

CARES Funding 3 Criteria

- 1 Must be reasonably necessary expenditures incurred due to public health emergency (COVID-19)
- 2 Must be incurred between March 1, 2020 and December 30, 2020
- 3 Cannot have been accounted for as part of most recent budget approved as of March 27, 2020

Coronavirus Relief Fund Guidance, dated April 22, 2020:

<https://home.treasury.gov/system/files/136/Coronavirus-Relief-Fund-Guidance-for-State-Territorial-Local-and-Tribal-Governments.pdf>

Coronavirus Relief Fund Frequently Asked Questions, updated as of May 4, 2020:

<https://home.treasury.gov/system/files/136/Coronavirus-Relief-Fund-Frequently-Asked-Questions.pdf>

Coronavirus Relief Fund Frequently Asked Questioned, updated as of May 28, 2020:

<https://home.treasury.gov/system/files/136/Coronavirus-Relief-Fund-Frequently-Asked-Questions.pdf>

S.3548 - CARES Act 116th Congress (2019-2020):

<https://www.congress.gov/116/bills/hr748/BILLS-116hr748enr.pdf>

CARES Funding Examples



Examples of Permitted Funding

Medical

- Medical testing and transportation
- Construction of Temporary public medical facilities

Public Health

- Communication & Enforcement
- PPE acquisition and distribution
- Disinfecting public areas
- Food delivery to vulnerable population
- Recovery planning and operation expenses
- Homeless population care

Economic Support

- Grants to small businesses
- Emergency financial assistance for overdue rent, mortgage, funeral costs
- Employer unemployment insurance costs related to COVID-19
- Employment and training programs for those impacted by COVID 19
- Expenses related to local payroll support program

Other Examples

- Audit Expenses
- Unforeseen and necessary administrative expenses



Examples of Not Permitted Funding

- Revenue replacement
- Expenditures for which they will receive reimbursement from other federal programs.
- Expenditures already accounted for in most recent budget approved March 27, 2020
- Severance pay
- Unpaid utility fees
- Private employee payroll
- Cost unrelated to COVID-19