

Concerned about someone sleeping rough?



Connecting rough sleepers to local services



0300 500 0914

www.streetlink.org.uk

On any given night in England, there are 2,700+ people sleeping on our streets. Sleeping rough is dangerous and extremely damaging to your health.

We know that many people would like to help when they see someone sleeping rough but don't know how. StreetLink offers a practical solution.

How does **StreetLink** work?

StreetLink is a 24/7 website, mobile app and phone line, which allows you to send an alert about the location of someone sleeping rough. StreetLink will then pass this information to the relevant local services so they can try to find and connect them with support.

Our team will follow this up within ten days to see what action was taken and, if requested, give you an update on what happened as a result of your alert.

StreetLink does not provide accommodation and is not an emergency service; we simply help to make the connection between someone sleeping rough and the local services that can provide help.

How do I **get in touch**?

There are three ways you can tell us about someone sleeping rough:

- Visit **www.streetlink.org.uk**, click 'Tell us about a rough sleeper' and fill in as many details as you can
- Download the mobile app (available for free from the iTunes and Google Play stores) and follow the same steps as the website
- Call **0300 500 0914**.

What information will I be asked for?

The more detail we get, the better the chance of the individual being found. Please provide the following information where possible:

- A specific location for the individual sleeping rough. You can do this by using the map to pinpoint the exact location if reporting via the website or mobile app.
- A description of the location with as much detail as possible, e.g. nearby shops or monuments.
- Details of the times of day that the individual is usually in the location.
- Any information about them i.e. name, gender, age, ethnicity and any other physical description.