z1 Basic + Option B (5x) + Option A + Option C (1x)
- Z2 Basic + Option B (5x) + Option A + Option C (2x)
- Z3 Basic + Option B (5x) + Option A + Option C (3x)
- Z4 Basic + Option B (5x) + Option A + Option C (4x)
- Z5 Basic + Option B (5x) + Option A + Option C (5x)