

# Social and Amenity Management in Fitzroy and Acland Street Precincts for November 2022 (issued 6 December 2022)

## Monthly statistics from Council's Rapid Response team and City Amenity team

Activity	Fitzroy	Acland
Council teams' clean ups undertaken at high-volume rubbish sites	30	30
Cubic metres of rubbish and waste removed during clean ups	153.2	
Syringes collected during clean ups	333	
Abandoned collections of belongings stored by Council after clean ups	0	0
Shopping trolleys removed from the streets	26	3
Hygienic wash down cleaning programs completed (3 times per week)	13	13
Additional spot pressure cleaning programs completed (daily)	30	30
Dog off lead actions taken	1	1
Footpath trading breaches discovered	0	0
Council officers' interactions with members of the public during patrols	27	30
Offers made to refer people sleeping rough to support services	4	1
Joint patrols undertaken with outreach services	6	6
Joint patrols with Victoria Police	0	
Abandoned clean ups by City Amenity team due to safety concerns	3	0

\*The total cubic metres of rubbish removed and syringes removed is a combined amount for the entire St Kilda precinct.

## Rough Sleepers Initiative

\*There are 87 people active on the Port Phillip By Name List (BNL), which is five more than reported in October.

Of the 87 people currently active on BNL, 29 (+5) were sleeping rough including in squats and vehicles (8).

The Rough Sleepers Initiative\* has reported 30 distinct contacts with individual people experiencing, or at risk of homelessness, in Port Phillip. Assertive outreach saw 176 contacts made during the reporting period with 114 hours of direct contact.

Council continues to work with partners to support a coordinated response to Rough Sleeping. This has included partnered activities and planning across Housing and Homelessness, City Amenity, Community Health, Indigenous Policy and Police.

\*Data is provided by Launch Housing in November representing the Rough Sleeper Initiative service statistics for the previous month.

