Results	Indicators	Story	Partners	What Works	Action Plan
What quality of life conditions do we want for our community?	What data exists that could help us measure these conditions?	How do you explain the story between the result you want and the indicators you have chosen? What are the root causes?	Who are the partners with a role to play?	What works? What would it take to do better?	What do we propose to actually do, and how are we going to measure our performance?
All people in Western North Carolina experience positive mental health. We want people to be happy and healthy. We want people to be fulfilled. We want people to have a sense of achievement. We need to normalize mental health care. We want people to have energy, happiness, and want them to celebrate little things.	 Suicide Rate Educational Outcomes (which ones) Social Connections (how would you measure) NC DETECT data on ED utilization 	Too many people are experiencing mental health problems. Mental health problems impair everyday functions in life. Represents a broad range of problems including anxiety, loneliness, depression, addictions, negative feelings. Behavioral/mental health problems are associated with a great deal of blame and stigma. Lack of knowledge and lack of resources – people! Cultural/political unrest and "Things" hinder our ability to function.	 Mental health providers Commission ers Schools Physicians Trusted messenger within community Non-profit organization s Faith community Families Law enforcement Judicial system Navigators (health care) 	 Person-centered, holistic care (human before disease) Face-to-face interactions Programs that provide the tools, knowledge, and words to describe mental health experiences, struggles, challenges Acute crisis intervention Gatherings by "players ate the table" Mental health training for EMS/first responders Policy changes (which ones) 	Now Strategy: Provide greater access to care through policy changes (Expand Medicaid for starters) Normalize experiences and start by meeting with stakeholders and key players and create buy-in Next 12 Months 2-5 Years