

 Early Warning System

EBRD-52220

RF - UniCredit Bank Serbia



Quick Facts

Countries	Serbia
Financial Institutions	European Bank for Reconstruction and Development (EBRD)
Status	Approved
Bank Risk Rating	U
Voting Date	2020-06-10
Borrower	UniCredit Bank Serbia (UCB)
Sectors	Finance
Investment Type(s)	Loan
Investment Amount (USD)	\$ 90.50 million
Project Cost (USD)	\$ 90.50 million



Project Description

Provision of a senior unsecured loan to UniCredit Bank Serbia ("UCB" or the "company") of up to EUR 75 million, under the Bank's Resilience Framework ("RF") developed to address the economic impact of the Covid-19 pandemic. Proceeds of the proposed loan will be on-lent to local private small and medium-sized enterprises ("SMEs"), corporates and municipalities to cover liquidity needs that may arise as a result of Covid-19.



Investment Description

- European Bank for Reconstruction and Development (EBRD)



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>.



Bank Documents

- [Framework: Resilience Framework](#)
- [Translation: RF - UniCredit Bank Serbia \(Serbian\)](#)