# **Money Transfer Apps**

What are they? Money transfer apps allow people to transfer money to one another.



## To link your It's MyCU account with another money transfer app:

### To transfer money with It's MyCU:

- If you have a checking account with It'sMyCU, you can transfer money without having to download a money transfer app.
- P2P (Person to Person Transfer): Send money to another person with only their phone number or email address by selecting Bill Pay in your online banking and "I want to pay a person."
- A2A (Account to Account): If you have an account at another institution, you can send money back and forth by selecting Bill Pay in online banking and "I want to transfer between accounts."
- 1. Download or open your preferred money transfer app
- 2. In the profile or account settings section, find the linked accounts or payment methods
- 3. Click to add/link a bank account number or debit card number
- 4. If you are using your bank account information, the app may use a service called Plaid, which links your account and the money transfer app with the use of your online banking credentials.
  - a. It'sMyCU is currently not compatible with this service so you will need to manually add your account and routing number.
    - i. Tip: You may need to exit out of the plaid integration before you are presented with the option to manually add your account information.

#### Tips:

- Know who you're sending money to before completing a transfer.
- Don't share your account information with anyone.
- Debit cards are considered a safer option because the debit card can be closed and "disconnected" from your bank account.
- Please allow 2-3 business days for these transfers to process, even when paying for instant transfers.
  The time frame may be quicker when using a debit card, however, it will depend on the receiving institution.

#### **Resources:**

- Questions regarding P2P & A2A: contact It'sMyCU at (309)-451-8400
- Questions regarding other money transfer apps: contact their customer service for assistance

