

# MOST POPULAR LENS ENHANCEMENTS FOR VSP SIGNATURE PLAN



All lens enhancements are covered after a copay, saving VSP® members an average of 40%.

VSP Signature Plan® Lens Enhancements	Single Vision*	Multifocal*
Solid Tints and Dyes (Pink I and II)	Covered	Covered
Solid Tints and Dyes (except Pink I and II)	\$13	\$13
High Luster Edge Polish	\$14	\$14
Plastic Gradient Dye	\$15	\$15
UV Protection	\$14	\$14
Scratch-resistant Coating	\$15	\$15
Polycarbonate Lenses—Adult	\$23	\$28
Polycarbonate Lenses—Children	Covered	Covered
Anti-reflective Coating	\$37	\$37
Photochromic Lenses	\$70	\$70
Standard Progressive	N/A	Covered
Premium Progressive	N/A	\$80 - \$90
Custom Progressive	N/A	\$120 - \$160

\*Prices shown reflect the standard plastic price for each respective category. Premium lens enhancement prices may vary. Prices are valid only through VSP Providers and are subject to change without notice. Prices effective April 1, 2020.

## Solid Tints and Dyes

Fashionable and reduce the amount of light coming through the lenses.

## High Luster Edge Polish

Edges can be polished to a high luster, resulting in clearer and shinier edges—plus, it makes lenses look thinner.

## Plastic Gradient Dyes

Usually dark at the top and gradually lighten toward the bottom of the lenses.

## UV Protection

Can block 98–100% of transmitted and reflected UVA and UVB rays.

## Scratch-resistant Coating

Applied to plastic lenses to increase their resistance to normal scratching and pitting.

## Polycarbonate Lenses

One of the thinnest, lightest, and most impact-resistant materials available—plus, they provide UV protection and scratch resistance.

## Anti-reflective Coating

Can reduce eyestrain caused by glare, reflections, blue light exposure from digital devices, and the “halos” you see around lights at night—plus, it helps protect lenses from scratches, smudges, dust, and water.

## Photochromic Lenses

Automatically darken when exposed to sunlight and lighten when out of sunlight.

## Progressive Lenses

Line-free lenses that gradually change power with distance.