## **Intervention Categories**

- 1. Stress reduction
  - a. Environment
    - i. Interpersonal relationships
      - 1. Counseling
      - 2. Assertiveness vs aggression
    - ii. Work
      - 1. Assertiveness vs aggression
      - 2. Job change
      - 3. Arbitration
      - 4. Acceptance
    - iii. Finances
      - 1. Problem solving
      - 2. VA resources
    - iv. Create a supportive environment as much as possible
      - 1. New people, places, and things
    - v. etc
  - b. Physical condition Medical interventions for:
    - i. Chronic pain
      - 1. Pain clinic for meds mgmt
      - 2. Psych strategies
    - ii. Disturbed sleep
      - 1. Sleep clinic
      - 2. Sleep hygiene
      - 3. Meditation
    - iii. Obesity
      - 1. MOVE program
      - 2. Meds, surgery,
        - a. Medical implications: diabetes, fatigue, self-esteem
    - iv. Low thyroid, low testosterone, meds side effects
      - 1. Physical conditions that have mental health side effects
      - 2. Fatigue and sexual side effects of medications
      - 3. You must work in collaboration with PCP
    - v. etc
  - c. Behavior
    - i. Substance abuse
      - 1. Substance abuse treatment program
    - ii. Isolating
      - 1. Joining social groups
    - iii. Compulsive gambling
      - 1. G.A.
    - iv. etc.
  - d. Thinking
    - i. CBT

- 2. Evidence Based Treatments (EBTs)
  - a. Cognitive Behavior Therapy (CBT)
    - i. Cognitive & Stress Models
      - 1. Understanding role between thoughts and mood/behavior
    - ii. Depression, Anxiety, and Anger Models: situational vs organic
      - 1. Are these conditions the result of physical illness or thinking?
    - iii. Meditation
      - 1. Improve ability to focus/concentrate
      - 2. Learn effective way of calming oneself
    - iv. ID/Decide/Modify distorted thinking
      - 1. Identify stuck points and rigid rules
        - a. ABC sheets
        - b. Input from others
      - 2. Define desired behavior and commit to pursuing it
        - a. Challenge beliefs using behavioral experiments
      - 3. Modification: re-training your brain
        - a. Develop & apply alternative responses for stuck points
        - b. Mental rehearsal
        - c. Live practice
          - i. Desensitization
        - d. Ritual
        - e. Reminders
    - v. Belief system
      - 1. Cybernetic model: HW & SW
      - 2. "Weakness of the Neurotic"
      - 3. Unconscious selection of unsupportive beliefs
      - 4. Conscious selection of supportive beliefs
  - b. Activity scheduling
    - i. Recreational Physical Activity
    - ii. Other pleasant activities
  - c. Improved interpersonal relationships
    - i. Group MHC groups are temporary
    - ii. Increased social involvement
    - iii. Enhance social skills: assertiveness vs. aggression
  - d. Medication for mental illness
    - i. Anti depressants
    - ii. Anti anxiety
    - iii. Meds for sleep, anger, nightmares, etc.
    - iv. Consider side effects trade-offs