Exchange/Segment	Account Number
NSE – CM	GL3288
NSE – FO	GL0017
BSE – CM	GL4012
NSDL – DP	GL4392

IF you are making payment using net banking Facility from banks other than HDFC bank:

Register for payment / Add Beneficiary Detail to your Net banking Site as Below:

• In the place where account number is to be entered, enter the number given above for respective segment followed by your client code.

Example: if you are making payment for NSE CM and your Client Code is "A105", in the Account Number field you enter **GL3288A105**. If your bank asks for minimum 10 digit number you can enter **GL32880A105**.

If you are making payment for DP and your client id is "12345678" then you will have to enter **GL439212345678** 

Bank Name : HDFC BankIFSC Code : HDFC0000240

Beneficiary Name : Goldmine Stocks Pvt Ltd

• Email ID : <a href="mailto:equity@goldmine.net.in">equity@goldmine.net.in</a>

• Nick Name : GoldmineNSECM/ GoldmineNSEFO etc as required.

## If you are making payment from HDFC Bank Net Banking:

Register for payment / Add Beneficiary Detail to your Net banking Site as Below:

- Add beneficiary to ECMS Virtual Payment:
- Beneficiary Account No: Enter the number given above for respective segment followed by your client code.

Example: if you are making payment for NSE CM and your ClientCode is "A105" in the Account Number field you enter **GL3288A105**. IF your bank asks for minimum 10 digit number you can enter **GL32880A105**.

If you are making payment for DP and your client id is "12345678" then you will have to enter **GL439212345678** 

- Beneficiary Name: Goldmine NSECM/ Goldmine Nse FO/ Goldmine Bse as required.
- Email: equity@goldmine.net.in
- And press ADD.

Once all data entered and submitted to the bank, bank will validate the details and approve the beneficiary for further transaction.

Once approved, you can pay using the entered beneficiary to Goldmine Against your Pay in Obligation/ Margin etc.

Thereafter, you will not require to give your proof of payment to us on every transfer.