

Local League Actions and Advocacy for Consideration

Support Safe Parking or Camping proposals in your community.

Support Proposals for any kind of low-income housing or Homeless Shelters - attend community and council meetings as an advocate.

Hands-on service to help area homeless/domestic violence victims: put together “Necessity bags”; help a service group in your area to do meals, food pantries, clothing drives, kids’ educational and basic items: Ask the local groups serving the homeless what your League could do.

Eviction help: work with local lawyers to assist them as well as educate tenants and landlords about rental laws. Especially important during the pandemic!

Educate your League and the public:

- a. research your city and county on its policies and actions related to homelessness
- b. Talk to local police, non-profits, librarians on how things are handled in your community.
- c. Put on a LWV forum/Local Educational Forum to help people become more aware about how many homeless are in your area, who serves them, what issues are there and how are they being addressed. What can YOU do to assist?
- d. Research your city’s General Plan and how it addresses housing — educate your League about what’s being planned.
- e. Take a look at how money is spent for services, shelter and housing for the homeless in your city.
- f. Review your County’s plans for the region related to the homeless and housing for very-low-income families and individuals.
- g. Form a study committee to analyze how your city or county budget is planning to spend its money on homeless needs.
- h. Form partnerships with other organizations in your community to actively advocate for adequate funding for homeless services during the budget cycle.

i. Offer to write Op-eds for your local newspaper(s) and post information on social media.

j. Have an Observer at your regional Homeless_____.

k. Participate in Point-In-Time Counts each year.

L. Encourage local public radio and tv to do a series about the homeless in your county.