



1 BRIEF OVERVIEW

- A. RNL's CAMPUSCALL® is a proprietary, Internet-accessible phonathon software designed to support an organization's telephone fundraising program, as well as associated user interfaces and related technology.
- B. RNL's Giving Day is a proprietary, white-labeled software that allows Client to showcase institutional initiatives under a custom-branded thematic framework. Giving Day Module provides an administrative interface to manage Client projects and analytics packages to yield insights on Client projects, as well as associated user interfaces and related technology, including installation, testing, and support. Giving Day will integrate via a mutually approved payment processor with access to donor data provided directly from the administrator interface.
- C. RNL's Crowdfunding is a proprietary, white-labeled software that allows Client to showcase institutional initiatives through a custom-branded website. Crowdfunding allows Client constituents to follow, share, and donate to Client projects. Crowdfunding provides an administration interface to manage Client projects and analytics packages to yield insights on Client projects, as well as associated user interfaces and related technology.
- D. RNL's AL: Conversational AI for Fundraising is an online chatbot that can be trained to have specific conversations related to Client's fundraising program.
- E. RNL's AL: Conversational AI for ScaleFunder is an online chatbot that can be trained to have specific conversations related to Client's Giving Day and/or Crowdfunding programs.

2 CAMPUSCALL SERVICES

- A. During the Term, Client may have access to CAMPUSCALL in quantities to be determined by RNL in conjunction with the Client, pursuant to an executed RNL Synergy SOW ("**Services**"):
 - i. Access to CAMPUSCALL at ___ calling stations (referred to as the Named Users) for ___ months.
 - ii. Commercially reasonable level of assistance with and guidance on the following to support Client's use of CAMPUSCALL:
 - a. Loading data;
 - b. Creating segments and calling pools;
 - c. Creating email responses; and
 - d. Performing system backups.
 - iii. Online Giving Integration (OGI) to transfer from the CAMPUSCALL operation of a Named User to a separate and distinct online giving page which has been secured and provided by Client for Named Users to conduct real-time credit card transactions.

- iv. Access to HEP's Matching Gift database to provide employer matching gift information so long as it is available to RNL, at RNL's discretion.
- v. 24 hours/day, 7 days/week helpdesk support for questions about CAMPUSCALL and its use.
- vi. Reports as made available by RNL in CAMPUSCALL.
- vii. Online administrator training modules.

3 GIVING DAY SERVICES

- A. During the Term, Client may have access to Giving Day in quantities to be determined by RNL in conjunction with the Client, pursuant to an executed RNL Synergy SOW ("**Services**");
 - i. A license to the Giving Day Module for ___ months to run ___ Giving Day event(s) for up to forty-eight (48) hours each.
 - ii. ___ Named Users.
 - iii. Client-branded skin.
 - a. RNL will produce a branded graphical user interface according to the constraints defined by the nature of RNL's Software and Client brand guidelines.
 - b. Client shall provide initial set of inputs reasonably requested by RNL (primary, secondary, tertiary colors).
 - c. Client will have up to three (3) iterations to make changes that are feasible within the parameters of the Software and Documentation.
 - d. Each iteration must be approved or rejected by the Client within three (3) business days.
 - e. Client will have final approval of the skin to be incorporated into the user interface. Such approval shall be timely and not be unreasonably withheld.
 - iv. Integration with Client's payment system.
 - a. RNL will provide up to ten (10) hours of engineering and testing services to integrate with a payment service or payment processing provider approved by RNL.
 - v. Use of the Software by three (3) roles in the following quantities: Administrator (up to ___ Named Users), Project Collaborators (all Named Users), and Ambassadors (all Named Users).
 - vi. Those materials determined by RNL as necessary to adequately describe the use and operation of the Software, in either hard copy or electronic form as selected by Client.
 - vii. Giving Day Support:
 - a. Three (3) hour workshop, online via WebEx **OR** one (1) day onsite workshop (**requires additional fees**). The workshop will include information regarding roles in executing a Giving Day event, use of online ambassadors, and establishing and developing a Giving Day theme.
 - b. One (1) hour technical training.
 - c. Two (2) hour mock event.
 - d. One (1) hour data analysis.

- e. **OPTIONAL (requires additional fees)** - Dedicated onsite support on the Giving Day.
- viii. At Client's request, an initial one (1) hour, online training session to instruct Named Users regarding the basic access and use of the Software.

4 CROWDFUNDING SERVICES

- A. During the Term, Client may have access to Crowdfunding in quantities to be determined by RNL in conjunction with the Client, pursuant to an executed RNL Synergy SOW ("**Services**"):
 - i. ___ Named Users.
 - ii. Up to ___ Groups.
 - a. "**Group**" means a sub-landing page within the primary platform page to allow Client to have separate crowdfunding campaigns for different Client initiatives. Each Group has the ability to customize the URL, as well as add specific branding for that particular crowdfunding campaign.
 - iii. Client-branded skin for primary platform page
 - a. RNL will produce a branded graphical user interface according to the constraints defined by the nature of RNL's Software and Client brand guidelines.
 - b. Client shall provide initial set of inputs reasonably requested by RNL (primary, secondary, tertiary colors).
 - c. Client will have up to three (3) iterations to make changes that are feasible inside of the parameters of the Software and Documentation.
 - d. Each iteration must be approved or rejected by the Client within three (3) business days.
 - e. Client will have final approval of the skin to be incorporated into the user interface. Such approval shall be timely and not be unreasonably withheld.
 - iv. Integration with Client's payment system.
 - a. RNL will provide up to ten (10) hours of engineering and testing services to integrate with a payment service or payment processing provider approved by RNL.
 - v. Use of the Software by an unlimited number of Project Collaborators. A "**Project Collaborator**" means the creator of individual campaign materials which are provided to Named Users through limited access to the Software.
 - vi. Those materials determined by RNL as necessary to adequately describe the use and operation of the Software, in either hard copy or electronic form as selected by Client.
 - vii. At Client's request, a one (1) hour, online training session to instruct Named Users regarding the basic access and use of the Software.
 - viii. At Client's request, an online strategy session on best practices and campaign requirements with initial Project Collaborators.

5 AL: CONVERSATIONAL AI FOR FUNDRAISING

- A. During the Term, RNL will provide AL: Conversational AI for Fundraising in quantities to be determined by RNL in conjunction with the Client, pursuant to an executed RNL Synergy SOW ("**Services**"):

- i. RNL will train chatbot for one (1) topic of conversation of Client's choosing;
- ii. RNL will provide up to three (3) hours of initial training via webinar to include chatbot set-up, conversations, broadcasts, and conversation management post-launch;
- iii. Client may utilize and train chatbot for use on Client's website; and
- iv. Client may utilize chatbot to send broadcast messages to chatbot subscribers.

6 AL: CONVERSATIONAL AI FOR SCALEFUNDER

- A. During the Term, RNL will provide AL: Conversational AI for ScaleFunder in quantities to be determined by RNL in conjunction with the Client, pursuant to an executed RNL Synergy SOW ("**Services**"):
 - i. If applicable, RNL will set up chatbot on Client's Giving Day page and train chatbot for one (1) Giving Day conversation;
 - ii. If applicable, RNL will set up chatbot on Client's Crowdfunding page and train chatbot for one (1) Crowdfunding conversation;
 - iii. RNL will provide up to three (3) hours of initial training via webinar to include chatbot set-up, conversations, broadcasts, and conversation management post-launch;
 - iv. Client may utilize and train chatbot for use on Client's website; and
 - v. Client may utilize chatbot to send broadcast messages to chatbot subscribers.

7 CLIENT RESPONSIBILITIES

- A. The provision of CAMPUSCALL Services by RNL is conditioned upon Client providing the following ("**Client Responsibilities**"):
 - i. Client shall provide functions associated with call center management, including not limited to:
 - a. Secure calling stations and calling equipment;
 - b. Calling operations;
 - c. Employment of callers accessing CAMPUSCALL;
 - d. Supervisor functions (i.e., caller assignments, statistics, generating reports);
 - e. Caller ID information about Client for all outbound calls;
 - f. Production of pledge commits and fulfillment; and
 - g. USB Headsets for Named Users.
 - ii. Client shall provide a secure facility, including electrical, phone, hardware, an Internet connection, and computers with Internet Explorer.
 - iii. Client shall provide and maintain an online giving page (either by Client directly or by a third party vendor selected, retained, and managed by Client).
- B. The provision of CAMPUSCALL, Giving Day, and Crowdfunding Services by RNL is conditioned upon Client providing the following ("**Client Responsibilities**"):

- i. Client shall provide RNL full access to, and internal resources responsible for, the payment system and provide RNL with full access to a test environment in which it can develop payment integration.
 - ii. Client must maintain the Supported Environment to use the ASP Services by configuring DNS CNAME records within Client domain space to point to the designated RNL domain.
- C. The provision of AL: Conversational AI for Fundraising or AL: Conversational AI for ScaleFunder Services by RNL is conditioned upon Client providing the following (“**Client Responsibilities**”):
- i. In order to utilize the chatbot, Client must have an active Facebook account.
 - ii. Client will collaborate with RNL to answer a set of questions in order to train chatbot.
 - iii. Client is responsible for training chatbot for use on Client’s website.
 - iv. Client is responsible for any broadcast messages sent to chatbot subscribers.
 - v. Client is responsible for chatbot monitoring and any necessary human intervention.

8 ADDITIONAL TERMS

- A. Client hereby agrees to the RNL Standard Application Service Provider Terms and Conditions found at ruffalonl.com/documentation.
- B. AL: Conversational AI was built to comply with Facebook Messenger. Client is responsible for compliance with Facebook Messenger when utilizing these services. For more information, visit: <https://developers.facebook.com/docs/messenger-platform/policy/policy-overview>.