



UAS

AUXILIARY SERVICES INC.

PAYMENT REQUEST FORM

NOTE: - UAS requires submittal of receipts, invoices, and/or supporting documents when requesting for payment.

- Please allow 10-15 business days for payment requests to be processed for payment. New Payees must complete a Payee Data Record Form; remit form with supporting documents to uasap@calstatela.edu.
- A person may not be both a payee and authorized signer. In this case, the payment request must be approved by payee's supervisor.

[Click Here for Payee Data Record Form](#)

Payee Information:		Requested By:	
VENDOR/PAYEE:		Requester Name:	
STREET		Dept./Room No.:	
CITY	STATE	ZIP	Phone/ Ext.:
EMAIL		Date:	
SUPPLIER ID:		Email:	
IS THE PAYEE A CAL STATE LA EMPLOYEE? <input type="checkbox"/> Yes <input type="checkbox"/> No		IS THE PAYEE A UAS EMPLOYEE? <input type="checkbox"/> Yes <input type="checkbox"/> No	
		IS THE PAYEE A US CITIZEN? <input type="checkbox"/> Yes <input type="checkbox"/> No	

If this is a **Rush** request mark the box and indicated date needed

Date needed:

(Additional fee may apply)

UAS Use Only - Accounting Department Coding

SUPID:	Due Date:
Desc.	
Audited by:	
Remarks:	

Authorized Signatures

I certify that the expenses incurred are for bona fide business purposes, and the information provided is true and accurate. I certify that the expenditures benefit the educational mission of the CSU as defined by the respective statutes, Board of Trustees policies, campus policy, and UAS policy, and that all items are for official business and include no personal expense. I certify that the above payments, if made to a student, are NOT contingent upon teaching, research, or any other service performed by the student and that each recipient has been notified of the potential tax liability for any amount in excess of tuition/fees, books, supplies, and equipment for courses or instruction.

UAS Approval

Name of authorized signer (Type or Print)	Signature	Date	Approved by
Name of authorized signer (Type or Print)	Signature	Date	Date