

(c) Liability Insurance: Upon execution of this Indenture, it shall, if such insurance is not already in force, procure and maintain, so long as any of the Bonds are outstanding, Public Liability Insurance with limits of not less than \$100,000 for one person and \$300,000 for more than one person involved in one accident to protect the Borrower from claims for bodily injury and/or death which may arise from the Borrower's operations, including any use or occupancy of its grounds, structures and vehicles, and including any non-owned vehicles operated for the benefit of the Borrower. The Borrower shall also maintain Vehicle Property Damage Insurance with limits of not less than \$10,000.

Each insurance policy under (a) above shall be acceptable to the Trustee and shall contain a clause making all losses payable to the Trustee as its interest may appear.

Section 6.12. Use and Occupancy Insurance: Immediately upon occupancy of any portion of the Project and so long thereafter as the funds and investments of the Bond and Interest Sinking Fund Account or the Collateral Account, if a Collateral Account is required pursuant to Part One hereof, are less than the maximum debt service reserve required by the provisions of Article V of Part One of the Trust Indenture, the Borrower shall procure and maintain Use and Occupancy Insurance on each building, the revenues of which are pledged to payment of the Bonds, in an amount sufficient to enable the Borrower to deposit in the Bond and Interest Sinking Fund Account, out of the proceeds of such insurance, an amount equal to the sum that would normally have been available for deposit in such Account from the revenues of the damaged building during the time the damaged building is non-revenue producing as a result of loss of use caused by the perils covered by Fire and Extended Coverage Insurance. Each such insurance policy shall be acceptable to the Trustee and shall contain a loss payable clause making any loss thereunder payable to the Trustee as its interest may appear.