EVERY MOVE MATTERS

Alliance Homelessness Simulation



Every marker represents a person.
Every move is a system choice.

CE | SHELTER | RRH | OUTREACH | TH | PSH

COORDINATED ENTRY / DIVERSION

Entry point and diversion pathway

A	B	C	D	E	F
					DIVERSION

Use Column F only if the group opens Diversion. Follow the current Intake card.

Every marker represents a person. Every move is a system choice.

EMERGENCY SHELTER

Temporary crisis response



A	B	C	D	E
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25

Start with: 6 Elevated Support Markers, 14 Standard Support Markers

Every marker represents a person. Every move is a system choice.

RAPID RE-HOUSING

Fast exit to permanent housing



A	B	C	D	E

Start with: 1 Elevated Support Marker, 9 Standard Support Markers

Every marker represents a person. Every move is a system choice.

OUTREACH

Connection from unsheltered places



A	B	C	D	E

Start with: 2 Elevated Support Markers, 6 Standard Support Markers

Every marker represents a person. Every move is a system choice.

TRANSITIONAL HOUSING

Temporary housing pathway



A	B	C	D	E
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

Start with: 4 Elevated Support Markers, 12 Standard Support Markers

Every marker represents a person. Every move is a system choice.

PERMANENT SUPPORTIVE HOUSING



Permanent housing with support services

A	B	C	D	E

Start with: 12 Elevated Support Markers, 8 Standard Support Markers

Every marker represents a person. Every move is a system choice.

EXTRA

Added or converted program



A	B	C	D	E

No corresponding cards. Follow cards for the selected program type.

Write added or converted program name here:

_____

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