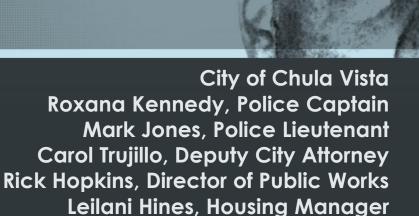
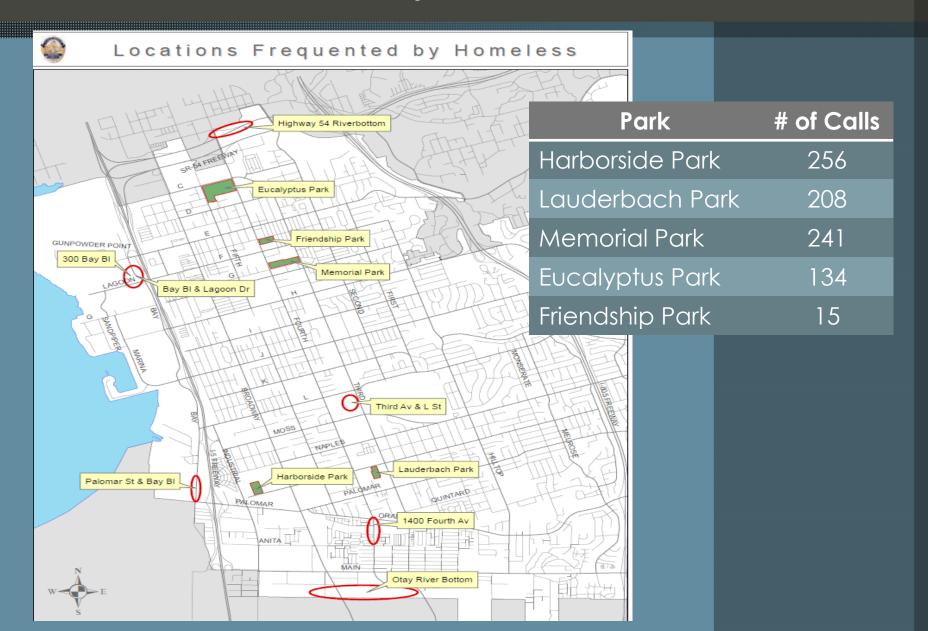
The Face of Homelessness



Homelessness Defined

- Not a crime to be homeless
- Case Law and constitutional challenges limit enforcement (discrimination).
- Able to frequent parks and public spaces
- Make every effort to offer resources to our homeless population
- Quality of life issues vs. criminal behavior

Transient Hotspots



Transient Related Calls

- Decreased feeling of safety for residents
- Loss of revenue for local businesses
- Negative health impacts
- Increase in trash and litter
- Safety hazards



Impact on Calls for Service



Transient related calls for service have increased 275% between 2004-2015

Calls for Service & Crime Data

- Call for Service Types
 - Disturbance-Person
 - Check the Welfare
 - Person Down
 - Suspicious Person
 - Mental Health Evaluation

- 520 crimes involving homeless
 - 8% involved violent crimes

Community Impact



Harborside Park





Community Impact







No Trespassing









1400 Block Fourth Ave.



1600 Bay Blvd.

Homeless Steering Committee

- Initiated in August 2013
- Bi-Monthly meetings
- Approximately 40 members
 - Sworn and professional staff
 - PERT Staff
 - Community Partners
- Objectives
 - Develop comprehensive strategies to address rising homeless population
 - Focus on high volume CFS locations/individuals
 - Reduce CFS related to homeless
 - Develop new partnerships
 - Lay groundwork for future

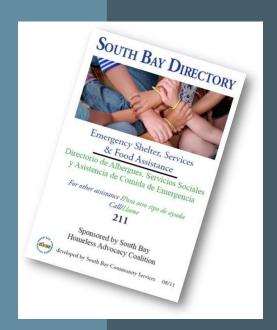


Shopping Carts

- Enforce laws regarding possession of shopping carts
- Collaborate with District Attorney on prosecution
- Recover stolen carts and return to owner

Partnerships —the key to success

- Partnerships with: SBCS, Veterans Services, San Diego and L.A. Dream Centers & McAllister Institute.
- 5 Families placed into housing
- Additional 17 individuals placed into 1 year treatment/service programs
- 2 veterans into services



Improving Quality of Life

- Priority is to provide homeless with resources
- Enforce state and municipal laws
- Improve the quality of life for all residents

