Front Of Card







Back Of Card

Allowable Actions

No conversions
No additions

1

Notes

Allowable Actions

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

2

Notes

Allowable Actions

You may convert one existing program board to another program type.

3

Notes

For example, you may convert Transitional Housing to Rapid Re-Housing, or Permanent Supportive Housing to Rapid Re-Housing. Keep all current markers on the board. Starting this round, follow the cards for the new program type.

Front Of Card





Back Of Card

Allowable Actions

You may convert one existing program board to another program type.

4

Notes

For example, you may convert Transitional Housing to Rapid Re-Housing, or Permanent Supportive Housing to Rapid Re-Housing. Keep all current markers on the board. Starting this round, follow the cards for the new program type.

Allowable Actions

No conversions
No additions

5

Notes

Front Of Card

COORDINATED ENTRY ROUND 1



COORDINATED ENTRY ROUND 2



COORDINATED ENTRY ROUND 3



Back Of Card

Program Rules

⊗ Take Round 1 person markers and spread evenly across your columns, except the Diversion Column, column F

1 ●

Exits

➔ Column D to Emergency Shelter if there is space
➔ Column E to Unsheltered Homelessness
➔ Place remaining person markers in available program slots using this placement order starting with Column A:

1. Permanent Supportive Housing
2. Rapid Re-Housing
3. Transitional Housing

If no slots are available, move them to Unsheltered

Program Rules

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

2 ●

Exits

➔ Column D to Emergency Shelter if there is space
➔ Column E to Unsheltered Homelessness
➔ Place remaining person markers in available program slots using this placement order starting with Column A:

1. Permanent Supportive Housing
2. Rapid Re-Housing
3. Transitional Housing

If no slots are available, move them to Unsheltered

Program Rules

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

3 ●

Exits

➔ If the group decided to open the Diversion Column, move column F to Market Housing
➔ Column A to Emergency Shelter if there is space
➔ Place remaining person markers in available program slots using this placement order starting with Column A:

1. Permanent Supportive Housing
2. Rapid Re-Housing
3. Transitional Housing

If no slots are available, move them to Unsheltered

Front Of Card

COORDINATED ENTRY ROUND 4



COORDINATED ENTRY ROUND 5



Back Of Card

Program Rules

⊗ Take Round 4 person markers and spread evenly across your columns, except the Diversion Column, column F

4

Exits

➔ Column D to Emergency Shelter if there is space
➔ Column E to Unsheltered Homelessness
➔ Place remaining person markers in available program slots using this placement order starting with Column A:

1. Permanent Supportive Housing
2. Rapid Re-Housing
3. Transitional Housing

If no slots are available, move them to Unsheltered

Program Rules

⊗ Take Round 5 person markers and spread evenly across your columns. If the group decided to open the Diversion Column, include column F.

5

Exits

➔ Column D to Emergency Shelter if there is space
➔ Column E to Unsheltered Homelessness
➔ Place remaining person markers in available program slots using this placement order starting with Column A:

1. Permanent Supportive Housing
2. Rapid Re-Housing
3. Transitional Housing

If no slots are available, move them to Unsheltered

Front Of Card

EMERGENCY
SHELTER ROUND 1



EMERGENCY
SHELTER ROUND 2



EMERGENCY
SHELTER ROUND 3



Back Of Card

Program Rules

⊗ Do not exit Elevated Support markers to Market Housing. When completing the Market Housing exit, move Standard Support markers only.

1 ●

Exits

➔ Move 8 person markers to Market Housing
➔ Move 7 person markers to Unsheltered Homelessness
➔ Move all remaining person markers to open slots on active program boards, using this placement order:

1. Rapid Re-Housing
2. Permanent Supportive Housing
3. Transitional Housing

If no slots are available, move them to Unsheltered

Program Rules

⊗ None.

2 ●

Exits

➔ Move 7 person markers to Market Housing
➔ Move 8 person markers to Unsheltered Homelessness
➔ Move all remaining person markers to open slots on active program boards, using this placement order:

1. Rapid Re-Housing
2. Permanent Supportive Housing
3. Transitional Housing

If no slots are available, move them to Unsheltered

Program Rules

⊗ Do not exit Elevated Support markers to Market Housing. When completing the Market Housing exit, move Standard Support markers only.

3 ●

Exits

➔ Move 8 person markers to Market Housing
➔ Move 7 person markers to Unsheltered Homelessness
➔ Move all remaining person markers to open slots on active program boards, using this placement order:

1. Rapid Re-Housing
2. Permanent Supportive Housing
3. Transitional Housing

If no slots are available, move them to Unsheltered

Front Of Card

EMERGENCY SHELTER ROUND 4



EMERGENCY SHELTER ROUND 5



Standard Micro-Debrief Pattern

After each system event and movement sequence, use the same three-step pattern:

1. Notice the movement.

“Pause and look around. Where did people move? Which areas grew? Which areas shrank?”

2. Connect movement to system conditions.

“This movement did not happen because one program or one person failed. It happened because the rules, funding, capacity, and available choices changed.”

3. Name the early warning indicator.

“What is one early warning indicator you would want a CoC, state agency, funder, or public official to notice at this point?”

Back Of Card

Program Rules

⊗ None.

4

Exits

➔ Move 7 person markers to Market Housing
➔ Move 8 person markers to Unsheltered Homelessness
➔ Move all remaining person markers to open slots on active program boards, using this placement order:

1. Rapid Re-Housing
2. Permanent Supportive Housing
3. Transitional Housing

If no slots are available, move them to Unsheltered

Program Rules

⊗ None.

5

Exits

➔ Move 8 person markers to Market Housing
➔ Move 7 person markers to Unsheltered Homelessness
➔ Move all remaining person markers to open slots on active program boards, using this placement order:

1. Rapid Re-Housing
2. Permanent Supportive Housing
3. Transitional Housing

If no slots are available, move them to Unsheltered

Front Of Card

RAPID RE-HOUSING
ROUND 1



RAPID RE-HOUSING
ROUND 2



RAPID RE-HOUSING
ROUND 3



Back Of Card

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 Elevated Support markers

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.

Front Of Card

RAPID RE-HOUSING
ROUND 4



RAPID RE-HOUSING
ROUND 5



Back Of Card

Program Rules

⊗ Do not exit Elevated Support markers

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.

Front Of Card

OUTREACH ROUND 1



OUTREACH ROUND 2



OUTREACH ROUND 3



Back Of Card

Program Rules

⊗ Do not accept person markers from anyone. 1

⊗ Fill your board with person markers ONLY from Unsheltered Homelessness.

Exits

➔ Place person markers wherever there is space

➔ If there is no space, return person markers to Unsheltered Homelessness

Program Rules

⊗ Do not accept person markers from anyone. 2

⊗ Fill your board with person markers ONLY from Unsheltered Homelessness.

Exits

➔ Place person markers wherever there is space

➔ If there is no space, return person markers to Unsheltered Homelessness

Program Rules

⊗ Do not accept person markers from anyone. 3

⊗ Fill your board with person markers ONLY from Unsheltered Homelessness.

Exits

➔ Place person markers wherever there is space

➔ If there is no space, return person markers to Unsheltered Homelessness

Front Of Card

OUTREACH ROUND 4



OUTREACH ROUND 5



Back Of Card

Program Rules

4

⊗ Do not accept person markers from anyone.

⊗ Fill your board with person markers ONLY from Unsheltered Homelessness.

Exits

➔ Place person markers wherever there is space

➔ If there is no space, return person markers to Unsheltered Homelessness

Program Rules

5

⊗ Do not accept person markers from anyone.

⊗ Fill your board with person markers ONLY from Unsheltered Homelessness.

Exits

➔ Place person markers wherever there is space

➔ If there is no space, return person markers to Unsheltered Homelessness

Front Of Card

TRANSITIONAL HOUSING
ROUND 1



TRANSITIONAL HOUSING
ROUND 2



TRANSITIONAL HOUSING
ROUND 3



Back Of Card

Program Rules

⊗ Decide whether to accept Elevated Support markers or not

1

Exits

➔ Exit 1 column 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

⊗ Decide whether to accept Elevated Support markers or not

2

Exits

➔ Exit 1 column 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

⊗ Decide whether to accept Elevated Support markers or not

3

Exits

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

Front Of Card

TRANSITIONAL HOUSING ROUND 4



TRANSITIONAL HOUSING ROUND 5



Back Of Card

Program Rules

⊗ Decide whether to accept Elevated Support markers or not

4

Exits

➔ Exit 1 column 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

⊗ Decide whether to accept Elevated Support markers or not

5

Exits

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

Front Of Card

PERMANENT SUPPORTIVE HOUSING
ROUND 1



PERMANENT SUPPORTIVE HOUSING
ROUND 2



PERMANENT SUPPORTIVE HOUSING
ROUND 3



Back Of Card

Program Rules

⊗ None

1

Exits

➔ Exit 1 person marker to Market Housing

Program Rules

⊗ None

2

Exits

➔ Exit 1 person marker to Market Housing

Program Rules

⊗ None

3

Exits

➔ Exit 1 person marker to Market Housing

Front Of Card

PERMANENT SUPPORTIVE HOUSING ROUND 4



PERMANENT SUPPORTIVE HOUSING ROUND 5



Back Of Card

Program Rules

⊗ None

4

Exits

➔ Exit 1 person marker to Market Housing

Program Rules

⊗ None

5

Exits

➔ Exit 1 person marker to Market Housing