

SLO Detox Planning Group

MEETING NOTES July 24, 2017

Meeting with County Behavioral Health and Social Services Staff Re: Funding

There are two parts of funding that are needed for patient's stay - the medical/detox care (both detox and medication assisted treatment) and the room and board.

- Medical/Detox funding would be covered by "Drug Medi-Cal" administered by the County for eligible patients. However, there is a local match for required for the Drug Medi-Cal funds. The County share ranges from 50% for the "original Medi-Cal" population (low income adults with minor children or pregnant, aged, disabled) to 5-6% for the ACA Medi-Cal expansion population (low-income adults without minor children). [Of course, changes in ACA can affect this]. The County would need to find funds to cover the match since they are currently being spent on sober living environments and other services. Some shifting of funds may be possible.
- For the room and board portion, there are several possible sources.
 - For those with minor children there are possible CWS sources, particularly if the detox stay is part of a family reunification plan.
 - Client sources such as CalWorks/TANF, SSI, and GA grant, as well as a sliding scale. It should be noted that non-homeless patients will need to keep paying their rent while in treatment so they don't become homeless, so the use of GA or CalWorks may be limited.
 - AB 109 funds
 - Other possible funds to be identified, such as homeless funds.
- We will need to contract with an operator of the detox unit. The County will probably need to issue an RFP for a qualified organization to run the detox unit and be eligible for County Drug Medi-Cal funds.
- Drug and Alcohol (Star) will try to get a develop a patient population profile of those who might need detox services. This will help in estimating possible reimbursement sources. The County financial staff (Raven) will also develop models of costs and possible reimbursements by looking at current services and what other similarly situated counties are doing.