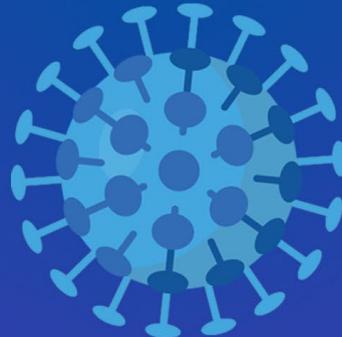




# EU Emergency Support Instrument for the healthcare sector



02 April 2020



*“Today, the EU is offering a helping hand to all those at the frontline of the coronavirus crisis response – doctors, nurses, the sick and their families. In view of this unprecedented crisis we are using all means and tools to support Member States directly and efficiently in their efforts to protect and save lives. This is a best practice example of coordinated response and European solidarity.”*

Johannes Hahn, European Commissioner for Budget and Administration.

## 1 How will the Commission support the EU healthcare sector?

Direct EU budget support of **€3 billion** to EU countries' healthcare systems in their fights against the coronavirus.

For this purpose, the Commission will activate its Emergency Support Instrument – used to directly respond to crises across the EU – to fight the coronavirus pandemic.

## 2 How will it work?

The European Commission will work with Member States to direct money where the most pressing needs are.



## The European Commission will:



Directly purchase and distribute medical supplies;



Help import and transport medical equipment and across EU countries;



Assist with the cross-border transport of patients to hospitals with free capacity;



Support the construction of mobile field hospitals.



## 3 How much will each EU country get?

The pandemic has hit some more than others. While the goal is to help all Member States, priority will be given to the most affected countries and regions.

In full solidarity, we will help all those in need.



## 4 What is the difference with the Coronavirus Response Investment Initiative?

Under the Coronavirus Response Investment Initiative, Member States can spend a combined **€37 billion** of existing EU cohesion money on their respective response to the coronavirus crisis.

With the EU Emergency Support Instrument, the Commission will directly help where needed the most, with **€3 billion** of additional funding coordinated at EU level.