

Culver Community School Corporation is pleased to introduce the implementation of an on-line payment service, called ***e-Funds for Schools***. This user-friendly service offers various options for parents/guardians who choose to make on-line payments for lunch and other purchases via a secure website.

How does *e-Funds for Schools* work?

- Parents/Guardians set up and maintain their own logins, passwords, and payment preferences. Your account information is retained in a password-protected file.
- Payments from a debit card, credit card or checking account may easily be set up.
 - A transaction convenience fee of 2.49 applies to all debit or credit card payments.
 - A transaction convenience fee of \$1.00 applies to all payments made from checking account. All convenience fees are retained by e~Funds for processing charges, not by Culver Community Schools.
 - There will be a Non-Sufficient Funds (NSF) charge (\$15.00) if the payment is "bad".
- Parents/Guardians may establish a reoccurring payment or may opt to make a one-time payment.
- The service currently offers the ability to pay for lunch purchases. In the future, the service may be expanded to include other fees as well (such as book fees, yearbook and field trip costs).
- *e-Funds for Schools* will help to eliminate last minute check writing hassles, improve efficiencies, and help cut costs for both you and the school district.
- On-line payments will help eliminate the worry that your child/children could lose or forget the money intended for school items or that it might be spent on non-school related items.
- Your payment history for the year is available with a click of the mouse.

For more information or to get started using e~Funds for Schools: go to the Culver Community School Corporation website (www.culver.k12.in.us) and click on the e~Funds for Schools link or contact a building Treasurer (Monterey Elementary – Vickie Conley, Culver Elementary – Karen Snyder, Culver Middle School – Joyce Hanselman, Culver High School – Jamye Baker).