

The HEARTH Act

May 2011



HEARTH Academy

IMPLEMENTATION CLINIC

IMPROVE ABILITY TO

- 1.Prevent & End Homelessness
- 2.Meet HEARTH Act Goals

SET COMMUNITY-SPECIFIC GOALS

- 1.Overall Homelessness:
 - 1.New Homelessness (NH)
 - 2.Length of Homelessness (LH)
 - 3.Return to Homelessness (RH)

LEARN ABOUT HEARTH ACT

- 1.Legislation (and regulations)
- 2.Performance Objectives
- 3.Governance

CREATE & IMPLEMENT ACTION PLAN

AGENDA Day 1

- | | |
|---|---------------|
| I. Welcome & Introductions | 9:30 – 10:00 |
| II. HEARTH Act Overview | 10:00 – 12:30 |
| <ul style="list-style-type: none"> • HEARTH Overview Presentation • Break • Homeless System Simulation • Performance Measurement Presentation | |
| III. Lunch | 12:30 – 1:30 |
| IV. System Assessment & Performance Review | 1:30 – 3:30 |
| <ul style="list-style-type: none"> • Evaluator and Survey Data Presentation • System Design and Promising Practices Presentation • Break | |
| V. Goal Setting and Action Planning | 3:30 – 5:30 |
| <ul style="list-style-type: none"> • Goal and Strategy Selection • Action Plan Activity | |

AGENDA Day 2

- | | |
|--|--------------|
| I. Day 1 Recap and Governance | 9:00 – 11:00 |
| <ul style="list-style-type: none"> • Recap • Governance • Governance Activity | |
| II. Finish Action Plans | 11:00 – 2:00 |
| Lunch Break included | |
| IV. Action Plan Report Back | 2:00 – 3:30 |
| <ul style="list-style-type: none"> • Group Presentations | |
| V. Wrap Up | 3:30 – 4:00 |

“to establish a Federal goal of ensuring that individuals and families who become homeless return to permanent housing within 30 days”

HEARTH Act Purposes – Sec. 1002(b)



Programs	→	Systems
Activities	→	Outcomes
Shelter	→	Prevention
Transitioning	→	Rapid Re-housing

3 Key Changes

ESG

- Emergency *Solutions* Grant
- More program and administrative funding
- Funding for prevention and rapid re-housing
- Cap on funding for traditional shelter activities

CoC PROGRAMS

- Merges SHP + SPC + Mod. Rehab./SRO
- Mix and match services
- Up to 10% admin.

CoC ADMIN

- Collaborative Applicant submits application
- Collaborative Applicant gets 3% admin \$\$\$
- Focus on community-wide outcomes

HEARTH Performance Measures

Reduce Overall Homelessness
Reduce the number of people who become homeless
Reduce length of homelessness
Reduce return to homelessness
Increase jobs and income
Other Accomplishments Related to reducing homelessness
Thoroughness in reaching homeless population

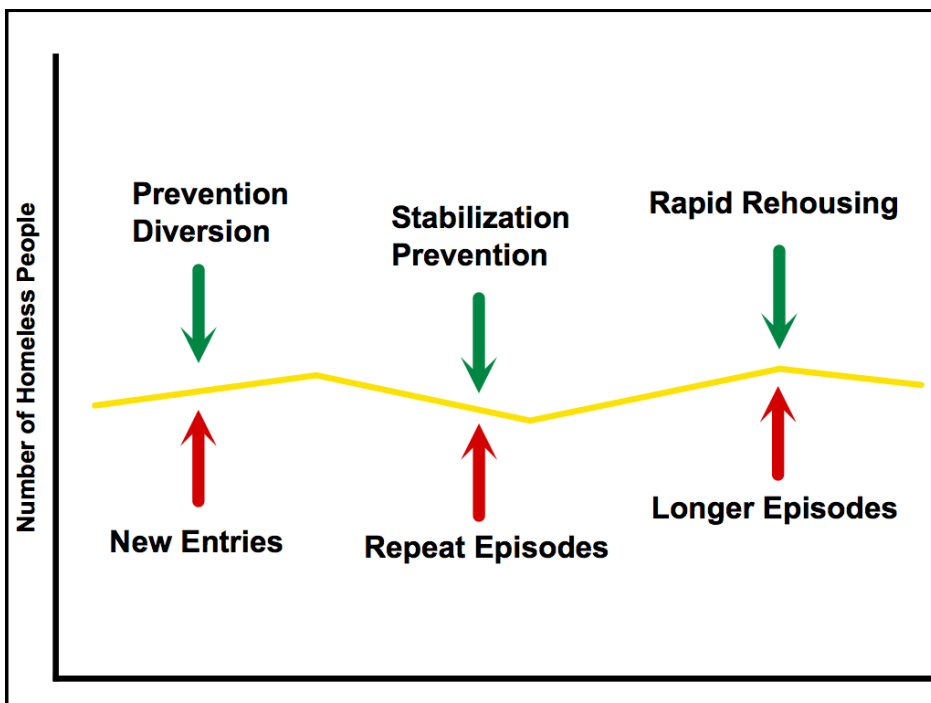
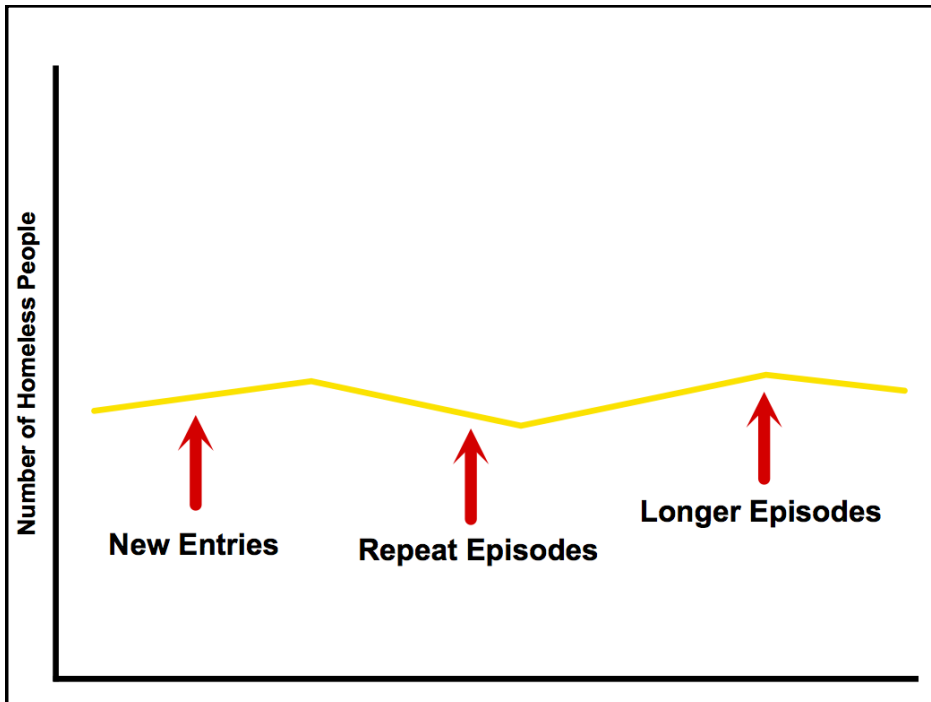
Core HEARTH Measures

1. New homelessness

2. Length of homelessness

3. Repeat homelessness

****Measures require evaluating performance across the entire CoC region**



Measures of Homelessness

$$\left[\begin{array}{l} \text{Number of} \\ \text{people who} \\ \text{newly become} \\ \text{homeless} \\ \text{each day} \end{array} + \begin{array}{l} \text{Number of} \\ \text{people who} \\ \text{return to} \\ \text{homelessness} \\ \text{each day} \end{array} \right] \times \begin{array}{l} \text{Average} \\ \text{length} \\ \text{(days) of} \\ \text{homeless} \\ \text{episodes} \end{array} = \begin{array}{l} \text{Average} \\ \text{number of} \\ \text{homeless} \\ \text{people at} \\ \text{any time} \end{array}$$

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Measures of Homelessness

$$\left[\begin{array}{l} \text{Number of} \\ \text{people who} \\ \text{newly become} \\ \text{homeless} \\ \text{each day} \end{array} + \begin{array}{l} \text{Number of} \\ \text{people who} \\ \text{return to} \\ \text{homelessness} \\ \text{each day} \end{array} \right] \times \begin{array}{l} \text{Average} \\ \text{length} \\ \text{(days) of} \\ \text{homeless} \\ \text{episodes} \end{array} = \begin{array}{l} \text{Average} \\ \text{number of} \\ \text{homeless} \\ \text{people at} \\ \text{any time} \end{array}$$

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Exercise #1: Homeless System Simulation

Object:

Place as many beads into permanent housing as possible.
Stop beads from becoming homeless.

Points:

+ 1 per each homeless bead

Key Definitions:

Homeless: Any bead left in Intake, Emergency Shelter, Transitional Housing, or Unsheltered Homelessness at the conclusion of each round; Any bead instructed to become homeless

Permanent Housing: Rapid Re-Housing, Permanent Supportive Housing, Market Housing

Round: A Round begins when the Scorekeeper reads a System Event Card. A Round concludes once every player has taken a turn, no more beads can be placed.

Order of Turns:

Scorekeeper (reads System Event Card), Intake, Emergency Shelter, Rapid Re-Housing, Supportive Services Only, Transitional Housing, Permanent Supportive Housing.