

10 things you ought to know about GPC VISA

1. GPC Visa is the first choice for UK Government and UK public sector organisations. OGC awarded the contract to Visa and a consortium of its member banks following a fully EU compliant tender process. It provides tailored public sector payment and data delivery systems that provide proven savings in time, money and paperwork.
2. GPC Visa is an established and proven solution which has been selected and endorsed by the UK Government and market tested on two occasions by them.
3. GPC Visa empowers end users with full accountability through the use of appropriate levels of control. Accountability is key with management information reports that produce a clear audit trail identifying how much was spent, the date of the transaction, the name of the supplier and who has made each purchase.
4. Every card and programme can be fully bespoke to be used with an existing system. It does not have to be a physical card but can also be a virtual card embedded as an account number.
5. Management Information can be delivered in a variety of ways including the Internet. It can be tailored to suit the requirements of each individual organisation.
6. Seven banks offer a GPC Visa solution, promoting choice and competition and providing a range of alternative functionality. All have to adhere to a set of KPIs which are regularly monitored by OGCbuying.solutions.
7. GPC Visa can be used with all suppliers that accept Visa payments. Suppliers can benefit from guaranteed payment within 4 working days and reduced invoice queries.
8. An unrivalled number of enabled suppliers across the UK are also able to accept GPC Visa transactions that can then generate VAT-accredited evidence reports.
9. GPC Visa plays an important role in helping organisations migrate to e-government, including the National e-Procurement Project (NePP) and the 2005 e-government target.
10. The GPC Visa contract provides for both procurement and travel & subsistence cards, responding to the needs of the public sector community.