

Mileage:

Just because the person receiving services is in the car with you does not mean you can automatically bill mileage.

In order to bill for mileage, you must have a goal or service on the IPP that pertains to the mileage.

For example, if you are billing mileage for going out to eat, then you need to have a goal on the IPP for restaurant utilization or a related area such as eating with utensils. You cannot bill mileage if you take the person out to eat if there is no goal/related goal for this on the IPP.

Reason For Travel:	Includes Things Such As:
Automobile Safety	<ul style="list-style-type: none"> • Seatbelt use.
Balance & Gait	<ul style="list-style-type: none"> • Working on walking, coordination, muscle strength.
Choice Making	<ul style="list-style-type: none"> • Can include choice making in a variety of areas, such as making choices of what to purchase at a store or what to order at a restaurant. • This is the reason for travel if working on choice making is the focus of the goal/objective.
Communication Skills	<ul style="list-style-type: none"> • Communicate basic wants and needs. • Understand simple directives/ instructions. • This can be done in a variety of locations. The setting should be identified on the IPP. • This is the reason for travel if working on communication skills is the focus of the goal/objective.
Community Awareness	<ul style="list-style-type: none"> • Community outing for someone who is cooperative with going into the community.
Community Safety	<ul style="list-style-type: none"> • Crossing the street. • Recognizing danger in the community. • Recognize traffic safety.
Comparison Shopping	<ul style="list-style-type: none"> • The purpose of the goal is for the individual to look at 2 items and determine which is the better buy due to price, size, etc.
Day Program (Travel To/From)	<ul style="list-style-type: none"> • Travel to drop the individual off/pick up from the day program.
Decrease Behavior	<ul style="list-style-type: none"> • The purpose of the goal is to teach individuals who tend to exhibit maladaptive behavior in community settings more acceptable ways to behave in those settings. • Example 1: An individual may get very frustrated while waiting in line to pay and start knocking things off the store shelf at checkout. • Example 2: An individual may only want to complete certain activities while in the community, i.e. they do not want to go to the grocery store, but they do want to go to the movies. While at the grocery store they begin cursing.
Eating With Utensils	<ul style="list-style-type: none"> • The purpose of this goal is to work on eating with utensils and can be worked on in a restaurant setting.

Exercise/Fitness	<ul style="list-style-type: none"> • This is for individuals who go to the gym/YMCA to work on fitness goals.
Healthy Food Choices	<ul style="list-style-type: none"> • This is for individuals who have goals for choosing foods for a healthier diet. • Can also be used for someone who has a goal that focuses on choosing healthy foods in a restaurant setting.
IPP (Travel To/From)	<ul style="list-style-type: none"> • Travel to/from IPP meetings, when transporting the person receiving services.
Meal Prep Supplies	<ul style="list-style-type: none"> • This is for individuals who have goals for meal preparation, which includes choosing the items they will need for meal prep.
Mobility	<ul style="list-style-type: none"> • Standing and walking skills. • Pushing a wheelchair over difficult terrain or up a ramp.
Money Skills/Purchase	<ul style="list-style-type: none"> • The purpose of this goal is to teach basic money skills by making a small purchase. • This can be done at a grocery store, clothing store, the mall, a convenience store, fast food restaurant, etc.
Pet Care Activities	<ul style="list-style-type: none"> • This is for individuals who have goals for caring for their pets (personal responsibility), which includes things like choosing the items they will need to complete pet care, taking their pet to the pet store for services, and accessing various pet-related services in the community, such as taking their dog to a dog park for a walk.
Recognize Surroundings	<ul style="list-style-type: none"> • Recognize surroundings in the community.
Respite (Travel To/From)	<ul style="list-style-type: none"> • Travel to/from respite provider. • Ex: If the parent meets the respite provider at a community location.
Restaurant Utilization	<ul style="list-style-type: none"> • The purpose of the goal is overall use of a restaurant, i.e. choosing which restaurant to eat at, choosing what to eat, ordering their meal, waiting for the meal, paying for their meal, etc. • This goal includes other skills areas such as choice making and money skills. • Choose your reason for travel based on the main focus of the goal, which should be identified on the IPP.
Social Skills Development	<ul style="list-style-type: none"> • Peer interaction. • Can be at a local park, the movies, a friend's house, a restaurant, etc. where the person receiving services is meeting a peer for the purpose of working on developing social skills.
Texture Stimulation	<ul style="list-style-type: none"> • Making choices based on touch.
Tolerating Community Activity	<ul style="list-style-type: none"> • Used for someone who has difficulty with tolerating community activities.
Therapy (ST/OT/PT/DT)	<ul style="list-style-type: none"> • Travel to/from therapy.
Wheelchair Transfers	<ul style="list-style-type: none"> • Transferring from wheelchair to car and back when traveling.
Work (Natural Supports)	<ul style="list-style-type: none"> • Travel to/from work when natural (Unpaid) supports are used.