### **Escalated Behavior:**

- Not a power struggle cannot "bully" into compliance
- Allow person to self-calm if possible or seek primary caregiver
- > Avoid touching unless absolutely necessary
- Do not attempt to physically stop self-stimulatory behavior
- Redirection for behavior outburstsdo not reason with

#### **Restraint:**

- Use wraparound method for quick removal/to gain control
- People with Autism may have a difficult time supporting their airways during restraint – poorly developed trunk area/chest muscles
- > Turn the person on their side to ensure normal breathing
- > May be prone to seizures
- > Be prepared for resistance they may not understand why they shouldn't struggle
- Continue to speak and act in a calm manner

## **Assessment Tips:**

- > Perform triage distal to proximal
- ABCs:
   Approach slowly
   Baseline behavior/mental status
   Consider medical reason/comorbid dx
   State what you are doing first
- P.A.S.S.
  Pain interpretation abnormal
  Ambulance may be overstimulating
  Standard dose of meds may be
  ineffective or exaggerated effect
  Severe food/drug allergies

### Search/Rescue:

- Water is a point of attraction pools, ponds, lakes, rivers, foun tains
- No fear do not discount a location because a reasonable person wouldn't go there
- > Forcible entry is often necessary
- Occupants are likely to hide from rescuers
- May become combative in situa tions where they must be moved quickly
- > Look for alternate IDs
- > Assume BOLT RISK assign someone to watch AT ALL TIMES
- Shiny objects (slinky) to lead to safety



#### What to Look For:

- Difficulty understanding language or gestures
- > Inability to follow multiple commands
- Limited or no speech, or repetitive phrases only
- > Avoids eye contact
  - Self-calming actions like spinning,
- rocking, flapping arms, squealing, hitting self, biting self
- Abnormal fears or lack of fear in a dangerous situation
- Takes everything literally, no understanding of sarcasm, idioms or vague statements
- > Hyper or hypo sensitivity to light, sound, smell, touch, or taste

### **Communication:**

- > Look for alternative communication devices or sign language
- Use simple language speak slowly and clearly
- > Try to use a non-threatening voice
- Use concrete terms and ideas avoid phrases with more than one meaning (knock it off, spread eagle)
- Repeat simple questions, allow 10-15 seconds for response

# On the scene the person may:

- Be nonverbal or echo your speech trying to communicate
- > Exhibit "fight or flight" behaviors
- > Look away, cover ears, or start to stim
- > Appear agitated and belligerent
- Not understand body language, facial expressions
- > Not notice another person's distress
- > Have sensitivity to sounds, light, smell, textures
- > Be a "space invader"
- > Speak obsessively about a topic
- Not be able to distinguish between a minor issue and a serious trauma
- > Laugh or cry inappropriately
- > Be attached to a random object

# **Responding:**

- > Make sure the person is unarmed maintain a safe distance
- > Turn off lights and sirens if possible
- Remove unnecessary personnel and bystanders



## Sensory Issues: A.N.G.E.R.

- Aware of everything in their environment X10, ALL THE TIME
- > No sensory adaptation
- > Get out of defense mode
- > Equip with a focus point
- > Reduce sensory triggers

### If a Meltdown Occurs:

- > DO NOT restrain unless necessary
- > DO NOT say "snap out of it"
- > DO NOT try to bully into compliance
- > DO give space to self-calm
- > DO offer choices/provide a way out
- DO keep individual and bystanders safe