HOMELESS SYSTEM SIMULATION

Participant / Table Instructions

Overview

In this simulation, your table will manage different parts of a homelessness response system. Each Program Lead follows program-specific cards, moves person markers through the system, and works with the table to make time-limited system-change decisions.

Simulation goal
Move as many person markers as possible into housing and prevent person markers from exiting into Unsheltered Homelessness. The lowest final simulation outcome wins.

Program Lead Roles and Starting Setup

Role / Program Area	Starting Setup
Coordinated Entry / Intake	No starting markers
Emergency Shelter	20 person markers: 6 Elevated Support, 14 Standard Support
Rapid Re-Housing	10 person markers: 1 Elevated Support, 9 Standard Support
Outreach, ***Can only receive beads from the unsheltered bin**	8 person markers: 2 Elevated Support, 6 Standard Support
Transitional Housing	16 person markers: 4 Elevated Support, 12 Standard Support
Permanent Supportive Housing	20 person markers: 12 Elevated Support, 8 Standard Support
Data Tracker	No starting markers; holds the outcomes tracker and System Event cards

Only one person marker may occupy each slot on a board. Unless a card gives a specific instruction, markers may be placed in any available slot on that board.

Available Program Slots

When a card says to place markers in available program slots, this means open spaces on active program boards. Market Housing and Unsheltered Homelessness are destinations, not program slots.

Only move markers to Market Housing or Unsheltered Homelessness when a card specifically tells you to do so. If a card gives a placement order, fill available slots in that order. If one program does not have enough open slots, fill the available slots and continue to the next program listed on the card.

Official Turn Order

Turn	Program Lead
1	Coordinated Entry / Intake
2	Emergency Shelter
3	Rapid Re-Housing
4	Outreach
5	Transitional Housing
6	Permanent Supportive Housing

Round Sequence

1. **Data Tracker reads the System Event card.** Listen for any system-change option for the round.

2. **Table makes a system-change decision if allowed.** You have 3 minutes to decide. If your table does not decide within 3 minutes, the opportunity is forfeited.

3. **Program Leads read their Program Event cards.** Read your card for the current round and note any program rules.

4. **Program Leads take turns in the official turn order.** Complete the movement instructions on your card before the next Program Lead begins.

5. **Data Tracker records round outcomes.** At the end of each round, Emergency Shelter and Transitional Housing report how many person markers remain on their boards.

6. **Continue until all five rounds are complete.** At the end of Round 5, complete final outcomes and system-change notes.

System-Change Options

Option	What to Do
Add a program	Use the Extra board. Write the new program type on the board. The Program Lead for that program type manages the added board too.
Open Diversion	Use Column F on the Coordinated Entry / Intake board if the System Event card allows it. Follow the Coordinated Entry / Intake card instructions for Column F.

Convert a program	Cross out the old program name and write the new one. Current markers stay on the board. The converted board follows the cards for the new program type.

Outcomes Snapshot

The Data Tracker records the outcome. Lowest final simulation outcome wins.

- After every round: count person markers remaining on Emergency Shelter and Transitional Housing boards.
- At the end: count person markers in Unsheltered Homelessness, Market Housing, Rapid Re-Housing, and Permanent Supportive Housing.
- The Unsheltered Homelessness count is multiplied by 3.
- Final simulation outcome = Homeless Outcomes minus Housing Outcomes.

Table Reminders

- Follow the card instructions exactly, even when the result feels frustrating.
- Do not move markers out of turn unless a card tells you to.
- Use the official turn order each round.
- If there is no space and the card does not provide another option, follow the card instruction for where the marker goes.
- Record major system decisions so your table can discuss them during the debrief.
- Available program slots means open spaces on active program boards, not Market Housing or Unsheltered Homelessness unless the card specifically directs that movement.
- Remember: every marker represents a person, and every move reflects a system choice.