

# Improving Public Safety by Positively Changing Lives Scorecard

Fact Sheet  
October 2024



## Project Overview

The Department of Corrections (DOC) implemented an IT data solution that captures the data associated with targeted reentry efforts. This solution provides a reentry checklist of personal accomplishments and documentation to increase an effective transition for an individual into the community. Mitigating barriers is critical to a successful transition and stabilization reducing recidivism.

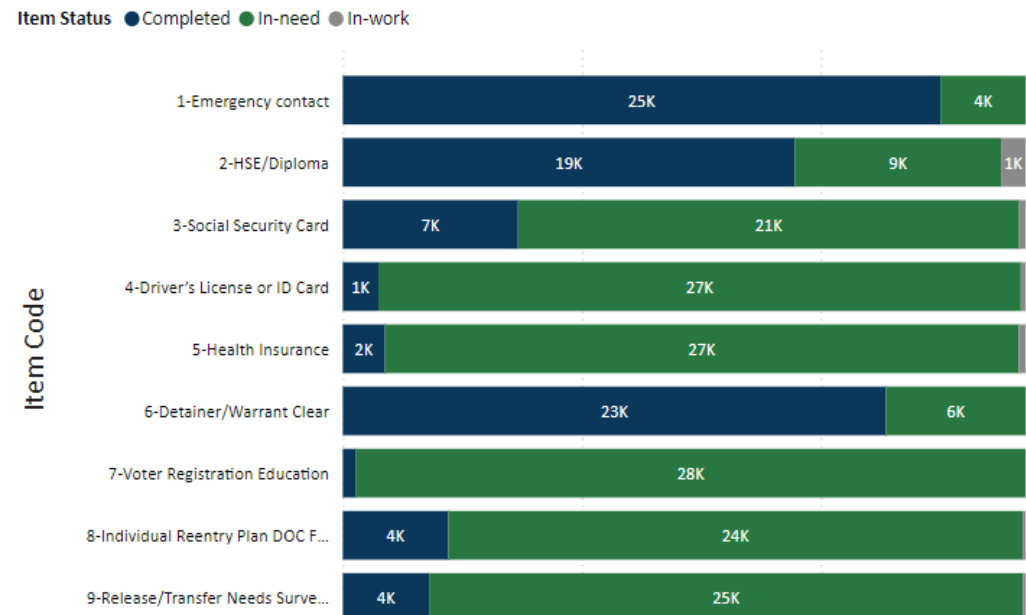
## Reentry Scorecard and Data Solutions (RSDS)

The Scorecard includes a comprehensive list of all items that an individual may need, from the point of reception, during incarceration, and after release/transfer, providing a more successful transition. The Scorecard application interfaces with the Offender Management Network Information (OMNI) system, CeField/ CePrison, and OnBase. Providing cross-divisional staff working with individuals throughout their incarceration access to items and data related to the individuals' needs. Empowering DOC staff to track, view, and manage the items on the Scorecard, producing a measure of how prepared the individual is to transition. Allowing the agency to demonstrate the work required for successful reentry into our communities.

## Scorecard Production Support Team

The Scorecard application rolled into production on July 1, 2024. The Scorecard Support Team provided communication, training, and support to DOC staff.

Below are the Key Items for the period of July 1 – October 31, 2024. The tracking of the following items, Driver's License or ID Card, Health Insurance, and Voter Registration Education, started for people who have been released since July 1, 2024.



### Total Scorecards

Created  
28,576

### Total In-Need Items

172,057

### Total In-Work Items

2,372

### Total Completed

Items  
89,500

### For more information:

Cynthia Zimmerman,  
Scorecard Project Manager  
[Cynthia.Zimmerman@doc1.wa.gov](mailto:Cynthia.Zimmerman@doc1.wa.gov)