



More Grant Success

WiNSpace wins support from the National Lottery



Close on the heels of our Community Ownership Fund Grant of £300,000 we have just heard that we have obtained £200,000 from the National Lottery. This is another massive step for the project. With the amount of identified funds that WiNSpace has, we can now commit to the build. It's time to get excited!

WiNSpace going to Tender!

The Design Team are planning to send Tender documents out early April

Lead by our Architects we are now very close to completing all the detailed design work which is required for a project such as WiNSpace. They are aiming to create a really sustainable building which not only will provide fantastic spaces but a place which gives the community a focal point to meet. Have a look at our timeline to see what happens next.

The Current WiNSpace Timeline	
March 2024	<ul style="list-style-type: none"> Complete new building design & final design review Send out documents to construction companies to tender
May 2024	<ul style="list-style-type: none"> Review tenders replies and hold reviews – select preferred Main Contractor Full review of funding status
June 2024	<ul style="list-style-type: none"> Sign construction contract
August 2024	<ul style="list-style-type: none"> Prepare site for construction Demolish youth club and art shed
September 2024	<ul style="list-style-type: none"> Start construction
September 2025	<ul style="list-style-type: none"> Building Complete – move in Opening Party during Village Show 2025

How can you get involved?

- If you want to lend a hand to this project and be part of the success, please email support@winspace.org.uk.
- Stay tuned via: winspace.org.uk

What are our next steps?

As we now have over 85% of our funding clearly identified we will be going out to tender for the construction of the new building in April and expect to award a contract in June. We are now working to secure our identified funds and to obtain the last 15% of funding, needed to ensure the build gives us all we want

