

Pediatric Vaccine Policy

Here at Ocean Pediatrics, we firmly believe in the effectiveness of vaccines to prevent serious illness and save lives. Our team of providers are committed to the safety of our vaccines and strongly recommend that all children and young adults receive the vaccines as outlined by the Centers for Disease Control and Prevention and the American Academy of Pediatrics. Based on extensive literature and studies, we affirm that vaccines do not cause autism or other developmental disabilities. Additionally, we believe that thimerosal, a preservative used in some vaccines, is safe and does not cause autism or developmental issues. As clinicians we highly recommend starting vaccines at 6–10 weeks of age to protect your baby from preventable diseases.

To protect the health of your children we require all our patients to receive at least the following vaccines:

- DTap, Hib, PCV All 3 doses by 1 year of age; Fourth dose prior to 2 years of age
- Hepatitis B vaccine First dose by 2 years of age
- MMR First dose by 2 years of age
- Varicella First dose by 18 months
- Hepatitis A and Rotavirus at parents' discretion

Finally, if you choose to refuse vaccinations for your child despite our best efforts to educate and encourage, we will need to ask you to seek another healthcare provider who aligns with your views. Please understand that we do not recommend any other clinicians who do not have vaccine policies. If you decide not to vaccinate, you are putting your child at unnecessary risk for serious illnesses, disabilities, and even death. As medical professionals, we firmly believe that vaccinating your child according to the recommended schedule is critical for their protection and the health of the community.

Thank you for taking the time to read this policy. If you have any questions or concerns, please don't hesitate to discuss them with your Ocean's Clinician. Your child's health is our top priority. We greatly appreciate your cooperation in ensuring a healthy future for our community.