



Optimize your travel booking payment process

Travel and loyalty companies rely on ACH and paper-based processes to pay suppliers for travel bookings. While dependable and familiar, these traditional methods don't provide the advanced controls and transaction detail you need to efficiently manage your complex payables process.

Now you can optimize travel booking payments with virtual payment accounts from U.S. Bank. Virtual payment allows you to pay suppliers electronically via single-use accounts. Highly-secure and widely accepted, this payment method gives you complete control over amounts and timing while vastly simplifying the reconciliation process.

Benefits

- Automate payment, reconciliation and reporting
- Improve working capital
- Streamline auditing
- Gain revenue-share opportunity

Fast, accurate reconciliation

This real-time payment solution issues a unique, single-use account number for each payment. Travel-specific data elements such as booking numbers are included with each account number, ensuring accurate, timely payments that are automatically reconciled.

Seamless integration

A simple, seamless interface connects to your existing internal systems through an API. As a result, your organization can begin using virtual payment accounts without additional software, hardware or time-intensive staff training.

Secure
payment

Simplify
Reconciliation

Gain Revenue
Share



U.S. Bank –
a payments
industry leader

We're one of the largest bankcard issuers of corporate cards in the U.S., a leader in the global travel payments industry, and recognized by FORTUNE magazine as the 2019 World's Most Admired Superregional Bank for the ninth consecutive year.

U.S. Bank was named one of the World's Most Ethical Companies® for the fifth consecutive year. - Ethisphere Institute, 2019

U.S. Bancorp Business Scope — Diversified Business and Markets



Redefining payments for today's business

For more information, please contact us at 866.274.5898 or intouchwithus@usbank.com.

usbpayment.com | usbankcanada.com

