

## Funeral Benefit

Designation or Change of Beneficiary Form (see instructions below)

**The Funeral Benefit is provided at no cost to you. It is paid out to the beneficiary(ies) of eligible members.**

Social Security Number \_\_\_\_\_

Name of Member: \_\_\_\_\_  
Last First Middle

\_\_\_\_\_  
Name of Employer or Volunteer Fire Dept. Department Location

In accordance with the conditions of the Funeral Benefit as covered in Title 18, Chapter 6701A, Delaware Code, I hereby revoke any previous beneficiary designation and I hereby direct that any amount of benefit payable at my death be paid to the Beneficiary designation below, if living. If more than one beneficiary is designated, payment will be made in equal shares to such of the designated beneficiaries as survive me, unless otherwise provided.

\_\_\_\_\_  
Name of Beneficiary Date of Birth Relationship to Member

\_\_\_\_\_  
Address of Beneficiary

The right is reserved to revoke this designation and to designate new Beneficiaries at any time by filing a new designation or Change of Beneficiary Form.

\_\_\_\_\_  
Signature Date

### Designation or Change of Beneficiary Form Instructions

For your own protection, you should have a beneficiary form on file with the Volunteer Fire Company. Please complete the above and return it to your Supervisor/Personnel Department when you first become eligible under this plan. You should keep one copy of the form for your records. This form needs to be placed in your member file at the Volunteer Fire Company.

1. Do not erase or attempt to make any corrections; use a new form.
2. Show the full name of each beneficiary. Example: Mary Joe Doe, not Mary J. Doe nor Mrs. M.J. Doe.
3. If death occurs and a minor (a person not of legal age) is the beneficiary, it will be necessary to have a guardian or an administrator appointed before any death benefit can be paid. This means court expenses for the beneficiary and delay in the payment of the claim. Please take this into consideration when naming your beneficiary.