

## **Together in Barnet**

Because of the pandemic, the winter shelter could not be held this year to ensure the health and safety of our volunteers and guests. Instead, it was proposed to place self-contained accommodation structures called pods on land adjacent to Trinity Church North West Centre as emergency winter provision. The project would have been coordinated by TiB and supported as usual by local churches and synagogues who would have provided volunteers and food.

Unfortunately, the project has had to be postponed as planning permission is required and an application will be put in as soon as possible. The project has the support of Barnet Homes, Public Health, the Mayor of Barnet and many local councillors including those in the ward of Trinity Church.

TiB has been looking at emergency accommodation options. The majority of people who were placed in Covid temporary accommodation are still housed, some having been moved into more stable housing. However, since the end of the 'Every One In' scheme in mid-August, new people are making homelessness applications who are not clinically vulnerable or do not meet the priority need criteria for accommodation. The rough sleeping team at Barnet are seeing 2-3 new people on the streets every week.

TiB has acquired funding to accommodate 16 rough sleepers in an hotel in Golders Green in line with the government's guidance that the only safe accommodation is single occupancy rooms with access to an en suite or a 1 : 2 bathroom ratio.

The hotel opened on 25th January and meals are being provided by local churches and synagogues on a rota basis, St. Mary's providing food on Sunday evenings as before. The food is cooked at home by volunteers and delivered to the hotel by others not isolating. The food being heated in microwaves in the guests' rooms. The project will run until the end of March and possibly beyond.

We will be providing an evening meal and breakfast and would be grateful for any donations of cereal, porridge pots and small cartons of juice.