



Do your customers want real-time payments?

Ripple: The open protocol for real-time, global payments



Global Payments for the Internet Era

Highlights

- The world is moving toward real-time payments
- Ripple offers real-time global payments to financial institutions for free

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Global trend toward faster, cheaper payments

Real-time interbank payments are becoming the norm. Customers increasingly expect faster and more reliable payments for a lower price. The trend is clear:

- **2004:** Mexico payments migrate from SICAM (batch) to SPEI (real-time). SPEI payment volume is 3x SICAM;
- **2008:** UK payments migrate from BACS (batch) to FPS (real-time). FPS payment volume is 4x BACS;
- **2008:** European Union starts rollout of SEPA.

What are the problems with today's payment networks?

Current payment networks use outdated technologies and can depend on many parties to complete a payment:

- **Speed:** Payments can take days to settle; errors can take weeks to resolve;
- **Cost:** Supporting multiple currencies requires significant working capital and exposure to FX risk;
- **Maintenance:** Payment networks can be expensive to integrate and maintain.

What is Ripple's solution?

Ripple is an internet protocol that supports a decentralized network for free, instant, interbank payments in any currency:

- **Speed:** 5-second settlement;
- **Cost:** Free to use;
- **Maintenance:** One integration.

Ripple provides in-stream FX:

- **Least-cost:** Traders compete for FX transactions. FIs automatically receive best rate;
- **Minimize working capital costs:** FIs are not required to provide liquidity.

Who should use Ripple, and how?

Financial institutions can use Ripple for:

- **Domestic and international inter-bank payments:** A-Bank to B-Bank;
- **Domestic and international intra-bank payments:** A-Bank USA to A-Bank UK.