



Langley Children's Society Donor Bill of Rights

Philanthropy is based on voluntary actions for the common good that improves the quality of life, encourages aid or assistance, or fosters the preservations of values through gifts, service or other voluntary activities.

To ensure that philanthropic support merits the respect and trust of the general public, and that donors and prospective donors can have full confidence in the nonprofit organizations and causes they are asked to support. We declare that all donors of Langley Children's Society have a right:

1. To be informed of our mission, of the way we intend to use donated resources, and of its capacity to use donations effectively for their intended purposes.
2. To be informed of the identity of those serving on our governing board, and to expect the board to exercise prudent judgment in its stewardship responsibilities.
3. To have access to our most recent financial statements.
4. To be assured their gifts will be used for the purposes for which they were given.
5. To receive appropriate acknowledgement and recognition.
6. To be assured that information about their donation is handled with respect and with confidentiality to the extent provided by law.
7. To expect that all relationships with individuals representing our organization's interests will be professional in nature.
8. To be informed whether those seeking donations our behalf are volunteers, employees or hired solicitors.
9. To be informed that we will not share or sell our mailing lists with others.
10. To feel free to ask questions when making a donation and to receive prompt, truthful and forthright answers.

Langley Children's Society Donor Bill of Rights has been adapted from the Donor Bill of Rights created by the Association of Fundraising Professionals (AFP), the Association for Healthcare Philanthropy (AHP), the Council for Advancement and Support of Education (CASE), and the Giving Institute: Leading Consultants to Non-Profits. It has been endorsed by numerous organizations.