

STATE CENTER UTILITIES DEPARTMENT

EASY-PAY

The convenient, easy way to pay your monthly Utility bill!

WHAT IS EASY-PAY?

With Easy-Pay, payment of your monthly Utility bill is automatically deducted from your bank account on the 15th of each month. Notice of the amount to be deducted will be sent by the 6th of the month.

WHAT ARE THE BENEFITS?

- Convenient and Easy
- Time Saving
- Accurate and Reliable
- No risk of penalty for late payment

HOW DOES IT WORK?

You will continue to receive your monthly bill as in the past. It will say *AUTO-DRAFT- DO NOT PAY* THIS AMOUNT WILL BE DEDUCTED ON THE FIFTEENTH OF EACH MONTH.

HOW DO I SIGN UP?

- Mail or bring this form to the State Center City Hall at 118 E Main Street or Call 483-2559
- Please INCLUDE A VOIDED CHECK FROM YOUR FINANCIAL INSTITUTION.

DON'T DELAY! SIGN UP TO ENJOY THE BENEFITS OF EASY-PAY TODAY!

State Center Utilities Department Easy-Pay Authorization Form

Company Name: CITY OF STATE CENTER

Company ID Number: 42-6005249

I (we) hereby authorize City of State Center, hereinafter called COMPANY, to initiate debit entries to my (our) Checking Account /Savings Account (select one) indicated below at the depository financial institution named below, hereafter called DEPOSITORY, and to debit the same to such account. I (we) acknowledge that the origination of ACH transactions to my (our) account must comply with the provision of U.S. law.

Depository Name _____ Branch _____

City _____ State _____ Zip _____

Routing Number _____ Account Number _____

This authorization is to remain in full force and effect until COMPANY has received written notification from me (or either of us) of its termination in such time and in such manner as to afford COMPANY and DEPOSITORY a reasonable opportunity to act on it.

Name(s) _____ ID Number _____

Date _____ Phone _____ Signature _____

NOTE: WRITTEN DEBIT AUTHORIZATIONS MUST PROVIDE THAT THE RECEIVER MAY REVOKE THE AUTHORIZATION ONLY BY NOTIFYING THE ORIGNATOR IN THE MANNER SPECIFIED IN THE AUTHORIZATION.