

OCJF 2022 BOND FUND

Annual Report

OUTREACH IN 2022

This year, OCJF focused on capacity building instead of volume. OCJF accepted applications from partners and community members who already knew about our work or found us on their own.

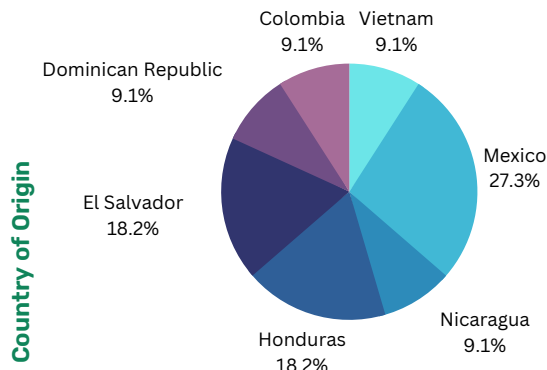
Nonetheless, in 2022, OCJF received **29** applications. Roughly the same amount OCJF received in 2021 and 2020 - with NO outreach!

Who Applied?

Most requests came from our partners, the National Bail Fund Network, attorneys, and family members of detained individuals.

OCJF BOND RECIPIENTS

This year, our bond recipients were from all over the world. They were mostly detained in California. And they all settled in California post-release.



Average Bond Request Amount
\$11,269.23



Average Amount Contributed by OCJF
\$4,923.08



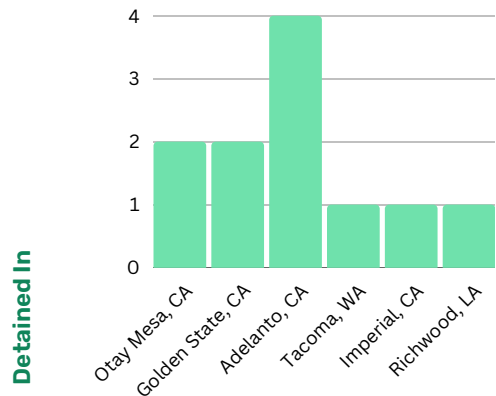
Total Amount Contributed
By OCJF: \$61,500
By Partners: \$32,000
By OCJF 2019-2022: \$336,800



OCJF Contributed to
44% of applications received
13 total



Common reasons we did not contribute to others included: high bonds that, although we could contribute, the family and other partners could not contribute the remainder, applicants being released on parole and no longer needing funds, or because applicants chose to use a bail house instead as they are often faster.



Country of Origin

Detained In

MORE QUICK FACTS

On average, how many working days did OCJF take between the date the application was received and the date OCJF contributed funds? (If the accepted) **9.6**

How often do OCJF staff post bonds for OCJF recipients? **62%**

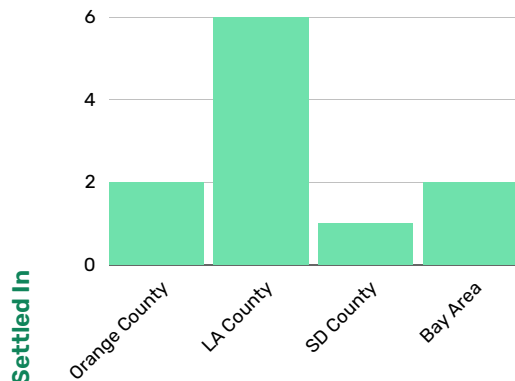
What percentage of bonds posted is funded in collaboration with community partners? **83.3%**

What percentage of bond recipients had post-release lawyers prior to applying? **72%**

What percentage of bonds posted did ICE initially deny? **37.5%**

Reasons provided by ICE when they initially denied OCJF's efforts to post bond?

- Claiming there is no bond order.
- Changing time restrictions with no notice.
- Arbitrary (no reason given).



Settled In