

West Precinct Advisory Council

October 10, 2018

October's meeting guest was Eric Zerr, head of the Outreach Navigation Team. Fred Podesta is the one who is the actual head of the entire Navigation Team. He reviewed how the "sweeps" are done and the limitations they have. Their goals are 1. Clean up and outreach 2. Living illegally outdoors with obstructions and work hazards. With all the law suits against the city on sweeps, they are very limited in what they can do with the campers. Shelter space must be open as an alternative for them before a sweep can be conducted. A very small percentage take shelter options. They just move down the street.

As we have always known, communications between outreach and the shelter system is continually being worked on. They are also working on inventorying data and are still in a "building phase" to review data.

Parks are a priority as the unsheltered have taken up space in many Seattle parks.

A new Navigation Team arm will be starting up with the emphasis on RV's and car living. It will be called the "RV Squad".

The Aloha Tiny Village will open soon with Valley Cities working with those individuals living in there. As of now, it looks like those in "recovery" will be living there, although drugs and alcohol will be allowed right outside the village grounds. There is still confusion on exactly how this village will be monitored for drugs and alcohol.

SPD says overall crime is down, but it is hard to tell with the Magnolia numbers. The chart looks like it does not include all 2018 numbers. I have a request in to SPD for clarification.

Barbara Biondo is the Crime Prevention Coordinator and if interested, I can have her come to one of our Council meetings.

There is no public safety person in the Mayor's office. The position has been vacant for one year.

I will have a new Department of Neighborhoods piece to pass around during the Council meeting so you can see what they've been up to. I asked if we could apply for funds for a new bridge...!

Until next time...