Supplemental Online Content: Tokens of Incentives Grab-Bag Approach

Tokens of incentive were rewards attainable through a grab-bag approach.[17-19](#_ENREF_17),[24](#_ENREF_24) The grab bag was a small, opaque cloth bag which held forty-five tokens of six different colors. Each color represented a different incentive. For example, a green chip correlated to a $50 Walmart® gift card and there were four of these chips available at all times. Gift cards were utilized to minimize the risk of selling the incentive to purchase abusable substances. The distribution of the chips included one $250 chip, two $100 chips, four $50 chips, eight $25 chips, and fifteen $10 chips. In addition to the monetary chips, the grab bag contained fifteen chips that served to give a choice from a selection of various books. The selection of books included calendars, journals, daily reflection books, meditation workbooks, sketchpads, and other recovery focused materials.

Starting with the second visit, we rewarded any patient who had a urine drug screen free of opiates and/or complied with goals set with the provider, with a grab-bag selection. The urine drug screen is a point of care test performed on a witnessed urine specimen for each patient at each visit in the clinic. Clinicians reviewed urine drug screens and used for real-time treatment discussions with patients about current use patterns. Using this test provided a form of objective evidence of recent substance use and incentivized sober behavior. All positive point of care testing was then confirmed through urine gas spectrometry evaluation. Clinic social workers confirmed involvement in substance use disorder treatment through communication with the patient’s treatment program. Example incentivized personal goals were: “*send out one job application,” “be on time for next appointment,” and “attend group treatment sessions*.” Patient report, family communication, and whenever possible, independent report verified personal goal attainment. Patients transitioned to an incentive program based on the attainment of individualized treatment and personal goals with increased treatment duration. At each visit, patients set a goal to be achieved by the following visit, which when achieved would lead to an extra draw from the grab-bag and further reinforcement. This process was designed to provide higher extrinsic rewards up front while patients were developing their own individual intrinsic recovery motivations and learning how to set and attain goals through drug treatment and work within the clinic. At visits, a patient could have up to 3 draws from the incentive grab-bag if they met the requirements of a substance-free urine drug screen, involvement in substance use disorder treatment, and personal goal attainment.