

# Sample Municipal Campaign Interface for All Other Municipal Offices (Mayor and First Selectman Campaigns – see CEO Candidate Sample Interface)

Please ensure that if you are selecting your residential address from the dropdown, the correct town and zip code are inputted. You can manually change them if they are not correct.

Updated 04/21

Use Your DonorID (optional)

**Name \***

**Residential Address**

**Employer (Please note: If self-employed, provide Name of Business. Examples: Dave's Painting, Retired, Unemployed, Student, Homemaker): \***


**Principal Occupation (Please note: If self-employed, provide Job Description. Examples: Painter, Retired, Unemployed, Student, Homemaker): \***

Are you 18 years of age or older? \*

Are you a lobbyist? \*

Are you the spouse or dependent child of a lobbyist? \*

**Card**



**Click to confirm these statements are true.**

I hereby certify and state that all of the information disclosed by me and set forth above on this contributor form is true and accurate to the best of my knowledge and belief.

I certify that I am either a United States citizen or a foreign national with permanent resident status in the United States.

I certify that I have provided my residential address.

I certify that this contribution is made on my personal debit or credit card for which I have a legal obligation to pay and intend to pay from my own personal funds, is not being reimbursed in any manner, is not being made as a loan, is not an otherwise prohibited contribution, and that payment on this card is not made from the funds of a corporation, labor organization or any other entity.

[Click here to read legal definitions](#)

By accessing this form you agree to the [Terms of Service and Privacy Policy](#).

<https://seec.ct.gov/Portal/data/forms/SampleForms/DefinitionsOfTermsMunicipalCandidates.pdf>

Yes  
No (\$30 maximum)

Be Sure to include ALL text

No  
Yes

No  
Yes

Paid for by [COMMITTEE NAME], [TREASURER NAME], Treasurer. Approved by [CANDIDATE NAME].