Early Warning System

EBRD-48859
VUB Covered Bonds



Early Warning System VUB Covered Bonds

Quick Facts

Countries	Slovakia
Financial Institutions	European Bank for Reconstruction and Development (EBRD)
Status	Approved
Bank Risk Rating	U
Voting Date	2016-12-14
Borrower	VSEOBECNA UVEROVA BANKA (VUB) AS
Sectors	Agriculture and Forestry
Investment Amount (USD)	\$ 84.20 million
Project Cost (USD)	\$ 789.42 million

Project Description

This project involves an investment of up to EUR 80 million in a series of mortgage covered bonds to be issued by Vseobecna uverova banka over a period of 2 years in Slovakia. The Project falls under the EBRD's Covered Bond Framework for Slovakia.

Investment Description

• European Bank for Reconstruction and Development (EBRD)

VSEOBECNA UVEROVA BANKA (VUB) AS is the second largest universal bank in Slovakia with 18% market share by total assets and the second largest player in the mortgage loans market, with 20% market share.

Contact Information

ACCOUNTABILITY MECHANISM OF EBRD

The Project Complaint Mechanism (PCM) is the independent complaint mechanism and fact-finding body for people who have been or are likely to be adversely affected by an European Bank for Reconstruction and Development (EBRD)-financed project. If you submit a complaint to the PCM, it may assess compliance with EBRD's own policies and procedures to prevent harm to the environment or communities or it may assist you in resolving the problem that led to the complaint through a dialogue with those implementing the project. Additionally, the PCM has the authority to recommend a project be suspended in the event that harm is imminent. You can contact the PCM at pcm@ebrd.com or you can submit a complaint online using an online form, http://www.ebrd.com/eform/pcm/complaint_form?language=en. You can learn more about the PCM and how to file a complaint at http://www.ebrd.com/work-with-us/project-finance/project-complaint-mechanism.html.

Other Related Projects

• EBRD-48618 Slovakian Covered Bonds Framework