



Telecommunications Equipment Purchase Program (TEPP)

What is TEPP?

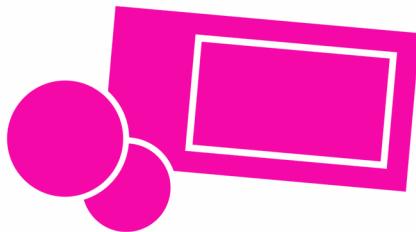
TEPP helps people with disabilities buy specialized equipment they need in order to use basic telephone services. TEPP helps cover the cost of: teletypewriters (TTY), amplified phones, amplified handsets and headsets, TTY with Braille or large visual display, voice carry over phones, hands-free speaker phones, and more!



Who is Eligible?

Wisconsin residents who have deafness, hearing impairment, speech impairment, mobility, or motion impairment and need special equipment to use the telephone in their home or while travelling.

Income, assets, and age are not considered when applying for TEPP.



How Much Does TEPP Save?

TEPP recipients are required to pay the first \$100, plus any costs above the amount of a TEPP voucher. The voucher amount is determined by the severity of an individual's disability.



Telecommunications Assistance Program (TAP)

What is TAP?

TAP assists individuals with paying the initial \$100 co-payment for TEPP--due to financial hardship and lower income.



Who is Eligible?

You must meet the household income guidelines in order to qualify for TAP.

To view TAP's Income Guidelines for 2018, visit: www.dhs.wisconsin.gov/odhh/tap-income-guidelines.pdf

How Do You Apply?

The TAP and TEPP applications are combined. To apply for TAP, you must fill out the household income section of the TEPP application and provide a hearing loss certificate.

You can apply online at: tepp.wipfli.com or print out an application from www.psc.wi.gov/PublishingImages/Pages/Programs/TEPP/teppApp.pdf and send it to:



WI USF Administrator, c/o Solix, Inc.
30 Lanidex Plaza West, Parsippany, NJ 07054
Or
Fax (844) 411-3864

After you apply, you will receive a voucher in the mail. This may take up to several weeks.

To use your voucher, take it to a TEPP vendor and purchase your equipment--similar to using a check. Be sure to use the voucher within 120 days or it will expire. For more information, visit: bit.ly/teptap