

Incentives and Sanctions: The Basics

**Tribal Law and Policy
Institute**

4 Basic Techniques

Give/Take a Sanction

Give/Take a Reward



You need both a Carrot and a Stick with Drug Clients



OPPOSITIONAL DEFIANT

Oppositional Defiant Disorder

Diagnostic Criteria 313.81 (F91.3)

A. A pattern of angry/irritable mood, argumentative/defiant behavior, or vindictiveness lasting

at least 6 months as evidenced by at least four symptoms from any of the following categories,

and exhibited during interaction with at least one individual who is not a sibling.

Angry/Irritable Mood

- 1. Often loses temper.**
- 2. Is often touchy or easily annoyed.**
- 3. Is often angry and resentful.**

Argumentative/Defiant Behavior

- 4. Often argues with authority figures or, for children and adolescents, with adults.**
- 5. Often actively defies or refuses to comply with requests from authority figures or with rules.**
- 6. Often deliberately annoys others.**
- 7. Often blames others for his or her mistakes or misbehavior.**

Vindictiveness

- 8. Has been spiteful or vindictive at least twice within the past 6 months.**

STABILIZATION

A sign with the text "Keep it Simple" hanging from strings against a red background. The sign is white with a slight shadow, giving it a 3D appearance. The background is a dark red with vertical lines, suggesting a curtain or a wall. The sign is centered in the upper half of the slide.

*Keep it
Simple*

When clients first come into court, expectations of behavior should be basic and simple

Proximal and Distal Goals



IF they can do it but **WONT**

**FULL
SANCTION**



- Sanction should be **HIGHER**

If they can do it and they do it



Reward should be smaller

Distal Rewards are the opposite



Low Sanction and HIGH REWARD

Habituation



Ceiling Effect



JUST RIGHT



Equivalent Consequences

- Some Sanctions should be the same for the same behavior
- Should try to keep some individuality of program for different phases

Quicker Sanctions Work Better



FIXED RATIO FOR REWARD

- Want a 1:1 Ratio for best results
- GOOD BEHAVIOR/REWARD not 10 good Behaviors and only one Reward

Drug Test are a Tool



A Better Indicator is Structure



We Don't Have to Prove



For More Information . . .

TLPI believes in providing resources free of charge, or at minimal cost, whenever possible.

Visit www.WellnessCourts.org

or

contact:

wellness@tlpi.org