

A **Public Safety Factor (PSF)** or **Management Variable**; used in 'increasing or lowering' a defendants security level.

[BOP - P5100.08 Appendix A]

Factors affecting placement: release residence, overcrowding, security requirement

* Release residence, overcrowding, security requirement

* The Judges J&C Order recommendation: medical or psychiatric need, voluntary surrender

Female*:

1- Violence (2 convictions) within the last five years will be assigned to at least a Low-security unless the PSF is waived.

2- Serious Escape within the last ten years, including the current term of confinement, will be assigned to the Carswell Administrative Unit, unless the PSF has been waived.

Female Security Points

Female Security Level

0-15

16-30+

SECURITY DESIGNATION TABLE (MALES) Table 5-2		
INMATE SECURITY LEVEL ASSIGNMENTS BASED ON CLASSIFICATION SCORE AND PUBLIC SAFETY FACTORS		
MALE Security Point Total	Public Safety Factors	MALE Inmate Security Level
0 - 11	'No' Public Safety Factors	Minimum
	PSF: Deportable Alien	Low
	PSF: Juvenile Violence	Low
	PSF: Greatest Severity Offense	Low
0-15	PSF: Sex Offender	Low
	PSF: Serious Telephone Abuse	Low
	PSF: Threat to Government Officials	Low
	Sentence Length:	
	Time remaining > 10 Yrs.	Low
	Time remaining > 20 Yrs.	Medium
	Time remaining > 30 Yrs.	High
	(Includes non-parolable LIFE and Death penalty cases)	
	PSF: Serious Escape	Medium
	PSF: Disruptive Group	High
PSF: Prison Disturbance	High	
12 - 15	'No' Public Safety Factors	Low
	Sentence Length:	
	Time remaining > 20 Yrs	Medium
	Time remaining > 30 Yrs	Medium
	(Includes non-parolable LIFE and Death penalty cases)	
	PSF: Serious Escape	High
16-30+	PSF: Disruptive Group (P5180.05 , 12/31/2007 , Page 3)	High
	PSF: Prison Disturbance	High
	'No' Public Safety Factors	Medium
16-30+	PSF: Disruptive Group	High
	PSF: Prison Disturbance	High
	Sentence Length:	
	Time remaining > 30 Yrs	High
16-30+	(Includes non-parolable LIFE and Death penalty cases)	
	24 +	High

Minimum

Low

Low

Low

Low

Low

Low

Low

Low

High

High

High

High

High

High

Low

High

High

High

High

High

High

High

High

High

High