

How to Become a Conifer Newcomers and Neighbors Member

Membership Forms

CN&N Membership forms can be printed or downloaded from the Membership tab of the website. Forms will also be available at CN&N meetings.

It is important to match your Membership Form to the way you will be making your dues Payment.

- **Check and Cash Payments** require an accompanying PAPER Form printed from the website or obtained at a meeting. Paper forms & payments should be dropped at a meeting or mailed to:
CN&N
Attn:
Membership
PO Box 1027
Conifer, CO 80433
- **Electronic Payments** require an accompanying ELECTRONIC Form
 1. Download the Membership form from the CN&N website and saved on your device.
 2. Complete the downloaded form by filling in the preset boxes and save on your device.
 3. Email a copy of the completed form as an attachment to the Membership Chair at CNandN.Membership@gmail.com.
 4. Make your electronic payment.
Your form will not be processed until your electronic payment is received.
 5. The Membership Chair will notify you via email that your electronic payment has been received.

Payment Types

CN&N accepts the following types of payments.

- **Check-Made Payable to “CN&N” or “Conifer Newcomers and Neighbors”**
- **Cash**
- **Electronic using Zelle**
 - Zelle is a person-to-person (P2P) application available on **YOUR bank’s** mobile app or website. You can sign up for Zelle in a few easy steps and start paying **people you know** using their mobile phone or email address. Setting up Zelle and making payments is free and easy. Security is key and being on your own bank app or website gives many users a more secure feel. If possible, set up 2-step verification where a code is sent to your phone or email.
 - To make a payment using Zelle, first set up Zelle at your bank website or mobile app. Once set up, make a payment to Membership Chair, pay to email address CNandN.Membership@gmail.com. (Note: spell out “and” do not use ‘&’). Adding this email address to your personal contact list makes it easier.