

Program: 2018 Summer High School Program – Putney Campus

From: Office Student Accounts

Re: Campus Card Account Application (Optional)

Last name	First name	Middle	(Chosen Name)	Email

## Landmark College Campus Card Account

The Campus Card Account (part of the student ID card) is a convenient way for students to purchase essentials such as school supplies, snacks, and personal items on campus.

The Landmark College Card Account can be used at the following locations:

- College Bookstore (books, snacks, clothing, hygiene items, room decorations and more)
- The Fireside Café
- Retail purchases in the Dining Hall (in addition to the regular meal plan)
- Campus vending machines

More funds can be added to the Campus Card Account balance at any time by using Quikpay online (http://quikpay.landmark.edu)

IMPORTANT: The Campus Card Account can only be used for purchases at on-campus and participating off-campus locations. It cannot be used in ATMs or laundry machines and students cannot use it to obtain cash advances.

Recommended starting balance: \$100 - \$200 to cover the cost of personal items, supplies and incidental purchases throughout the program.

## Add Funds to a Campus Card Account - Pay by Check

Complete the information below and return this form with a check (write "Campus Card" in memo field) to:

Landmark College	Student Name:	
Attn: A. Bingham		
19 River Rd South	Home Address:	
Putney, VT 05346	Home Phone:	

## Add Funds to a Campus Card Account - Pay by Credit Card or e-check

To add funds as a Guest Payer, you will need the student's date of birth and student ID number (on student's acceptance letter). Go to <a href="http://quikpay.landmark.edu">http://quikpay.landmark.edu</a> and follow the links for guest payer. If you add funds by credit card or e-check you don't need to return this form

## Unused Balance - End of Program

Remaining Campus Card Account balances of \$3 or more will be refunded after the end of the program. Students are responsible for all charges made to the Campus Card Account.