

Post-Acute Wound and Skin Integrity Council (PAWSIC)*
Wound Provider Group (WPG) Checklist

WPG Checklist Purpose

1. **Wound Provider (WP) and Wound Provider Groups (WPG):** A tool to Inform program development or process improvement.
2. **Healthcare Leaders:** A tool for any post-acute site of service to aid in the selection of a wound WP or WPG.
3. **Patients/Responsible Parties:** Serves as a reference guide when selecting a WP or WPG.

Intent

This Post-Acute WPG Checklist is solely a guide and covers a variety of generic competencies for both employed WPs and contracted WPGs. It is intended to be adaptable to the needs specific to a site of service, regulations, practice acts, etc. The regulations, reimbursement structures, and policies that direct practice and care differ from state to state, payer to payer, and by sites of service. Wound providers may be employed or contracted.

This checklist is not intended to replace your facility/organization’s policies and procedures nor any local, state or federal requirements. The utilization of this form is at your discretion and PAWSIC releases the utilization of this form to your facility/organization to assist in selecting or guiding a partnership with a WP/WPG.

Part 1 GROUP STRUCTURE

CONSIDERATION	COMMENTS/ACTIONS
Amount of time your program is in existence	
Private or corporate	
Locations	
Settings of service (clinic, hospital, LTC, etc.)	
Affiliations (hospital, outpatient, etc.)	
Do you have a corporate integrity agreement?	
Do you have a corporate diversity, equity, and inclusion (DEI) program?	
What employment checks are you doing for your WPs?	
Are your WPs eligible to participate with all state and federal payers? (If not, why/where?)	
Do you require that your WPs: <ul style="list-style-type: none"> ● Wear a badge with photo and credentials? ● Undergo TB testing? ● Are vaccinated for COVID-19? 	
Do your WPs complete a training/competency on hand hygiene?	
If your WPs have a site of service concern, what is the policy/process to manage this?	