

Anti-Money Laundering Policy



Definition of Anti-Money Laundering

Anti-Money Laundering (AML) policy is a combination of measures used by a financial institution to stop the reintroduction of the proceeds of illegal activities. The implementation of such rules is mandatory and overseen by regulatory authorities.

HW AML policy

JAROCEL PTY LTD (hereinafter called the "Company") operating under the name HW is authorised by the FSCA (Financial Sector Conduct Authority) under Licence Number: 52108, having its registered 3 Flamingo Crescent, Beacon Bay, East London, 5241, South Africa.

The Company abides by all applicable laws and regulations for the purpose of prevention of use of financial system for money laundering and terrorist financing. To prevent money laundering, organisations performing operations with money or other property are obligated to comply with anti-money laundering laws, verify the identity of clients, and assist government agencies and financial organisations working to combat money laundering. HW does everything required to ensure compliance with laws against money laundering and financing terrorism.

In accordance with all regulatory requirements, HW has its own KYC & AML department where expert managers get continuous training in order to observe and report any suspicious transaction to the authorities.

The Company is not allowing:

- Opening of anonymous accounts;
- Opening accounts for those who have criminal records.

The Company shall verify proof of identification for its clients before accepting them as clients.

Withdrawals must be processed via the same payment system, same account, and same currency that were used to deposit the funds. If a trading account uses multiple payment systems or multiple wallets, the funds must be withdrawn in proportion to the amounts deposited.

All Clients are required to comply with Company's AML policy. By confirming the account registration, the Client unconditionally agrees to comply with all requirements of the Company's AML policy.

