



Haslemere Community Land Trust Summer 2019 Newsletter

Sadly, it was not to be. We had long been hoping to acquire the former 3 Counties Church in Kings Road for conversion into a number of affordable homes for young people and key workers. After extensive discussions with representatives of the church owners, however, we were forced to swallow our disappointment when the building was put on the open market and an offer from elsewhere has now been accepted at a price beyond our projected level of viability. In other words, the sums didn't add up.



So what was to have been our first project now seems lost, but we would like to thank 3 Counties Church for the willingness and good faith they displayed during the process – and we hope that our relationship bears fruit in some fashion in the future.

We move on and progress on several other fronts, with one particularly exciting prospect looming large just as Kings Road appears to slide away – unfortunately we are unable to say more at this stage but WATCH THIS SPACE!

Thank you for your support – and if you know of anyone who might like to join the Haslemere Community Land Trust, it is now easy to do so for as little as £1 at our website: haslemereclt.org.uk. We are also keen to hear from local residents and workers who are themselves in need of affordable housing, so please point them in our direction as we may be able to help in future.

On the website Projects page, you can view the findings of the Housing Needs Survey we conducted last year – and the results confirm the very real need for genuinely affordable housing in and around our town.

And if you hear of a parcel of land anywhere that might become available, do let us know via the Contact section on the website or get in touch via our Facebook page: facebook.com/haslemerecommitt/

We thank Haslemere Educational Museum for allowing us to use their postal address, so you can also contact us in writing at: **Haslemere CLT, c/o Haslemere Educational Museum, 78 High Street, Haslemere, GU27 2LA.**

