

1

No conversions
No additions

2

You may add a program
Or
You may open the Diversion Column

3

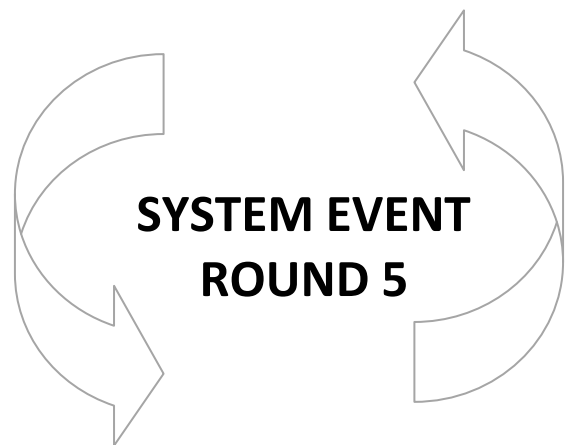
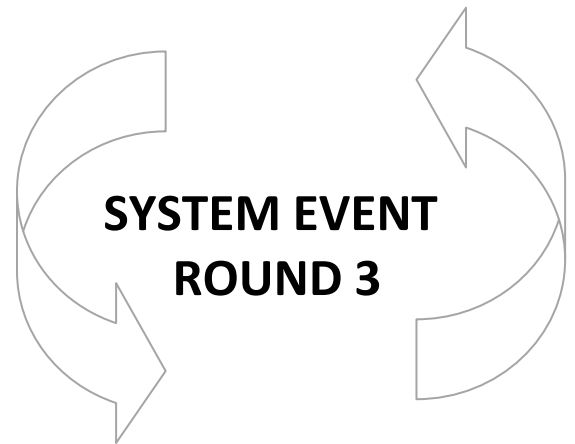
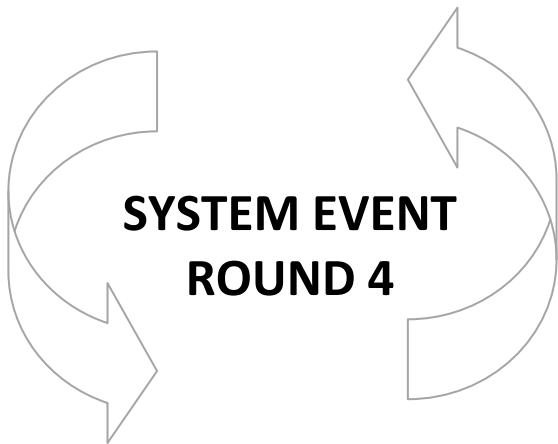
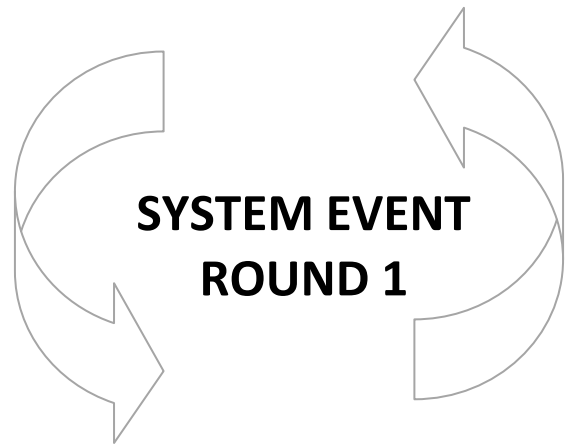
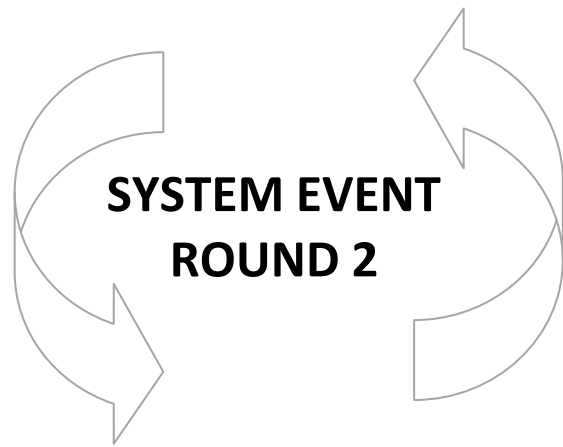
You may convert any program

4

You may convert any program

5

No conversions
No additions



PROGRAM RULES

EXITS

- ⊗ Take Round 1 beads and spread evenly across your columns, except the Diversion Column, column F.

1

- ➔ Column D to Emergency Shelter if there is space
- ➔ Column E to Unsheltered Homelessness
- ➔ The rest to wherever there is space. If there is no space, move to Unsheltered Homelessness

PROGRAM RULES

EXITS

- ⊗ Take Round 2 beads and spread evenly across your columns. *If the group decided to open the Diversion Column, include column F.*

2

- ➔ *If the group decided to open the Diversion Column, move column F to Market Housing*
- ➔ Column D to Emergency Shelter if there is space
- ➔ The rest to wherever there is space. If there is no space, move to Unsheltered Homelessness

PROGRAM RULES

EXITS

- ⊗ Take Round 3 beads and spread evenly across your columns. *If the group decided to open the Diversion Column in Round 2, include column F.*

3

- ➔ *If the group decided to open the Diversion Column, move column F to Market Housing*
- ➔ Column A to Emergency Shelter if there is space
- ➔ The rest to wherever there is space. If there is no space, move to Unsheltered Homelessness

PROGRAM RULES

EXITS

- ⊗ Take Round 4 beads and spread evenly across your columns. *If the group decided to open the Diversion Column in Round 2, include column F.*

4

- ➔ *If the group decided to open the Diversion Column, move column F to Market Housing*
- ➔ Columns A and B to Emergency Shelter if there is space
- ➔ The rest to wherever there is space. If there is no space, move to Unsheltered Homelessness

PROGRAM RULES

EXITS

- ⊗ Take Round 5 beads and spread evenly across your columns. *If the group decided to open the Diversion Column in Round 2, include column F.*

5

- ➔ *If the group decided to open the Diversion Column, move column F to Market Housing*
- ➔ Column C to Emergency Shelter if there is space
- ➔ The rest to wherever there is space. If there is no space, move to Unsheltered Homelessness

**INTAKE
ROUND 2**



**INTAKE
ROUND 1**



**INTAKE
ROUND 4**



**INTAKE
ROUND 3**



**INTAKE
ROUND 5**



PROGRAM RULES

- ⊗ Do not exit red beads to market housing

1

EXITS

- ➔ Exit 1.5 columns to Market Housing
- ➔ Exit 1.5 columns to Unsheltered Homelessness
- ➔ Place remaining beads wherever there is space.

PROGRAM RULES

- ⊗ None

2

EXITS

- ➔ Exit 1.5 columns to Market Housing
- ➔ Exit 1.5 columns to Unsheltered Homelessness
- ➔ Place remaining beads wherever there is space.

PROGRAM RULES

- ⊗ Do not exit red beads to market housing

3

EXITS

- ➔ Exit 1.5 columns to Market Housing
- ➔ Exit 1.5 columns to Unsheltered Homelessness
- ➔ Place remaining beads wherever there is space.

PROGRAM RULES

- ⊗ None

4

EXITS

- ➔ Exit 1.5 columns to Market Housing
- ➔ Exit 1.5 columns to Unsheltered Homelessness
- ➔ Place remaining beads wherever there is space.

PROGRAM RULES

- ⊗ None

5

EXITS

- ➔ Exit 1.5 columns to Market Housing
- ➔ Exit 1.5 columns to Unsheltered Homelessness
- ➔ Place remaining beads wherever there is space.

EMERGENCY SHELTER

ROUND 2



EMERGENCY SHELTER

ROUND 1



EMERGENCY SHELTER

ROUND 4



EMERGENCY SHELTER

ROUND 3



EMERGENCY SHELTER

ROUND 5



PROGRAM RULES

⊗ None

1

EXITS

- ➔ Exit 3 columns to Market Housing
- ➔ Exit 1 column to Emergency Shelter. If there is no space, exit the rest of this column to Unsheltered Homelessness.

PROGRAM RULES

⊗ Do not exit red beads

2

EXITS

- ➔ Exit 3 columns to Market Housing
- ➔ Exit 1 column to Emergency Shelter. If there is no space, exit the rest of this column to Unsheltered Homelessness.

PROGRAM RULES

⊗ None

3

EXITS

- ➔ Exit 3 columns to Market Housing
- ➔ Exit 1 column to Emergency Shelter. If there is no space, exit the rest of this column to Unsheltered Homelessness.

PROGRAM RULES

⊗ Do not exit red beads

4

EXITS

- ➔ Exit 3 columns to Market Housing
- ➔ Exit 1 column to Emergency Shelter. If there is no space, exit the rest of this column to Unsheltered Homelessness.

PROGRAM RULES

⊗ None

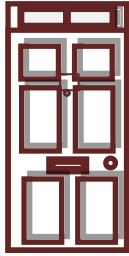
5

EXITS

- ➔ Exit 3 columns to Market Housing
- ➔ Exit 1 column to Emergency Shelter. If there is no space, exit the rest of this column to Unsheltered Homelessness.

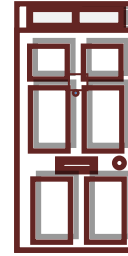
RAPID RE-HOUSING

ROUND 2



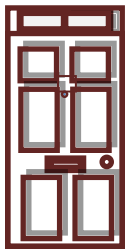
RAPID RE-HOUSING

ROUND 1



RAPID RE-HOUSING

ROUND 4



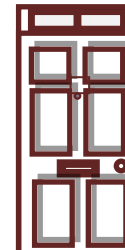
RAPID RE-HOUSING

ROUND 3



RAPID RE-HOUSING

ROUND 5



PROGRAM RULES

- ⊗ Do not accept beads from anyone.
- ⊗ Fill your board with beads from Unsheltered Homelessness.

1

EXITS

- ⊗ Place beads wherever there is space
- ⊗ If there is no space, return beads to Unsheltered Homelessness

PROGRAM RULES

- ⊗ Do not accept beads from anyone.
- ⊗ Fill your board with beads from Unsheltered Homelessness.

2

EXITS

- ⊗ Place beads wherever there is space
- ⊗ If there is no space, return beads to Unsheltered Homelessness

PROGRAM RULES

- ⊗ Do not accept beads from anyone.
- ⊗ Fill your board with beads from Unsheltered Homelessness.

3

EXITS

- ⊗ Place beads wherever there is space
- ⊗ If there is no space, return beads to Unsheltered Homelessness

PROGRAM RULES

- ⊗ Do not accept beads from anyone.
- ⊗ Fill your board with beads from Unsheltered Homelessness.

4

EXITS

- ⊗ Place beads wherever there is space
- ⊗ If there is no space, return beads to Unsheltered Homelessness

PROGRAM RULES

- ⊗ Do not accept beads from anyone.
- ⊗ Fill your board with beads from Unsheltered Homelessness.

5

EXITS

- ⊗ Place beads wherever there is space
- ⊗ If there is no space, return beads to Unsheltered Homelessness

OUTREACH

ROUND 2



OUTREACH

ROUND 1



OUTREACH

ROUND 4



OUTREACH

ROUND 3



OUTREACH

ROUND 5



PROGRAM RULES

1

⊗ Decide whether to accept red beads or not

EXITS

- ➔ Exit one column to Market Housing
- ➔ Exit one column to Emergency Shelter. If there is no space, exit the rest of this column to Unsheltered Homelessness.

PROGRAM RULES

2

⊗ Decide whether to accept red beads or not

EXITS

- ➔ Exit one column to Market Housing
- ➔ Exit one column to Emergency Shelter. If there is no space, exit the rest of this column to Unsheltered Homelessness.
- ➔

PROGRAM RULES

3

⊗ Decide whether to accept red beads or not

EXITS

- ➔ Exit one column to Market Housing
- ➔ Exit one column to Emergency Shelter. If there is no space, exit the rest of this column to Unsheltered Homelessness.

PROGRAM RULES

4

⊗ Decide whether to accept red beads or not

EXITS

- ➔ Exit one column to Market Housing
- ➔ Exit one column to Emergency Shelter. If there is no space, exit the rest of this column to Unsheltered Homelessness.
- ➔

PROGRAM RULES

5

⊗ Decide whether to accept red beads or not

EXITS

- ➔ Exit one column to Market Housing
- ➔ Exit one column to Emergency Shelter. If there is no space, exit the rest of this column to Unsheltered Homelessness.

**TRANSITIONAL HOUSING
ROUND 2**



**TRANSITIONAL HOUSING
ROUND 1**



**TRANSITIONAL HOUSING
ROUND 4**



**TRANSITIONAL HOUSING
ROUND 3**



**TRANSITIONAL HOUSING
ROUND 5**



PROGRAM RULES

None

1

EXITS

Exit 1 bead to Market Housing

PROGRAM RULES

None

2

EXITS

Exit 1 bead to Unsheltered Homelessness

PROGRAM RULES

None

3

EXITS

Exit 1 bead to Market Housing

PROGRAM RULES

None

4

EXITS

Exit 1 bead to Unsheltered Homelessness

PROGRAM RULES

None

5

EXITS

Exit 1 bead to Market Housing

**PERMANENT SUPPORTIVE
HOUSING**

ROUND 2



**PERMANENT SUPPORTIVE
HOUSING**

ROUND 1



**PERMANENT SUPPORTIVE
HOUSING**

ROUND 4



**PERMANENT SUPPORTIVE
HOUSING**

ROUND 3



**PERMANENT SUPPORTIVE
HOUSING**

ROUND 5



