



# **Instant Payments**

10th Conference on Payments and Securities Settlement Systems, Ohrid, 5-7 July 2017 Richard Derksen, Amsterdam

DeNederlandscheBank

**EUROSYSTEEM** 







## Agenda



- Instant Payments
- Instant settlement vs Instant clearing
- Euro system TIPS Project
- Dutch IP Project



## Instant Payments

### Definition 1/2

# Instant payments, or fast payments, are payments in which

- the transmission of the payment message and
- the availability of the "final" funds to the payee occur in (near) real time
- on a 24 hour/7 days basis.



# Instant Payments Definition 2/2

## Differences from today:

- Moment of availability of the "final" funds
- Available on a 24 hour/7 days basis

- >>instant settlement
- >>deferred (net) settlement











## **Instant Payments**

### IP initiatives around the world



### Western Europe

- Sweden
- United Kingdom
- Finland
- Denmark
- Norway
- Ireland
- italy

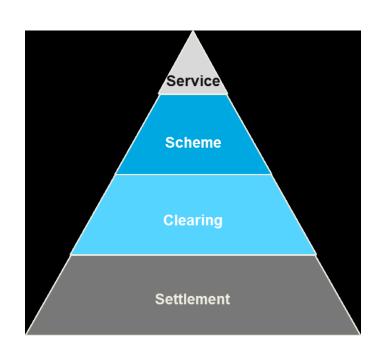
#### Asia Pacific

- India
- Japan
- Indonesia
- Singapore
- S-Korea
- Taiwan
- Australia
- Hongkong

#### Middle-East

- Turkey
- Saudi Arabia

# Instant Payments EU status



- 1. Scheme layer: develop SCT Inst
- 2. Clearing layer: interoperability
- 3. Settlement layer: risk mitigation

## Agenda

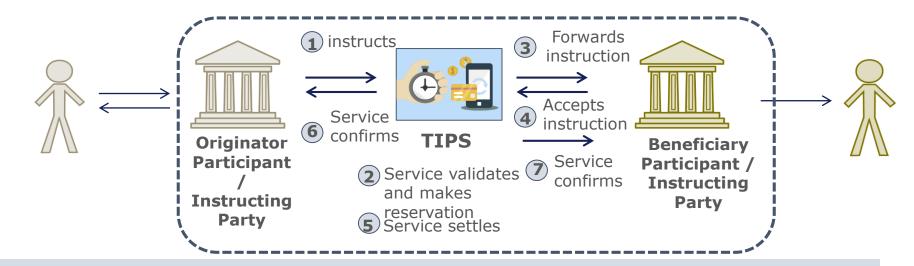


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## (TARGET) Instant (Payment) Settlement

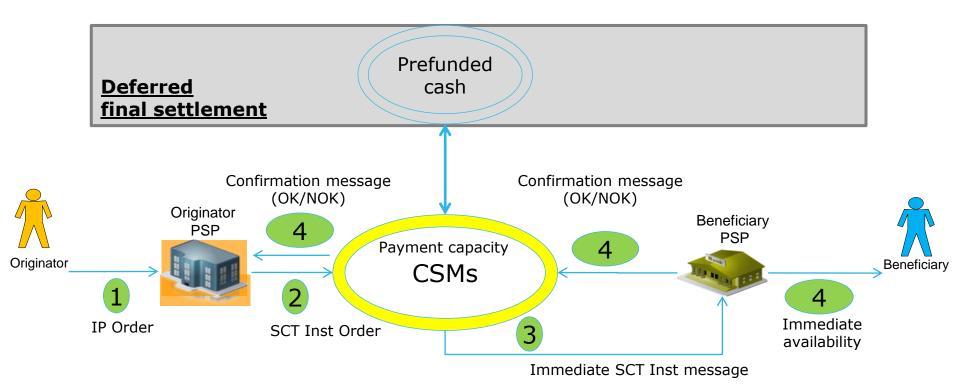
### **Process flow**



- 1. TIPS receives an instant payments instruction
- 2. TIPS validates and reserves the amount (conditional settlement)
- 3. TIPS forwards the instruction for acceptance to the beneficiary participant or the party acting on its behalf
- 4. TIPS receives a positive confirmation
- 5. TIPS settles the payment
- 6. TIPS confirms the settlement to originator participant or the party acting on its behalf
- 7. TIPS confirms the settlement to beneficiary participant or the party acting on its behalf

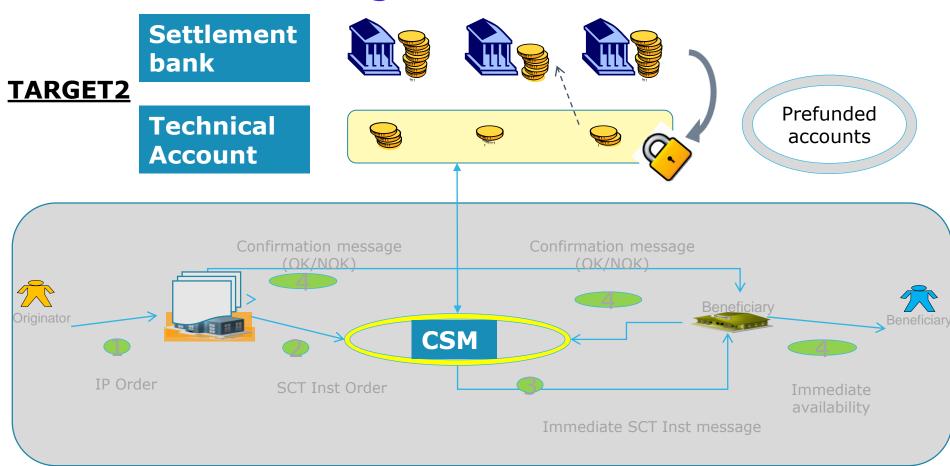
## Instant Payments via clearing

### **Process Flow**

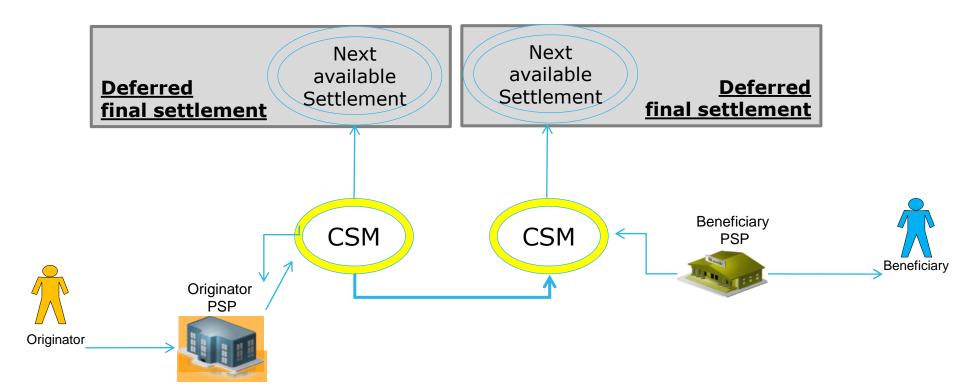


## Instant Payments: instant clearing

Process Flow using ASI6 - RT



# Instant Payments Multiple CSMs



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### **TARGET Instant Payment Settlement**

- Decision of the Governing Council 22 June 2017
- TARGET2 will have to be upgraded in order to properly interact with TIPS from November 2018 onwards
- Several areas of TARGET2 would be affected:
  - Liquidity transfers between TARGET2 and TIPS
  - End of day procedure alignment between TARGET2 and TIPS
  - Reserve Management (RM) Module
  - ICM screens
- The go-live of TIPS will not affect the operating times of TARGET2, which remain unchanged



## **TARGET Instant Payment Settlement**

SCT Inst-scheme compliant settlement services for participants to allow the transfer of funds instantly from an originator to the beneficiary

- ✓ Routing services to forward the SCT Inst instructions from originator participant to the beneficiary participant
- ✓ Instant settlement of the SCT Inst instructions accepted by the beneficiary participant
- ✓ Immediate transmission of status messages after settlement
- ✓ Liquidity transfers between RTGS systems and TIPS using camt.050 messages

## **TARGET Instant Payment Settlement**

### Principles: foundation of the service



Same participation criteria as TARGET2



Instant payments settlement in Central Bank Money





Operated on a **full cost-recovery** basis



Supports participants to comply with **SCT**Inst scheme



Multi-currency technical capability

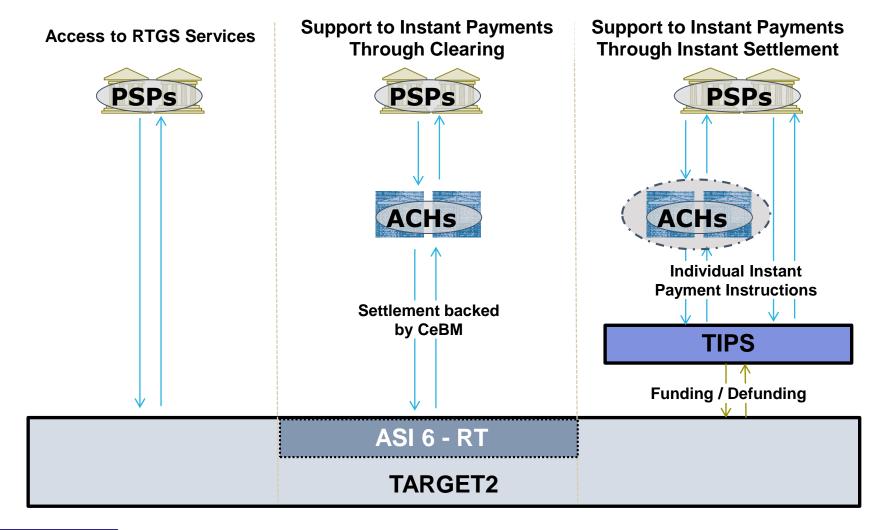
## **Additional principles**

- Technical solution for providing instant payments settlement services
- ✓ Offers final and irrevocable settlement
- ✓ Participation in TIPS not mandatory
- ✓ To be developed and operated by Eurosystem assuming full ownership
- ✓ Lean, harmonised and standardised pan-European service





## Co-existence of payment services



## Agenda

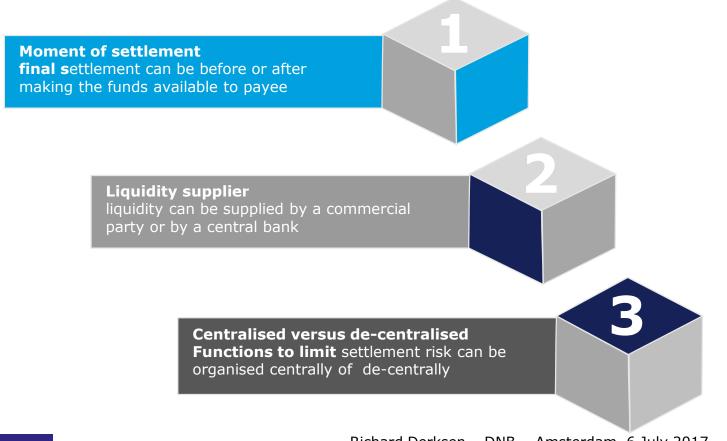


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#### Instant Payments Dutch project

Building blocks to choose a settlement model



# Instant Payments Dutch project

Criterion	Description
National ambition	<ul> <li>The Dutch banking community formulated the following ambitions: (1) availability of funds within 5 seconds; (2) all year7 days a week availability and (3) implementation within four years (so no later than 2019).</li> </ul>
SEPA standards	<ul> <li>The model must be able to process all (chosen) products via SEPA standards, fitting within the standards as described in the SEPA Rulebooks.</li> </ul>
Safe, reliable, future proof	The model must be safe and reliable. Moreover, it must be secured that the model can even be used after 2019, e.g. scalable to specific volumes.
Level playing field	<ul> <li>Every entity, fulfilling separately to be determined access criteria,, must be able to settle with comparable accessibility via this model.</li> </ul>
European connection	The settlement model must be able to connect to or replaceable by a model that will be developed on a European level in due course.
Multiple clearing processors possible	The solution must be able to work with multiple clearing processors.
Development and running costs (including liquidity costs)	<ul> <li>As far as possible a quantitative estimation of costs for development and exploitation of the model. Specific attention for any costs related to the provision of liquidity.</li> </ul>
Settlement risk	<ul> <li>A qualitative estimation of any settlement risk present (credit and/or liquidity risk) including the possibilities to mitigate or even eliminating those risks.</li> </ul>

# Instant Payments Dutch project

	Instant settlement	Deferred settlement				
	A system which could only be built by DNB	A system which can be built and/or supported by several parties				
	A system should fulfil specific conditions: e.g. PFMI Principle 9; ECB Oversight Regulation (designated system)					
7	No credit risk with instant settlement	There is a credit risk, because the beneficiary PSP makes funds available to the beneficiary before final settlement				
		As a leading principle for participating PSPs, credit risk for the beneficiary PSP should be fully mitigated by collateral or cash				
		Collateral has an opportunity cost, as a PSP can only use its collateral for one goal				
	During the processing of a payment transactions, the system should check the underlying limit. Reaching the limit will cause the payments to stop (liquidity risk). For both kinds of settlement a buffer is necessary: a higher settlement frequency will have a positive effect on the amount to be reserved for this buffer.					
There is an impact on the use of liquidity because of gross settlement of the payment transactions.		There is an impact on the use of liquidity because of the necessary buffer on top of the expected position to be settled.				

## Instant Payments Dutch project



- representation of stakeholders
- Combined effort to determine requirements
- Determine feasible ambition(s)

#### **Building phase**

- Determine and build adaptations in complete payment processing chain
  - Determine CSM
- Ensure compatibility with European developments

## Infrastructure complete

- Basic infrastructure complete payment processing chain
- New and existing products/services can make use of this basic infrastructure

Timing

Development		Detailing	Build				Pilot	Start	
	H2 2015	H1 2016	H2 2016	H1 2017	H2 2017	H1 2018	H2 2018	H1 2019	



## Thanks for your attention







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