Central CoC Governing Board Meeting

March 2,2021

In Attendance

- Ben Byker
- Amy Carter
- o Lori Gudim
- Amy Sidmore
- Chassidy Lobdell
- o Tammy Moreland
- o Bryan Newman
- Michele Fournier
- Jennifer Walker
- Cathy Wogen
- Kathy Sauve

Inspiration

Volunteer

Business

- 1. Approval of February 2021 minutes
- 2. Any additions to the Agenda
- 3. Welcome Amy
- 4. Who will share this meeting updates from the Board @CoC meeting?

Ranking and Scoring Committee

1. Essential HUD Projects

HMIS, Coordinated Entry, CoC Planning Grant are essential to our Homeless response system and will be prioritized above all other projects.

2. FY2020 Central CoC-Needs and Gaps Analysis 2018-2020

See attachment

Single adults aged 25+ continue to make up the majority of people experiencing homelessness (66.2%) and the vast majority (84.7%) of people experiencing unsheltered homelessness.

3. 2020 Housing Inventory

See attachment

Programs were reviewed by All funding Sources Programs were reviewed by HUD CoC Funding

4. Future Discussion

How will Navigator Projects be scored?

Review of System Performance Measures?

2020 HIC reviewed by program type for sub populations (DV, Veterans and Youth)

Where are our Gaps in Services?

HMIS/Data Committee

1. Reviewed MN HMIS Data Quality Plan

See attachment

Walked through Central CoC QDQ reports

In March we will be reviewing Emergency Shelter and Transitional Housing Projects

2. Areas noted for Improvement

Social Security Numbers
Disability
Destination of Exit

Discussion on going away from the VI-SPDAT

1. Brief History

Concerns about VI-SPDAT not being trauma informed or culturally sensitive 2.5 years ago, work started to create a Statewide standardized assessment Assessors and those we serve shared they were not in favor of the tool As of today, there is still no statewide standardized tool Most CoC's have stopped using the VI-SPDAT or are in the process

- 3. Are we ready to stop using the VI-SPDAT?
- 4. <u>Jay to share what other CoCs are doing and what this new process would look like?</u>