unity center for behavioral health

April 2016

Monthly Update

Architecture and Design – Design and finishes are complete. Courtroom and evaluators office is now finalized. The architecture team is working to ensure pharmacy design meets code requirements.

Care Model Design – Planning to engage larger groups of staff and providers in discussions about security, including strategies for management of patient agitation and selection of a de-escalation model for Unity.

Governance – Unity's CMO, Greg Miller, M.D., and the Pediatric Medical Director, Kathy Flegel, M.D., have been hired and will officially begin work June 1, 2016.

Government Affairs – Continuing to monitor progress on the rule change that will allow ambulances to transport police holds. Meeting with Oregon Health Authority staff to discuss PES related payment structure and rules about PES services for Oregon.

IT and Informatics – The team has defined the Health Information Exchange (HIE) settings for Unity. Planning is complete for devices/core systems (Security, RN Call, Real Time Locating System, and Mobile Devices). Phase 1 of Epic build has been a leaning process (as opposed to adding more/new content) and will go into effect 6/25/2016 for Legacy facilities. The next phase of Epic work will focus more on provider and PES workflows.

Provider Recruitment – Seven providers have signed on to work at Unity. The team plans to increase focus on nurse practitioner recruiting in the coming weeks.

Transitions of Care - Meeting 5/4/2016 to work on mapping workflows for transitions of care, including defining the physical space requirements for various organizations and functions. Small groups will focus on workflows for external peers, IP discharge, and PES discharge.