



CANYONS EDUCATION ASSOCIATION DEATH BENEFIT FORM

Personal Information

Name _____

Social Security Number _____

Address _____
Number City ZIP Code

Signature _____ Date _____

Beneficiary Information

Primary Beneficiary

Name _____

Address _____
Number City ZIP Code

Telephone # _____

Secondary Beneficiary

Name _____

Address _____
Number City ZIP Code

Telephone # _____

CHANGES (CEA Office Only)

- Name Change (Applicant)
- Address Change (Applicant)
- Beneficiary Change
- Date
- Received

How the Death Benefit works:

1. If an enrolled member should die, every other enrolled member will be notified of the death.
2. Each enrolled member will be notified that \$4.00 will be deducted from the member's next paycheck or EFT/CC dues payment.
3. **The \$4.00 will only be deducted in the event of an enrolled member's death.**

Dear CEA Members,

Have you ever experienced the loss of a colleague? Have you wondered what you could do to be supportive of the family and express your sympathy over their loss? CEA has the Death Benefit Program, which provides the beneficiary with money from other CEA members to help with immediate expenses.

In the event an enrolled member passes away, the designated beneficiary receives a check in the amount of \$4.00 per enrolled member. CEA currently has 160 enrolled members, which would be \$640 to the family of the CEA member who passed away. Each enrolled member receives notification of another member's death, and then \$4.00 is deducted from the enrolled members' next paycheck or EFT/CC dues payment.

CEA pays this benefit immediately to the beneficiary, usually much earlier than a life insurance claim would be paid. The family can then use the money for whatever needs they have shortly following the death of the CEA member.

It is easy to join the CEA Death Benefit Program. Fill out the beneficiary information on the reverse side and return it to CEA through district mail. Thank you for participating in this valuable program.

Sincerely,

Krista Pippin
CEA President