

Important Share Savings Transfer Limits – Federal Regulation D

Regulation D is a federal regulation that places certain limits on the number of withdrawals or transfers a member can make from their savings (share 1 savings, deposit, Christmas club and vacation) account. Regulation D allows a combined total of six (6) withdrawals, overdraft protection transfers, electronic funds transfer/automatic withdrawals (EFT/ACH), internet banking and telephone banking per month.

Frequently Asked Questions:

Which Transactions count towards the limit?

Type of Transaction	Does it count towards limit of 6?
Electronic Debits/Withdrawals (ACH/EFT) from savings to a third party	Yes
Transfer from Savings to Checking account via Telephone Banking	Yes
Transfer from Savings to Checking account via Online Banking	Yes
Overdraft transfer from Savings to Checking	Yes
ATM Point of Sale withdrawals	Yes
Direct Deposit into Savings Account	No
ATM withdrawal or transfer	No
Transfer of funds from Savings for a GCU loan payment	No
Transfer of funds with a teller at GCU	No

What if my account has reached its Regulation D limit?

Transaction requests that count towards the Regulation D limit that try to clear your account once the limit has been met will be rejected/returned and you may be charged a fee.

What are my options once the Regulation D limit has been reached?

You can make withdrawals or transfer in person, by mail or at the ATM.

What happens if I have authorized a merchant to automatically withdraw payments from my savings account, do these count against my monthly limit?

Yes, these payments count against your limit of six. Once your limit has been reached the payment will be returned unpaid and you may be charged a fee.

Tips to help you avoid Regulation D Limits:

- ✓ Set up your automatic/pre-authorized payments out of your checking account, which is **not** subject to Regulation D
- ✓ Set up overdraft protection out of an Overdraft Line of Credit
- ✓ Use ATM's to transfer your money
- ✓ Plan ahead and make larger transfers instead of many small transfers