



**Human Services Commission  
Statement of Priorities for FY 2021/2022  
Housing and Human Services Grant (HHSG) Program**

**October 28, 2020**

The City Council adopted the Human Services Commission (HSC) Strategic Plan in 2014 to assist with implementation of the 2011 Eastern Alameda County 2011 Human Services Needs Assessment Findings Report. As a result, the HSC has annually developed a Statement of Priorities for the HHSG process. The HSC feels that the Statement of Priorities addresses the most critical needs and barriers to service delivery in Pleasanton. The HSC will prioritize its funding towards projects and/or programs that meet the following general criteria:

*•Priority Needs – Projects that address the following populations and/or program areas:(listed in alphabetical order)*

- *Disability Services and Access*
- *Food and Nutrition*
- *Health Care and Behavioral Health*
- *Homelessness in the Tri-Valley*
- *Senior Services*
- *Service Provider Critical Initiatives*
- *Workforce Development/Unemployment*
- *Youth Services*

*•Service Delivery with an emphasis in the following areas:*

- *Coordination and collaboration with other service providers, local nonprofits, and Tri-Valley Cities.*
- *Prevention (activities that help prevent a problem from emerging)*
- *Self-Sufficiency (activities that promote self-reliance and are aimed at reducing dependency on assistance programs and services)*

The HSC will be prioritizing its funding decisions based on the listed criteria. Grant applicants must ensure that their application describes how their proposal addresses at least one (1) of the priority needs and at least one (1) of the service delivery emphasis areas. If a proposal does not address at least one priority need and one service delivery emphasis area, the applicant is requested to provide justification as to why the project should still be funded.

In addition, agencies will also be required to register with Alameda County 2-1-1 and Ptownlife.org as a condition of receiving HHSG funds.