

Accessing online Redraw as a WCU Customer

1. Complete the Online Redraw Registration form. Once it's been approved by WCU staff the online redraw function can be accessed via internet banking.
2. Login and then click on the Account number for the Loan account that online redraw has been registered for.

Account	Name	Current	Available
[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]
[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]
[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]
[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]
[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]
[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]
[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]
[REDACTED]	[REDACTED]	[REDACTED]	[REDACTED]
11223344	[REDACTED]	[REDACTED]	[REDACTED]

[View Account Detail and Transaction History](#)

3. Click on the blue dollar amount labelled 'Available for Redraw'

Account Summary			
Account Details	Current Balance	In Advance	Available Funds
Account Number	Remaining Term	Available for Redraw	Current Balance
Account Name	Interest		\$ In Advance
Last Transaction	Repayment		\$4,300.27 Available for Redraw
	Next Repayment Due		Redraw Funds 1.00 minimum Transaction Amount

4. This will load the normal Transfer Money screen in internet banking with the Loan Account selected as the source of funds.


Transfer Money


Transfer From

 \$4300.27 available

Transfer To (Financial Account, Phone Number, Email Address, ABN, Organisation ID)

Enter Financial Account, Phone Number, Email Address, ABN, Organisation ID

 **New Personal Payee**
Add Financial Account, Phone Number, Email Address, ABN, Organisation ID

 **Existing Personal Payee**
Select from a list of existing personal payees

5. Fund can be transferred into the WCU Customer's own savings accounts – or externally –NB: External transfers are subject to normal internet banking transfer limits – for example \$5,000 per day for a standard limit

If you have any questions or are experiencing difficulty, please call 1300 72 44 33 or visit your local branch.