

Maryland School for the Deaf

Exclusions/Physical Restraint/Seclusion Incident Report

Student Name:		Date:						
Department:		Is exclusion/restraint/seclusion included in existing Behavior Intervention Plan:		Yes <input type="checkbox"/>	No <input type="checkbox"/>			
Less intrusive interventions that failed or were deemed inappropriate:								
Circle One: Exclusion/ Seclusion/ Restraint (each event shall not exceed 30 minutes)								
Length of time:		Precipitating Event/Behavior:	Location:	Describe student's behavior/reaction:	Name & Signature of staff implementing intervention	Observer/s		
Start time:	End time:							
Type of Restraint Used (if any) #Use Key Below#:								
Follow Up: Check all that apply *Parent notification, oral/ASL or written, must occur within 24 hours*								
Notified Teacher - Yes <input type="checkbox"/> No <input type="checkbox"/> Name:		Notified Administrator - Yes <input type="checkbox"/> No <input type="checkbox"/> Name:		Notified Counselor - Yes <input type="checkbox"/> No <input type="checkbox"/> Name:		Notified Student Life Counselor - Yes <input type="checkbox"/> No <input type="checkbox"/> Name:		
911 Called - Yes <input type="checkbox"/> No <input type="checkbox"/>		Transported to hospital ER - Yes <input type="checkbox"/> No <input type="checkbox"/>		Accompanied by:				
Examination by Health Staff: Yes <input type="checkbox"/> No <input type="checkbox"/> Name: If yes – Attach Student Health Center Report		Parent Notified (*restraint and seclusion only*) Date: Time: Method (email, phone, vp, in person):		Administrator's Signature:				
# Restraint Key #	CC = Children's Control		TC = Team Control		ST = Solo Transport		TPT = Two-Person Transport	
	BE = Basic Escort		SE = Secure Escort		TG = Turn & Go Escort		BHE = Basket Hold Escort	
	1AC = One Arm Capture		1AR = One Arm Restraint		BH1 = One Person Basket Hold		BH2 = Two Person Basket Hold	
	TDR = Take Down Restraint		TDBH = Take Down Basket Hold		FR2 = Two Person Floor Restraint		FR3 = Three Person Floor Restraint	