Collier House Level System

The purpose of the Collier House is to teach you responsibility and independent living skills. The Collier House would like to foster each resident's independence and responsibility in order to ensure their future success.

The level system has been set up to ease you into a more acceptable way of living out your daily life. The expectations in the level system allow each resident to achieve and grow throughout their stay at the Collier House. Each resident can easily follow and tract their personal growth.

There must be a safeguard against some behaviors, which is serious and dangerous to both you and your fellow housemates. These serious behaviors are clearly outlined in the contract. For instance: possession and/or use of drugs, alcohol, running away and stealing, etc. If any of these infractions occur, the resident will lose their level.

It is hoped that you are able to continually work out problems, so that you can experience positive, good feelings of growth that the level system can provide.

Extensions for curfew are granted for approval by either the Director or the Program Manager at least 24 hours in advance.

Level 1

Curfew: 12 am

4 overnight outings permitted

Level 2

B	asic Responsibilities
	a. All that is expected on Level 1
В	ehavior Expected on Level 2
	 a. Working with staff to foster life skills
	 b. Displays positive role model behavior both in and out of the home
	 c. Shows initiative and responsibility both in and out of the house
	d. Is working on action plan at a more motivated pace
A	accepts responsibility for own behavior; does not make excuses
o	r blame others for mishaps.
В	udgets money wisely
R	ecognizes own problems and shows willingness to work on them attends Life Skill Seminars Willingly
P	articipates in house activities, if available.
Λ	Neets with Kerry on a weekly basis with little to no prompting
	. is an active participant during sessions
	. is open to the therapeutic process

Time of Level 2: Minimum of six weeks without receiving any sanctions of the house rules before moving up to Level 3.

Curfew: 1 am

5 overnight outings permitted

Consequences that will result in loss of Level 2

- Failure to maintain a job
- Inability to display trust
- Stealing
- Using Drugs and/or alcohol

Level 3

Completes ALL requirements for both Level 1 & 2.	
Completes all house requirements independently and correctly without prompting	
Displays Trust and Responsibility	
Thoroughly works on life skills and personal goals	
Assist staff in giving orientations to new residents	
Works on securing a permanent housing plan	
Achieving set therapeutic goals with Kerry	
Curfew: 2am 6 overnight outings permitted	
Consequences that will result in Loss of Level 3: All of those listed on Levels 2 and 3	