Federal Disability (SSI SSDI) Welfare post –1996 (TANF)

## **Disability**

- Funds 100% federal, no cap
- Benefits and admin are separate

#### **TANF**

- Funding fixed state block
- Benefits and admin unified
- Savings from reduced benefits increase funds for work support and prevention

## Disability

Process driven

#### **TANF**

Outcome driven

## Four purposes of TANF:

- Promote job preparation, work, and marriage to reduce dependency
- 3 others

## Disability

No prevention

#### **TANF**

Focus on prevention

Example:

Applicant job search and

"Work First"

#### **Disability**

 Focus on calculating limitations to employment

#### **TANF**

- Focus on overcoming or accommodating limitations
  - Simultaneous work activity is part of the health solution
  - Concurrent not sequential.

## **Disability**

Culture neutral - -

Applicant is the autonomous decision maker

#### **TANF**

• Culture normative - -

Work is shared decision

Society has interest in family self-reliance

## **Disability**

 Private profit incentive can create moral hazard (lawyers)

#### **TANF**

• Private profit incentive:

Increasingly Pay for Results

## Disability

- The Reach for Safety and Security
  - Lifetime guarantee
  - Income unchanged over time

#### **TANF**

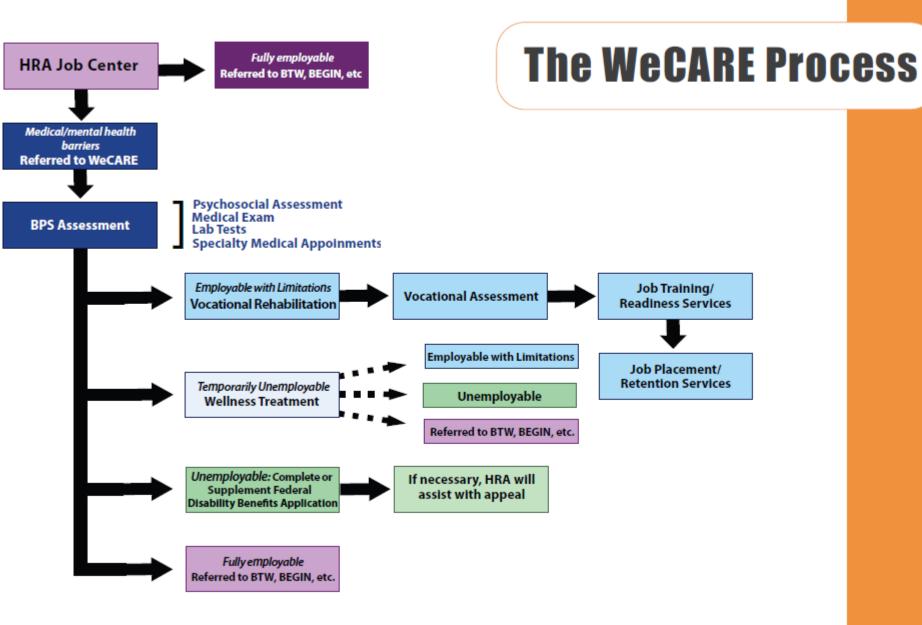
- The Reach for Safety and Security
  - o Basket of:
    - × Wages
    - × EITC
    - × Child Care
    - × Food Stamps, etc.
  - Income changeable over time

## **Disability**

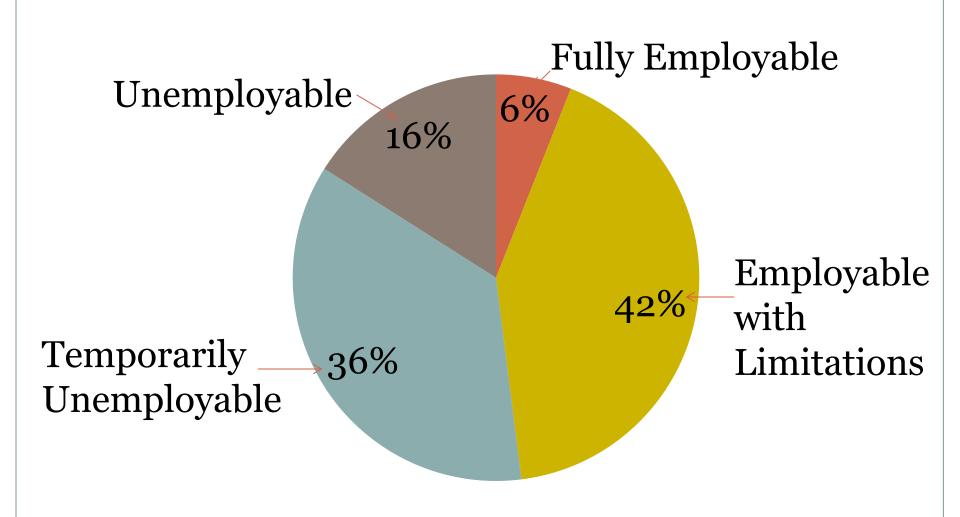
 Uncoordinated interactions among physicians, employers, state

#### **TANF**

 System response can be unified and seamless



# RESULTS: WeCARE Clients by BPS Outcome February 2005-January 2009



# **WeCARE Program Outcomes To Date**

- Over 42,000 wellness plans completed
- Almost 12,000 job placements with 73% retention at 6 months
- Over 21,500 SSI awards with award rate on initial application improving

## Disability

Absence of vibrant experimentation

#### **TANF**

Fifty state programs
with variety and
exchange of ideas and
practices

## What is minimum necessary for state operation?

1. State skin in game

2. Operational flexibility

3. Eligibility criteria need not be changed