APPLICATION FOR WORK-STUDY

Those assigned work at Faulkner University have demonstrated a need through application for financial aid. Job assignments are based upon the ability to do the work required. You are being considered for the work-study program. As you submit this application for work privileges, please keep in mind the following:

- 1. Work-study is not a grant or rebate. It is a **real job.** You will receive a paycheck.
- 2. When you accept a job assignment, you will be expected to do the work.
- 3. Students on work-study are employees of the university and are expected to abide by the regulations of the school.

Last	First			M.I.
Date of Birth	Sex: M_	F	Student ID #	
Cell Phone #		Home l	E-Mail	
Major				
Have you previously been em If possible, would you like to				
Do you have any physical limits If yes, describe:	itations? Ye	es No_		
Skills & interests (check all the computer experience copy machine/collating filing intramural activities library	n y p	naintenand earbook hotograph tudent cen	y	theater tutoring typing video
Are you willing to work off ca	impus?			
Signature of Applicant			 Date	

OFFICE.
Revised 10/24/16

STUDENT REGULATIONS

The following is a list of the regulations that apply to students employed in the work-study program at Faulkner. These regulations must be followed to continue work-study employment. Any violation of these regulations may result in termination from the work-study program.

- 1. You must establish work hours with your supervisor that is suitable for all concerned. Each month you and your supervisor must verify the time worked. Both of you are required to sign the time sheet. Your time sheet is due to your supervisor by the last working day of every month. Your supervisor will be required to turn in your timesheet to the Financial Aid Office.
- 2. Work-study is a part time job. You will be given an hour's pay for an hour's work. Fringe benefits such as sick leave, vacation pay, and holiday pay are not part of your compensation.
- 3. You and your supervisor are responsible for keeping up with the number of hours you are authorized to work. If you exceed your total award for a term, part of your other aid for the academic year may be cancelled.
- 4. Students who accept work-study jobs are expected to work the entire period of the assignment, to give regular, punctual, efficient, and cooperative performance on the job. Students should notify supervisors in advance when illness or unforeseen circumstances prevent attendance. Never just "fail to show", even if you are ill.
- 5. Your personal business is to be conducted during non-working hours. This is a **REAL JOB**. Friends should not visit you while you are at work. Dress appropriately for your job and according to the dress code policy in your personnel information. Always be neat and clean. You are expected to be business-like and polite in dealing with all students, faculty, and the public while at work.
- 6. Office computers are not to be used for the purpose of doing class assignments. Also, office telephones are not to be used for personal use.
- 7. If time sheets are not turned in by the designated time, the hours worked will not be processed until the next payroll period.
- 8. You will not be paid work-study funds for hours worked in excess of the maximum semester amount listed on your award letter or after the semester ends. Money awarded but not earned will be lost.
- 9. You must terminate your employment immediately upon withdrawal from school.
- 10. In accordance with Federal Regulation (45 CFR 175, 19B21A), the signature of the supervisor on the timesheet certifies the number of hours worked. The student must also sign the time sheet. Any student knowingly making false entries on a timesheet or obtaining a false signature of approval will be referred to the University Discipline Committee for appropriate action. Standard sanctions include removal of the right to receive work-study aid and restitution of funds received for time not worked.

Student's signature 10/24/16	Date	Financial Aid Advisor	Date