CBTF now accepts eTransfer Payments

December 11, 2013 - Effective immedately, for select transactions the Canadian Baton Twirling Federation will now accept eTransfer payments from clubs and/or provinces. This option is not necessarily available to all, but for those that are able to use it, it's a preferred form of payment. For the various transactions, please see below.

Items purchased from the CBTF Store on the CBTF.CA website still need to be paid using PayPal.

Sanctions can be paid by eTransfer or cheque (clubs and provincial boards). If you wish to pay for a sanction via an eTransfer, submit the sanction request to your Provincial Sanction Officer as normal and send the eTransfer payment to treasurer@cbtf [dot] ca. The CBTF Treasurer will confirm with the Provincial and National Sanction Officers that payment has been received.

Memberships can be paid by eTransfer or cheque (this option is available to provinces and Direct Members only). Provinces that wish to pay for a membership batch via an eTransfer should remit the provincial membership package to CBTF as normal and send the eTransfer payment to treasurer@cbtf [dot] ca. The CBTF Treasurer will confirm with CBTF Membership that payment has been received.

Other amounts owing to CBTF can (in most cases) be paid by eTransfer or by cheque. If you wish to send CBTF an eTransfer payment for something other than those items noted above, please contact the CBTF Treasurer in advance to confirm that eTransfer is an acceptable payment method. After you receive approval, send the eTransfer payment to treasurer@cbtf [dot] ca. The CBTF Treasurer will contact you if there are any questions regarding the payment.

All eTransfers require a security question and answer. Please make it something that our CBTF Treasurer will be able to figure out!

Questions should be sent to Michelle Bretherick, CBTF Treasurer, at treasurer@cbtf [dot] ca.

By Admin at Wed, 12/11/2013 - 16:50

Source URL:https://www.cbtf.ca/article/cbtf-now-accepts-etransfer-payments#comment-0