Notes for Annual Meeting 2022 for Up-date Reminder on Prescription Drugs and Special Authority post Covid

We know a few people are having difficulty in getting some medications approved, especially if "Special Authority' is required.

Your Executive has come to the conclusion that it is impossible to explain or answer all questions because most of us are just as confused as others and because, for example, the Formulary is always changing.

We have asked **Norm Kofler** to be our go-to-person as he has personal experience with issues <u>AND</u> he spent many years in MB handling Benefit Plans at the Divisional level. Norm is a Director and you can get his contact information on the call list of Directors on our website or call him at 250-954-5375. The first question Norm will ask is Are you in the Legacy Plan(you did not get a premium refund cheque after the court settlement or are you in the New Company Paid Plan (you did get a premium refund cheque.)

Norm noted the presentation by Pharmacists a couple of years ago is still accurate (except for medical plan premiums now paid by Government). That presentation is also on the website under Benefits and Pensions. (May 2017)

Norm has pointed out a few things that he has recently experienced:

- BC Pharmacare Formulary does change and when it does a refill, for example, would not be automatically covered if the medication is no longer on the formulary.
- During Covid the Testing Facilities, Life Labs we're going through an increased demand for testing and at the same time they had a shortage of employees (mainly due to Covid) so Pharmacare gave some temporary Special Authorities for medications which would not require regular testing where a similar medication which was in the Formulary did require regular testing. This has led to some confusion- why was I covered and now I'm not.

Norm's biggest recommendation is for you to establish a relationship not only with your Doctor (if you have one ??) but especially with your Pharmacist —they can be very helpful.