

Important Notes This document is provided for the purpose of information only and should not be construed in any way as giving investment advice. Past performance is not necessarily a guide to future performance, as the value of the units may go up or down and any return is not guaranteed. The price of the units can be monitored on our website at www.bandce.co.uk/resources/daily-unit-prices

Fund Aim/Objective

The B&CE Cash Fund aims to match the medium return of similar cash funds as measured by the CAPS Pooled Pension Fund Update without incurring excessive risk.

The fund is low risk and invests in a well-diversified range of high quality bank and building society deposits.

A member reaching their chosen retirement date would normally use the B&CE Cash Fund.

Fund Manager

Contributions are currently invested on behalf of the Trustee by **Legal & General Investment Management (LGIM)** in the LGIM Cash Fund.

Annual Management Charge (AMC)

The People's Pension is provided for a standard, flat 0.5% AMC. This covers all services and investment costs and contains no hidden elements.

Fund Performance (% growth rate)

	3 months to 30 Sep 2015	1 Year to 30 Sep 2015	1 Year to 30 Sep 2014	From inception to 30 Sep 2015*
Fund	-0.01	-0.05	-0.04	-0.2

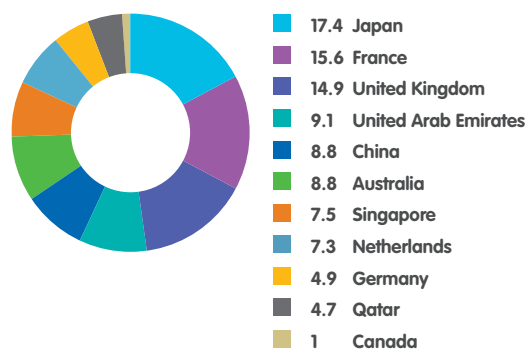
The above fund performance figures are provided after deduction of charges (based on AMC of 0.5%).

* Monies from The People's Pension were first invested in this Fund from 13 November 2012.

Fund Facts

Fund Launch Date	October 2012
Fund Size (£m)	5.4
Fund Type	Unit linked life insurance
Pricing Basis	Single price
Valuation and Dealing Frequency	Each working day (excludes weekends and UK bank holidays)
Base Currency	GBP
Domicile	United Kingdom

Asset Allocation (%)



Top Ten Counterparty Exposures (%)

National Bank of Abu Dhabi	9.1
SMBC Europe Ltd	9.0
BRED Banque Populaire	9.0
Bank of China Ltd	8.8
ANZ Banking Group Ltd	8.8
Bank of Tokyo Mitsubishi UFJ	8.4
United Overseas Bank	7.5
Credit Agricole AIB	6.6
ING Bank Domestic	6.3
Lloyds	5.9
TOTAL	79.5*

* Rounding