

SUBSTANCE ABUSE PROGRAM SOLDIER HANDOUT

WHY: To stay in the National Guard after testing positive on a urinalysis, you must get assessed by a state licensed clinician or counselor to determine if you have a substance abuse problem. If the clinician determines you need treatment, you must complete the prescribed treatment. This is not a punishment, this is to help you. The assessment is just an interview that lasts about an hour.

HOW: The Prevention Coordinator (PC) will coordinate with you to schedule an appointment with a facility in your area for an assessment. To find a treatment facility in your area, contact the PC below and your commander will provide you with a list of approved facilities in your area. When you call the PC, tell him/her that you had a positive urinalysis for “xyz” drug or are a self-referral, and that you were referred to SAP by your Commander to have an assessment completed.

COSTS: You are financially responsible for any costs associated with this program. Most clinics have a sliding fee scale based on income. For assistance on finding one of these facilities, call a PC at the numbers listed below.

TIMELINE: You must contact someone in the SAP office within **seven (7) days** of being counseled by your Commander to schedule the assessment. You must have an assessment completed within **30 days** of signing the counseling forms your Commander discussed with you. **Failure to do so can result in separation from the military.** Any treatment that is recommended must be completed, and proof of completion must be submitted to the ASAP office and your Unit.

WHAT TO BRING WITH YOU TO THE ASSESSMENT: A photo ID, your referral form from your Unit, and a form of payment for services.

Substance Abuse Contacts For Assessment and Treatment Resources:

Grady DuBose, Prevention Coordinator

(504) 278-8711

grady.f.dubose.ctr@mail.mil

Kelsey L. Roach, Prevention Coordinator

(504) 278-8089

kelsey.l.roach.ctr@mail.mil

Victoria R. Fletcher, ADCO

(504) 278- 8099

victoria.r.fletcher4.ctr@mail.mil

