

## **Wake Forest Student Disbursement Form**

Student Information Section	
To be completed by the student or department	
Date:  Disbursement Delive applicable):	ery (if
Student Name:	,
Student ID# Address (for mailir Phone # (if picking	-
Type of Student Disbursement (choose one): Cash/Chec	ck Non-cash
<u>Department Information Section</u> To be completed by the department: <b>Please answer all questions completely</b> and return this form with any supporting documents to <b>Accounts Payable - University Corporate Center (UCC)</b>	
1. Is it a Restricted Fund/Account? (Check account number supplied at k	pottom of form)
☐ No ☐ Yes	
2. Is the student a citizen or a permanent resident of the United States?	
No, please attach the completed "Foreign National Information Fo	orm"
No Yes, please attach a copy of the "Internation for Internation for Internati	
4. Are services required? Services are defined as a student performing an activity that benefits Wake Forest University and results in a payment to the student of cash, benefits, tuition or other valuable items.	
☐ No ☐ Yes	
5. Is this a payment for educational costs required by a course that is recorded on the student's WFU transcript?	
No Yes, please complete questions A-E	
A. Please itemize additional/special course costs:	
B. What term will the student be registered for when the costs are incurred?	
C: What is the course(s) name(s) & number(s)?	
D. What school/program is the student enrolled in?	
E. Name of the financial aid award:	F: Requested Date of Disbursement:
<ol><li>Is this payment a result of a prize? A prize is defined as a payment to a student due to winning a competition that is not related to education or scholastic efforts.</li></ol>	
No Yes Name of competition/prize:	
7. If the answers to questions 4-6 have all been no, then please briefly explain the reason for the disbursement to the student:	
Signature of approver (REQUIRED):	Contact Phone if questions:
Printed name of approver:	Amount:
Budget Account Number	

Department

Account

Fund

(REQUIRED):

Activity