

BIZ BUZZ CRISIS ACTION & URGENT FINANCE FUNDING

This is the outline of the emergency measures announced tonight (1700 20-03-2020) by the Government.

Leisure centres, pubs, restaurants, cafes and bars will close tonight and not re-open tomorrow. The government urges the public not to go out to such places tonight. This is for the foreseeable future. They will be able to do deliveries instead due to the relaxation of change of use planning regs. The regulation will be reviewed every month.

Job retention scheme - **Any employer small or large, charitable or non-profit will be able to access a grant from HMRC (NO NEED TO REPAY IT) for those not working rather than be laid off.** 80% of the salary of workers will be paid by the Government. £2,500 a month can be claimed. It will be back-dated to 1st March. The scheme will be open initially for at least 3 months. No limit on the amount of Government funding available so they will be able to extend the funding if necessary past the first three months. **Anyone who was employed as of 28th February can now be claimed for by the employer...even though they may already have been "let go"**

The first grants are to be paid within weeks , at least by the end of April .

Corona virus business loans from Monday will be interest free for 12 months AND NOT MERELY THE 6 MONTHS ANNOUNCED YESTERDAY.

Next quarter of VAT payments will be delayed. So you don't have to pay anything until the end of the quarter ending at the end of June.

Universal credit will be increased .

Self-employed people will access in full universal credit the statutory sick pay. Next self-assessment payments will be delayed until January 2021.

The government's update site is:

<https://www.gov.uk/government/publications/guidance-to-employers-and-businesses-about-covid-19/covid-19-support-for-businesses>

The Federation of Small Businesses has a very useful site:

https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/873676/Covid-19_fact_sheet_18_March.pdf