

# St Ives Town Council



Statement from St Ives Town Council

## **New Year's Eve**

Due to the impact of COVID pandemic, we all know that celebrations and events cannot be the same this year. In light of the current restrictions, the Town Council has been working with important local partners: Cornwall Council, BID and Devon & Cornwall Police to consider how St Ives might effectively and safely prepare for New Year's Eve.

Sadly, all partners have agreed unanimously that there will be no normal St Ives New Year celebration in the town this year, it will be like any other night. BID has already decided that the fireworks display on New Year's Eve will not go ahead. It is also expected that restaurants will be taking bookings only; this will allow for the safe use of track and trace and the rule of 6. Pubs will close at 10pm.

Accommodation providers are being urged to make their guests aware of this prior to arrival so that they may make reservations in advance or indeed make plans to celebrate in their accommodation. Crowding on the streets cannot be encouraged as this will be against government guidance. This would also apply to the beaches. The roads will be open to traffic as normal; no road closures will be made.

Local police will be on hand to enforce measures as necessary in order to help ensure public safety.

Local rail and bus providers will publish their NYE travel timetables during early December, and only limited public toilets will be open on the night.

We have all seen how the narrow streets of St Ives are jam-packed with revellers on New Year's Eve; to encourage normal levels of celebrations would be socially irresponsible and add to the risk of infection. We strongly encourage local residents and Winter visitors to see the new year in safely at home and only come into town if they have pre-booked into restaurants and bars.

We all hope of course that news year eve 2021 will see a return to celebrations in the true St Ives spirit.

Councillor Tony Harris  
Mayor of St Ives

16 October 2020

END