The 1LN Initial was designed to reduce the number of UDA's that triggered from the previous versions of the 1LN. What this means is that much of the required documentation for the events below have been built into the 1LN so as you answer the Type of Event question it will open the required sections based on your response. The following list are the UDA's that do not appear within the 1LN and must be completed in addition to the 1ln based on the rules below.

* **1. Fall:**
  + LN: Physical function monitoring q shift x 3 days
* **2. New Skin Tear/Laceration/Abrasion (non-pressure)**
  + LN: Weekly Wound Evaluation, due in 7 days
  + RN: Wound Assessment (Initial) due immediately
* **3. New Bruise/Discoloration**
  + Nothing Additional
* **4. Choking/Aspiration**
  + IDT to Rehabilitation Referral Form
* **5. New Wound (pressure)**
  + RN: Wound Assessment (Initial) due immediately
  + LN: Braden Scale weekly times 3 weeks. (Initial Braden within 1LN)
  + LN: Weekly Wound Evaluation due in 7 days
* **6. Burn**
  + RN: Wound Assessment (Initial) due immediately
  + LN: Weekly Wound Evaluation due in 7 days
* **7. Smoking injury**
  + Nothing Additional
* **8. Resident to resident verbal altercation**
  + LN: Behavior monitoring Q shift x 3 days
* **9. Resident to resident physical altercation**
  + LN: Behavior monitoring Q shift x 3 days
* **10. Behavior- New or Worsening** 
  + LN: Behavior monitoring q shift x 3 days
* **11. Elopement – Attempted but unsuccessful** 
  + LN: Behavior Monitoring Q shift x 3 days
  + Warning to place wander guard
* **12. Elopement – Actual** 
  + LN: Behavior monitoring Q shift x 3 day
  + Warning to place wander guard
* **13. Attempted suicide**
  + LN: Behavior monitoring q shift x3 days
* **14. Other**
  + No triggers (must verify with facility leadership additional documentation required)
* **If NOT completed by RN the RN Narrative Assessment UDA is due immediately**
* **Section F Skin Condition if you mark that a skin impairment is noted**
  + RN: Wound Assessment (Initial) due immediately