## STATE OF CALIFORNIA – DEPARTMENT OF INSURANCE

## POWER OF ATTORNEY FOR A FRATERNAL BENEFIT SOCIETY

CDI-078 (Rev. 12/2015)

Know All Men by These Presents:	
That existing under and by virtue of the laws of the State of in the City of , State of does hereby make, constitute and appoint State of California and his successors in office its true and or proceeding against said fraternal benefit society shall be lawful process against it which is served on said attorney society and that this appointment shall continue in force as society in the State of California.	, having its principal place of business has made, constituted and appointed, and the Insurance Commissioner of the lawful attorney upon whom all legal process in any action served, and said society does hereby agree that any hall be of the same legal effect as if served upon the said
IN WITNESS WHEREOF, The said a resolution duly adopted by its Board of and this day of	has caused this instrument to be executed in its and its corporate seal to be hereto affixed
	Ву
(SEAL)	(Attest)
A notary public or other officer completing this certificate the document to which this certificate is attached, and not State of	
County of)	
proved to me upon satisf instrument on behalf of the society mentioned in the forego	personally appeared the within named actory evidence to be the person who executed the within ping Power of Attorney and acknowledge to me that said
corporation executed the same pursuant to a resolution of to of said the day of 20	he Board of duly adopted on
the day of 20	
I certify under penalty of perjury under the laws of the Stat correct.	e of California that the foregoing paragraph is true and
Witness my hand and official seal.	
	(SEAL)

NOTE: All acknowledgements executed outside of the State of California shall be by an officer certifying to the acknowledgement is authorized by law so to do, that the officer's signature, and such acknowledgement is taken in accordance with the laws of the place where it is made. (Civil Code Section 1189).