

HAWAII DEPARTMENT OF HUMAN SERVICES - Division of Vocational Rehabilitation  
Rehabilitation Technology  
**RATE SHEET**

Payment rates are all inclusive, which means they include the Vendor's staff time, administrative costs, research, report preparation, travel time and mileage, time lost due to VR Client missed appointments ("no shows") and any other costs associated with the service provision. DVR will not pay for these costs separately.

<b><u>Rehabilitation Technology</u></b>	
<b><u>Assistive Technology - Functional Assessment</u></b>	
<b>Payment Rate</b>	\$600.00
<b><u>Consultation and Planning</u></b>	
<b>Payment Rate</b>	\$250.00
<b><u>Rehabilitation Technology - Training</u></b>	
<b>Hourly Payment Rate</b>	\$150.00

Payment for the authorized **Assistive Technology - Functional Assessment** will be made based on the following:

1. The Payment Unit is one (1) complete Assistive Technology - Functional Assessment for one (1) VR Client.
2. Payment for an Assistive Technology - Functional Assessment includes a complete Functional Assessment Report (Exhibit H1) for one (1) VR Client.

Payment for the authorized **Consultation and Planning**, including conducting the Consultation and Planning Meeting, will be made based on the following:

1. The Payment Unit is one (1) Consultation and Planning Meeting between the VR Client, VR Client's Representative/Guardian (if applicable), VR Counselor, and Vendor.
2. Payment for Consultation and Planning includes a complete and agreed upon Assistive Technology Action Plan (Exhibit H2) form.

Payment for the authorized **Rehabilitation Technology - Training**, including creating the Assistive Technology Action Plan (Exhibit H2), will be made based on the following:

1. The Payment Unit for authorized Rehabilitation Technology - Training for one (1) VR Client is one (1) hour, which equals sixty (60) minutes of actual time spent providing Rehabilitation Technology - Training to one (1) VR Client. A partial hour may be billed in increments of a quarter of an hour (15 minutes). The Vendor may round the total time spent with the VR Client to the nearest quarter of an hour (15 minutes). Example: 22 hours and 15 minutes = 22.25 hours; 22 hours and 30 minutes = 22.5 hours; 22 hours and 45 minutes = 22.75 hours.
2. The Vendor shall bill only for time spent providing services for Rehabilitation Technology - Training that last longer than fifteen (15) minutes:
  - a. Training VR Clients, their co-workers, family members, personal attendants, or other appropriate support persons; and
  - b. With VR Counselors face-to-face, by video conference, or by phone calls to discuss specific issues pertaining to VR Client(s).

*Supporting documentation must be sufficient to verify that the requested service was provided, and the appropriate rate charged.*