



# **McCune Residential Facility**

## **Behavior Management Program**

The Behavior Management Program is a system to assist residents and staff to measure progress and define privileges. Every resident who is placed at McCune begins on the Orientation Level. Residents remain on the Orientation Level for a minimum of three weeks, at which time, they are presented to the Treatment Team. Once a resident has been successfully presented and a Treatment Plan developed, they are eligible to move to the next level.

Residents must successfully meet weekly requirements in order to move to the next level. The four levels in the McCune program are Freshman, Sophomore, Junior and Senior. Each of the levels has four phases and residents are allowed more privileges as they attain higher levels. It is very rare for a resident to meet the standards required to move phases every week.

Level Movement meetings are held every Thursday. Residents must identify three goals related to their behavior and why they were placed at McCune. Every Thursday, residents and staff will provide your son feedback about whether they met their goals. If a Resident does not meet his goals, he will not be able to move up to the next level.

Residents are also evaluated on a weekly basis through a point system. Residents earn points based on their behavior and attitude. The point system is designed to give the resident information and provide insight on how they are interacting with others. Many times Residents mistakenly focus on points rather than definition of the points. Residents earn points based on a structured system defined as follows:

- 0 = Power Stage (Might makes right, out of control, don't care, hurtful)
- 1 = Deals Stage (Makes excuses, blames others, manipulates)

2 = Relationship Stage (Cares what others think, accepts responsibility)  
3 = Responsibility Stage (Does what is right)

The point system is designed to help Residents understand how their behavior and attitudes affect other people and requires them to take responsibility for their actions. This is not an easy system and residents frequently move through the early levels quickly, but begin to struggle as more is expected of them.