



ATM Safety

The following prevention tips can help make the use of ATMs safer for everyone.

- Be aware of your surroundings and what is going on around you. Criminals tend to avoid people who have this type of demeanor.
- Follow your instincts. If you feel you are in danger, respond immediately. Remember that your safety is the priority.
- Avoid ATMs at the corner of a building. Corners create blind spots and can be an easy place for robbers to hide.
- Identify ATMs with natural surveillance and visibility of the surrounding area.
- Avoid ATM locations that are surrounded by shrubbery, landscaping, signs, decorative partitions or dividers.
- Select an ATM in a well-lit location and if possible, monitored by a security officer.
- Think out what you would do in different crime or personal security situations and have a game plan.

My Rewards Plus BCCU Debit Card

Your rewards, your way! You can now earn rewards on your BCCU debit card! With My Rewards Plus, you can easily earn debit card rewards on everyday purchases.

- Earn 1 point for every \$3 in signature transactions
- Earn 1 point for every \$6 in pin transactions
- TIP: Select "CREDIT" when you check out at the register to earn more points with your BCCU debit card
- Sign up online and easily check your points through BCCU Online Banking



Log into Your
Online Banking to >
See Your Points!



Apply to Skip-A-Pay TODAY! >

Summer Skip-A-Pay

Brighten your summer days with Skip-A-Pay! Skip your **JUNE** or **JULY** loan payment at BCCU. Contact us for additional details and review eligibility requirements below:

- 1. The loan has been opened at least six months
- 2. Your loan(s) with BCCU are current
- 3. The loan is scheduled for monthly or bi-weekly payments
- 4. The loan has no credit insurance claim pending
- 5. You are within your limit and current on your BCCU MasterCard
- 6. You do not have a legal or collection proceeding pending
- 7. There will be a \$25 processing fee PER LOAN skipped
- 8. Loans with any loan extensions DO NOT qualify