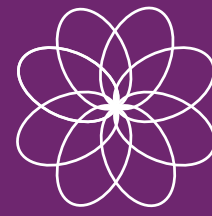


Designated Funds: Ensure Ongoing Support



Stanislaus
Community
Foundation

WHAT IS A DESIGNATED FUND?

Designated Funds target a specific nonprofit or multiple organizations. Donors identify one or more organizations in Stanislaus County or beyond to benefit from the fund. Donors can also specify specific programs or initiatives to be supported at each designated nonprofit. Stanislaus Community Foundation manages the ongoing distributions through your named fund. With a Designated Fund, donors create an enduring source of support for organizations and programs they care about while bypassing a nonprofits' inability to sometimes accept large and complex gifts.



ADVANTAGES TO A DESIGNATED FUND

Efficient. Stanislaus Community Foundation takes care of administrative tasks, including the ongoing distributions.

Flexible. You can add to the fund at any time and receive full tax benefits. Our team can work closely with your financial advisor or attorney to help facilitate gifts of many types of assets, including stocks and real property, now or in your estate plans.

Fast. Designated Funds can be set up in a matter of hours.

Personal. You name the fund in your name or in the name of the nonprofits or programs you choose.

Prudent. Your fund will be invested as part of Stanislaus Community Foundation's larger investment portfolio, with potentially can increase the size of the gift and extend the grants over a longer period.

Key Facts

- Minimum gift to establish a Designated Fund is \$10,000.
- You receive the maximum tax benefit when your contribution to the Designated Fund is made.
- There is no fee to establish the Fund, and the normal administrative fee is inclusive of investment oversight and granting making support.
- Choose the timing of the grants and amount while Stanislaus Community Foundation manages the disbursement.



These funds are ideal for estate gifts, allowing donors to impact programs and organizations long after their lifetimes, creating a personal legacy of giving.