



City of Malibu News

23825 Stuart Ranch Road • Malibu, California • 90265-4861
Phone (310) 456-2489 • Fax (310) 456-3356 • www.malibucity.org

FOR IMMEDIATE RELEASE

November 9, 2021

Contact: Matt Myerhoff, Media Information Officer

Cell: 424-395-6450

mmyerhoff@malibucity.org

Homeless Encampments Cleared from Zuma Creek Area of Malibu

(Malibu CA) – On November 9, 2021, the Los Angeles County Sheriff’s Department (LASD) Homeless Outreach Services Team (HOST) in coordination with City staff and LA County Beaches and Harbors, cleared out **multiple** homeless encampments in Zuma Creek in Malibu that posed a fire threat. Under the requirements of their 30-day protocol for clearing large encampments, the HOST Team conducted outreach to the people living in the encampments to notify them of the clean-up and offer services, including access to mental and physical healthcare, case management and shelter, and making arrangements to secure their personal belongings, and posted “No Trespassing” signs. Once cleared, the City in conjunction with Beaches and Harbors will close the area in accordance with the City’s Very High Fire Hazard Severity Zone (VHFHSZ) Ordinance.

In 2021 alone, nearly 20 fires have started in homeless encampments in Malibu. In response, the Malibu City Council has taken several strong steps since the summer, including declaring a local emergency, prohibiting camping in areas designated as VHFHSZ, which encompasses the entire City of Malibu, and starting a program to reduce the risk of fires starting in encampments in collaboration with the Sheriff’s Department and HOST Team.

Most of the encampments in other areas, including Malibu Creek and private property on the east end of the City, have been addressed and are being monitored regularly by LASD, the HOST Team and the Malibu Outreach Team, and will be cleared out again if needed.

For more information about the City’s efforts to address homelessness and the fire threat posed by encampments, visit www.malibucity.org/homelessness.

###