

YCCD FINANCIAL AID PAYMENT SCHEDULE

FALL 2025

Aid Type	Files Completed Or Awarded By:	Financial Aid Payment Dates	
		1 st Payment	2 nd Payment
PELL GRANT DIRECT LOAN	8/06	8/15	10/17
	8/13	8/22	10/17
	8/27	9/05	10/17
	9/10	9/19	10/17
	10/08	10/17	
	11/05	11/14	
	12/03	12/12	
CAL GRANT SSCG	8/27	9/26	
	9/24	10/24	
FOUNDATION SCHOLARSHIPS	9/10	10/10	
	10/15	11/14	

IMPORTANT:

ALLOW AT MINIMUM THREE WEEKS AFTER SUBMISSION TO THE FINANCIAL AID OFFICE FOR FILES TO BE COMPLETED AND AWARDED THE FIRST GRANT PAYMENT WILL NOT BE PROCESSED FOR STUDENTS WHO DO NOT HAVE A COMPLETED FINANCIAL AID FILE OR ARE IN TERMINATED STATUS AT THE BEGINNING OF THE SEMESTER; STUDENTS IN TERMINATED STATUS DUE TO EXTENUATING CIRCUMSTANCES, MAY APPEAL THE DECISION BY SUBMITTING A FINANCIAL AID APPEAL; IF YOUR APPEAL IS APPROVED, YOUR PAYMENT WILL BE PROCESSED ON THE NEXT SCHEDULED PAYMENT DATE;

- PAYMENT AMOUNTS ARE BASED ON THE NUMBER OF ENROLLED UNITS ON THE DATE DISBURSEMENT IS DETERMINED
- UNITS FOR LATE STARTING CLASSES ARE NOT INCLUDED IN THE ENROLLED UNITS UNTIL THE CLASS STARTS
- THE LAST DAY THE FINANCIAL AID OFFICE WILL PROCESS PAYMENT ADJUSTMENTS IS **10/17**
- STUDENTS WHO DROP ALL CLASSES ON OR AFTER **10/24** WILL NOT BE REQUIRED TO REPAY PELL-GRANT FUNDS
- CLASSES THAT STUDENTS ENROLL IN AFTER **10/17** ARE NOT ACCEPTED FOR FINANCIAL AID—STUDENTS WILL NOT GET PAID FINANCIAL AID FOR THESE CLASSES
- FINANCIAL AID PAYMENT DATES MAY CHANGE DUE TO AVAILABILITY OF FUNDING—IF THIS OCCURS, A REVISED PAYMENT SCHEDULE WILL BE MADE AVAILABLE.

- ✓ ELIGIBLE STUDENTS WHO FILE EARLY, AND VERIFY FINANCIAL AID FILE IS COMPLETE, CAN RECEIVE THEIR FINANCIAL AID DISBURSEMENTS SHORTLY AFTER THE SEMESTER BEGINS
- ✓ FINANCIAL AID IS DISBURSED WITH **BANKMOBILE DISBURSEMENTS**, A TECHNOLOGY SOLUTION, POWERED BY BMTX, INC., HAVE YOU MADE YOUR ONLINE SELECTION YET?
- ✓ VISIT [REFUNDSELECTION.COM](https://refundselection.com) TO DEFINE YOUR PAYMENT PREFERENCE!
- ✓ FINANCIAL AID COMMUNICATES THROUGH EMAIL [CHECK YOUR STUDENT EMAIL OFTEN!](#)