

---

**BVC©**

# **Brøset Violence Checklist**

Paper version

---

**frenzs°**

[www.frenzs.nl](http://www.frenzs.nl)

## The Brøset Violence Checklist © (BVC) - quick instructions:

Score the patient at agreed time on every shift. Absence of behaviour gives a score of 0. Presence of behaviour gives a score of 1. Maximum score (SUM) is 6. If behaviour scores 1, e.g. if a well know client normally is confused (has been so for a long time) this will give a score of 0. If an increase in confusion is observed this gives a score of 1.

Patient data

Monday / /			
	Day	Evening	Nights
Confused			
Irritable			
Boisterous			
Verbal threats			
Physical threats			
Attacking objects			
SUM			

Tuesday / /			
	Day	Evening	Nights
Confused			
Irritable			
Boisterous			
Verbal threats			
Physical threats			
Attacking objects			
SUM			

Wednesday / /			
	Day	Evening	Nights
Confused			
Irritable			
Boisterous			
Verbal threats			
Physical threats			
Attacking objects			
SUM			

Thursday / /			
	Day	Evening	Nights
Confused			
Irritable			
Boisterous			
Verbal threats			
Physical threats			
Attacking objects			
SUM			

Friday / /			
	Day	Evening	Nights
Confused			
Irritable			
Boisterous			
Verbal threats			
Physical threats			
Attacking objects			
SUM			

Saturday / /			
	Day	Evening	Nights
Confused			
Irritable			
Boisterous			
Verbal threats			
Physical threats			
Attacking objects			
SUM			

Sunday / /			
	Day	Evening	Nights
Confused			
Irritable			
Boisterous			
Verbal threats			
Physical threats			
Attacking objects			
SUM			

## The Brøset Violence Checklist © (BVC) - quick instructions:

### Interpretation of scoring:

#### Score

**Sum = 0** The risk of violence is small

**Sum = 1-2** The risk of violence is moderate. Preventive measures should be taken.

**Sum = 3-6** The risk of violence is high. Preventive measures should be taken.  
In addition, plans about how to manage an attack should be made.

<b>Confused</b>	Appears obviously confused and disoriented. May be unaware of time, place or person.
<b>Irritable</b>	Easily annoyed or angered. Unable to tolerate the presence of others.
<b>Boisterous</b>	Behaviour is overtly "loud" or noisy. For example slams doors, shouts out when talking etc.
<b>Verbal threats</b>	Where there is a definite intent to physically threaten another person. For example talking of an aggressive stance; the grabbing of another persons clothing; the raising of an arm, leg, making of a fist or modelling of a head-butt directed at another.
<b>Physical threats</b>	A verbal outburst which is more than just a raised voice; and where there is a definite intent to intimidate or threaten another person. For example verbal attacks, abuse, name-calling, verbally neutral comments uttered in a snarling aggressive manner.
<b>Attacking objects</b>	An attack directed at an object and not an individual. For example the indiscriminate throwing of an object; banging or slamming windows; kicking, banging or head-butting an object; or the smashing of furniture.

NB: For the behaviours/items physically threatening, verbally threatening and attacking objects the operationalisation was adapted from the Behavioural Status Index (Reed, Woods & Robinson, 2000) by one of the authors (Woods).

© Roger Almvik and Phil Woods 2000 - not to be copied without express written permission by one of the authors.

---

## Questions about this document?

Feel free to contact us.

Frenzs BV

[www.frenzs.nl](http://www.frenzs.nl)

[info@frenzs.nl](mailto:info@frenzs.nl)

Roel Ruiken MSc.

Commercial manager