PSYCHOMETRIC TEST BATTERY CODE BOOK

Table of Contents

Introduction

Missing Data Code

Case Identification Information

Uniform Data Set (UDS) Psychometric Battery

Boston Naming Test
Category Fluency (Animals, Vegetables)
Trailmaking A and B
Wechsler Adult Intelligence Scale-R
   Digit Symbol - UDS enlarged form
Wechsler Memory Scale-Revised
   Digit Span Forward and Backward
   Logical Memory Story A Immediate
   Logical Memory Story A Delayed

Standard WU ADRC Psychometric Battery

Benton Visual Retention Test – Form C
Boston Naming Test
Category Fluency (Animals, Vegetables)
Crossing Off
Free and Cued Selective Reminding Test
Handedness
Slosson Oral Reading Test
Trailmaking A and B
Wechsler Adult Intelligence Scale
   Information
   Block Design
Wechsler Adult Intelligence Scale-Revised
   Digit Symbol – standard form
   Digit Symbol – UDS enlarged form
Wechsler Adult Intelligence Scale-III
   Similarities
Wechsler Memory Scale
   Mental Control
   Associate Learning
Wechsler Memory Scale-Revised
Digit Span Forward and Backward
Logical Memory Story A, Immediate and Delayed
Wisconsin Card Sorting Test
Word Fluency (S & P)

**Adult Children Study (ACS) Psychometric Battery**

- Auditory Consonant Trigrams
- Benton Line Orientation
- Category Fluency (Animals)
- Free and Cued Selective Reminding Test
- Handedness
- Trailmaking A and B
- Wechsler Adult Intelligence Scale-III
  - Block Design
  - Information
  - Similarities
- Wechsler Memory Scale-III
  - Letter-Number Sequencing
  - Logical Memory I (Immediate) and II (Delayed)
  - Verbal Paired Associates
- Wisconsin Card Sorting Test
- Woodcock-Johnson Spatial Relations

**Dropped Tests**

- American Version of Nelson Adult Reading Test (AMNART)
- Bender Gestalt
- Benton Visual Form Discrimination
- Benton Visual Relations Test – Form D
- Bradburn Affect Scale
- Double Memory Test: Category Cued Recall
- Dual Task
- Entertainment Questionnaire
- Halstead-Reitan
  - Tactile/Sensory
  - Astereognosis
- Line Bisection Test
- Luria-Nebraska Neuropsychological Battery
  - Motor
  - Rhythm
- Positive and Negative Affect Schedule (PANAS)
- Reaction Time
- Sentence Formulation
- Sentence Generation
- Stroop
Syntax in Written Sentences
Token Test
Visual Neglect
Wechsler Adult Intelligence Scale
  Comprehension
  Picture Arrangement
Wechsler Memory Scale
  Information
  Orientation
  Logical Memory
    (Sentence Recall)
  Digit Span
Zung Depression Scale
PSYCHOMETRIC BATTERY

Alzheimer’s Disease Research Center, Washington University, St. Louis, Missouri

Each entry in the SAS data set has a brief variable name as shown at the left margin followed by the descriptive, shorthand label used in the SAS data set. For example, the Logical Memory subtest of the Wechsler Memory Scale – Revised is:

LOGIMEM WMS-R Logical Memory I Story A – Units Recalled

That is, its variable name is LOGIMEM, and its shorthand label is WMS-R Logical Memory I Story A.

Following each variable name and label is the date the test was first included. Tests no longer given are listed in the Tests Dropped Section. Some tests have been modified; the date such modifications occurred, as well as a description of what was done, are indicated. References for standard tests are included. The range of scores on the variable is specified and the direction of quantitative scales is indicated (e.g., high score = good).

The order of administration of the tests in the battery has changed over time. See files for time period of interest.

RETURN TO TABLE OF CONTENTS
MISSING DATA CODE

There are a variety of reasons why participants cannot always complete testing. The following codes are used to indicate what happened.

I INJURY/ILLNESS refers to missing data due to broken finger, amputated digit, or an illness like polyneuropathy, arthritis, stroke, Parkinson's disease, deafness, or severe loss of vision. This code related to motor tasks such as writing or other movements. This should not be confused with the next code, C.

C COULDN'T DO because of memory loss or cognitive confusion. The tester has to attempt to administer the task to use this code.

M MISSING is coded when the tester chose not to give a measure because the participant was uncooperative, agitated, hostile, had already demonstrated severe language disturbance, or the test battery was terminated prior to completion because of time constraints.

R REFUSED is the code used when the tester tried to administer the task but the participant refused to do it, (e.g., "I don't want to do that").

. Originally a DOT was used to indicate missing data for any reason. Therefore, data from earlier times of testing will have this generic code.

T TREMOR is observed by the tester as the reason measures are not completed, specifically in the case of individuals in the Parkinson disease sample but may be used with any tremor.
IDENTIFICATION INFORMATION

ID Case identification number
TESTDATE Date of psychometric assessment.
TESTER Identification of tester. Coded by number.
PLACE Where tested
   1 = MAP office
   2 = home
   3 = nursing home
   4 = hospital
   5 = daycare

ADDITIONAL AVAILABLE INFORMATION

BIRTH Date of birth
EDUC Years of education
GENDER Sex of participant 1 = man  2 = woman
SES Socioeconomic status (Hollingshead index)
   Range = 1 - 5  1 = high status
CADATE Date of clinical assessment
CDR Clinical Dementia Rating from clinical assessment by physician (name)
   0 = not demented
   0.5 = uncertain or very mild dementia
   1 = mild dementia
   2 = moderate dementia
   3 = severe dementia

RETURN TO TABLE OF CONTENTS
Uniform Data Set Neuropsychological Battery (UDS)
(Listed in order of administration)

WMS-R LOGICAL MEMORY IA - Immediate

Date added: 9/1/05


Only Story A is administered. Scored according to WMS-R manual

Range: 0-25                  High score = good

RETURN TO TABLE OF CONTENTS

WMS-R DIGIT SPAN FORWARD

Date added: 9/1/05


Administered according to WMS-R manual. Scored according to UDS guidebook, which yields two scores:

DIGIF Total number of trials correct prior to two consecutive errors at the same digit length

Range: 0 - 12                  High score = good

DIGIFLEN Digit span forward length

Range: 0 - 8                   High score = good

WMS-R DIGIT SPAN BACKWARD

Date added: 9/1/05

Administered according to WMS-R manual. Scored according to UDS guidebook, which yields two scores:

**DIGIB**  
Total number of trials correct prior to two consecutive errors at the same digit length  
Range: 0 - 12  
High score = good

**DIGIBLEN**  
Digit span backward length  
Range: 0 - 7  
High score = good

**CATEGORY FLUENCY - ANIMALS**

Date added: 9/1/05


**ANIMALS**  
Participant names as many different animals as they can for a minute.  
Range: 0 and above  
High score = good

**CATEGORY FLUENCY - VEGETABLES**

Date added: 9/1/05

**VEG**  
Similar to Category Fluency-Animals.  
Range: 0 and above  
High score = good
TRAILMAKING A AND B

Date added: 9/1/05


TRAILA The score is the number of seconds spent in connecting 25 numbered circles in sequential order. UDS variable reported maximum of 150 seconds.

Range: 0 - 150

High score = poor

TRAILB The score is the number of seconds spent in connecting numbered circles (1-13) alternately to letters of the alphabet (A-L) in sequential order. A maximum of 300 seconds is allowed.

Range: 0 - 300

High score = poor

RETURN TO TABLE OF CONTENTS

WAIS-R DIGIT SYMBOL

Date added: 3/06/06


WAIS This is an enlarged Digit Symbol form that measures 15 x 24 cm rather than 9.5 x 13 cm as in the standard WAIS-R. Otherwise administered and raw scored according to WAIS-R manual.

Range: 0 - 93

High score = good

RETURN TO TABLE OF CONTENTS

WMS-R LOGICAL MEMORY IIA - DELAYED

Date added: 9/1/05


MEMUNITS Administered after WAIS-R Digit Symbol in prescribed UDS order, and scored according to WMS-R manual
BOSTON NAMING TEST - 30 (ODD NUMBERED ITEMS)

Date added: 9/1/05


Begin at item 1 and present all 30 (odd numbered) items in order. Allow 20 seconds for each response. If participant gives a response that indicates a misperception of the picture, administer the printed stimulus cue. Allow 20 seconds for response. If response following stimulus cue is incorrect, the printed phonemic cue is given. The total score is the number of items named correctly to include those named following given stimulus cues.

BOSTON Total correct

Range: 0 - 30 High score = good

RETURN TO TABLE OF CONTENTS
BENTON VISUAL RETENTION TEST – Form C

Date added: 7/79


PSY023 BENTON FORM C DELAY # CORRECT

Form C of the Benton Visual Retention Test administered with a 10-second viewing time. Score is number correct.
Range: 0 - 10 High score = good

PSY090 BENTON FORM C ERRORS: OMISSIONS

Score is number of omission errors
Range = 0 - 26 High score = poor

PSY091 BENTON FORM C ERRORS: DISTORTIONS

Score is number of distortion errors
Range : 0 - 26 High score = poor

PSY092 BENTON FORM C ERRORS: PERSEVERATIONS

Score is number of perseveration errors
Range: 0 - 25 High score = poor

PSY093 BENTON FORM C ERRORS: ROTATIONS

Score is number of rotation errors
Range: 0 - 26 High score = poor

PSY094 BENTON FORM C ERRORS: MISPLACEMENTS

Score is number of misplacement errors
Range: 0 - 23 High score = poor

PSY095 BENTON FORM C ERRORS: SIZE

Score is number of size errors
Range: 0 - 16 High score = poor

Summary score (errors): PSY090 + ... + PSY095
Range: 0 - 65  High score = poor

PSY235 BENTON FORM C ERRORS RIGHT
Score is number of errors on right side of figure
Range: 0 - 26  High score = poor

PSY236 BENTON FORM C ERRORS LEFT
Score is number of errors on left side of figure
Range: 0 - 26  High score = poor

RETURN TO TABLE OF CONTENTS

BOSTON NAMING TEST - 30 (ODD NUMBERED ITEMS)

Date added: 9/1/05  See below for versions used from 7/79-9/05


Begin at item 1 and present all 30 (odd numbered) items in order. Allow 20 seconds for each response. If participant gives a response that indicates a misperception of the picture, administer the printed stimulus cue. Allow 20 seconds for response. Total score is the number of items named correctly to include those named following given stimulus cues

BOSTON Total correct
Range: 0 - 30  High score = good

PREVIOUS VERSIONS USED:

BOSTON NAMING TEST (85 item version)
Date added: 7/79  Date dropped: 9/1/84
All tests were rescored to conform to revised 60-item version; rescored data available in PSY027.


According to the 1976 experimental scoring booklet, administration was begun with item 39. If any of the next 8 items are failed, proceed backward from item failed until a total of 8 consecutive preceding items are passed. Then resume in a forward direction until 6 consecutive errors; stop.

**PSY27**  **BOSTON NAMING TEST 85 ITEMS**

PSY27 is the correct variable name, not to be confused with PSY027; it is not a typographical error.

Score is number correct
Range: 0 - 85  High score = good

**PSY028**  **BOSTON NAMING TEST: # CORRECT WITHOUT CUE AT T1**
Range: 0 - 85  High score = good

**PSY029**  **BOSTON NAMING TEST: # CORRECT WITH CUE AT T1**
Range: 0 - 85  High score could be either good or poor, depending on number correct without cue.

**PSY030**  **BOSTON NAMING TEST: # TOTAL CORRECT AT T1**
Range: 0 - 85  High score = good

**PSY031**  **BOSTON NAMING TEST: LAST CORRECT RESPONSE AT T1**
Range: 0 - 85  High score = good

**BOSTON NAMING TEST (60 item version)**

Date added: 4/1/84 (but see PSY27, Boston Naming Test, 85-item version. Data from rescored tests from 7/79 to 4/1/84 included here.)
Date dropped: 9/1/05


**PSY027**  **BOSTON NAMING TEST (60 item version)**

Administration altered to begin with the first item (effective 4/1/84 to 8/1/04). Effective August 1, 2004, administration changed back to standard procedure (i.e., begin with item 30). No cues are given. The score is the number named
correctly; beginning 8/1/04 credit is given for earlier items not administered.
Maximum viewing time for each item is 20 seconds.

Range: 0 - 60
High score = good

PSY105  BOSTON NAMING TEST NUMBER CORRECT PRINTED CUE

Date added: 5/84  Date dropped: 11/20/91
Reference: Devised for this project.

If no response is given within 20 seconds, a card containing the stimulus drawing
with four printed words arranged horizontally below it is presented. One printed
word is the name of the stimulus item. The three other words are matched for
frequency and number of syllables. The three incorrect words are not semantically
related to the stimulus. The score is the number of items correctly named after
presentation of printed cue.

Range: 0 - 60
High score = good or poor, depends on score on PSY027

PSY109  BOSTON NAMING TEST NUMBER CORRECT OBJECT CUE

Date added: 2/22/84  Date dropped: 9/18/86
Reference: Devised for this project.

If the stimulus is not named after administration of the printed cue, the real object or
a miniature is presented.

Range: 0 - 60
High score = good or poor, depends on score in PSY027

RETURN TO TABLE OF CONTENTS

CATEGORY FLUENCY - ANIMALS

Date added: 9/1/05  See below for previous version used
Examination Booklet, III, ORAL EXPRESSION, J. Animal Naming (Fluency in

ANIMALS  Participants name as many different animals as they can for a minute.

Range: 0 and above
High score = good

PREVIOUS VERSION USED:
ANIMAL NAMING

Date added: 3/17/97  Date modified to conform to UDS administration: 9/1/05


Participants are asked to name as many different animals as they can for about a minute. Total score is based on the most productive consecutive 60 seconds. They are actually allowed 90 seconds.

animal 1  Number of animal names recorded verbatim in first 15 seconds
animal 2  Number of animal names recorded verbatim in 15-30 second interval
animal 3  Number of animal names recorded verbatim in 30 - 45 second interval
animal 4  Number of animal names recorded verbatim in 45-60 second interval
animal 5  Number of animal names recorded verbatim in 60-75 second interval
animal 6  Number of animal names recorded verbatim in 75-90 second interval

Animal Total  Range: 0 and above  High score = good

CATEGORY FLUENCY - VEGETABLES

Date added: 9/1/05

VEG  Similar to Category Fluency-Animals.

Range: 0 and above  High score = good

CROSSING OFF

Date added: 7/79


The score is the number of lines crossed off divided by the number of seconds taken to complete the page. This quotient is then multiplied by 100. A maximum of 180 seconds is allowed.
FREE AND CUED SELECTIVE REMINDING TEST

Date added: 8/1/02


During learning the participant is required to provide the name of a pictured item (e.g., grapes) when given the category cue (e.g., fruit). This 16-item list learning test includes immediate category-cued recall (four items at a time) to confirm initial correct encoding and provide retrieval practice before the test phase. For scoring purposes there are three recall trials, each trial preceded by 20 seconds of interference by counting backwards from 97 by 3s. On each recall the participant is allowed up to 90 seconds to recall items. Then the participant is given the category cue for items that were not recalled. If the item is not retrieved in 10 seconds, the examiner tells the participant what it is. The scores are the number of items recalled on each of 3 trails under free and then cued recall.

Range for each trial: 0-16

SRT1F Free & Cued SRT: Trial 1 Free Recall
SRT1C Free & Cued SRT: Trial 1 Cued Recall
SRT2F Free & Cued SRT: Trial 2 Free Recall
SRT2C Free & Cued SRT: Trial 2 Cued Recall
SRT3F Free & Cued SRT: Trial 3 Free Recall
SRT3C Free & Cued SRT: Trial 3 Cued Recall

There are two summary scores:

There are two summary scores:
HANDEDNESS

Date added: 2/22/84 MODIFIED: 11/4/88

Administered only at entry into study


The participant is asked to demonstrate 8 actions using objects (e.g., comb one's hair). The objects are placed in the center of the table prior to the request. The hand used to demonstrate the action is noted. When the object has 2 parts (e.g., the box with a lid, the hand used to demonstrate the action is still noted. In this case, the hand used to take off the lid) The normal rule for determining handedness is 6 out of 8 actions.

Testers also make a note when most or all of the actions on the handedness task are performed with a different hand used for writing during the testing session.

PSY232 HANDEDNESS LEFT

Score is number of actions using left hand.
Range: 0 - 8 High score = left handed

PSY233 HANDEDNESS BOTH

Score is number of actions using both hands. This is very rare.
Range: 0 - 8 High score = handedness unresolved

PSY234 HANDEDNESS NO RESPONSE

Score is number of requests that yielded no response.
Range: 0 - 8 High score = unresponsive

PSY113 HANDEDNESS: RIGHT

Score is number of actions using right hand
Range: 0 - 8 High score = right handed

PSY114 GESTURAL IRREGULARITIES
Score is number of inappropriate responses (e.g., using a pencil to comb hair)
Range: 0 - 8                   High score = poor

RETURN TO TABLE OF CONTENTS

SLOSSON ORAL READING TEST-REVISED (SORT-R)

Date Added: 12/9/98


Administered only at entry into study. Scoring is from the SORT-R manual.

SLOSSON SORT-R Raw Score
Range: 0 - 200                   High score = good

RETURN TO TABLE OF CONTENTS

TRAILMAKING A

Date added: 9/1/05    See below for previous version used


TRAILA The score is the number of seconds spent in connecting 25 numbered circles in sequential order. UDS variable reported maximum of 150 seconds.
Range: 0 - 180                   High score = poor

TRAILA_C TRAILMAKING FORM A NUMBER OF DIGITS CONNECTED
Date added: 3/24/94
Number of digits connected up to 180 seconds
Range: 0 – 24                   High score = good

PREVIOUS VERSION ADMINISTERED:

TRAILMAKING FORM A

PSY018 TRAILMAKING FORM A IN SECONDS  Trailmaking, Part A  
Date added: 7/79  Date modified to conform to UDS: 9/1/05

The score is the number of seconds spent in connecting 25 numbered circles in sequential order. A maximum of 180 seconds is allowed.

Range: 0 - 180  
High score = poor

**TRAILMAKING B**

Date added: 9/1/05  See below for previous versions used

TRAILB  The score is the number of seconds spent in connecting numbered circles (1-13) alternately to letters of the alphabet (A-L) in sequential order. A maximum of 300 seconds is allowed.

Range: 0 - 300  
High score = poor

TRAILB_C  TRAILMAKING FORM B NUMBER DIGITS AND LETTERS CONNECTED  
Date added: 3/24/94

The score is the number of digits connected correctly to letters of the alphabet (A-L) in alternating sequential order within 180 seconds.

Range: 0 - 24  
High score = good

**PREVIOUS VERSION ADMINISTERED:**

**TRAILMAKING FORM B**


PSY252 TRAILMAKING FORM B IN SECONDS  Trailmaking, Part B  
Date added: 9/91  Date dropped: 1/27/94  Date reinstated: 3/24/94  Date modified to conform to UDS: 9/1/05

The score is the number of seconds spent in connecting numbered circles (1-13) alternately to letters of the alphabet (A-L) in sequential order. A maximum of 180 seconds is allowed.
TRAIL300  TRAILMAKING FORM B IN SECONDS  Trailmaking, Part B

Date added:  1/28/94        Date dropped:  3/23/94

This variable was dropped and the data purged from database. The 5-minute time limit was too long. The 3-minute time limit was reinstated.

Range 0 – 300      Low score = good.

WECHSLER ADULT INTELLIGENCE SCALE (WAIS)

Date added:  7/79


PSY019  WAIS INFORMATION

The participant answers a series of questions about factual information. Administered and raw scored according to WAIS manual

Range: 0 - 29        High score = good

PSY021  WAIS BLOCK DESIGN

The participant replicates models or pictures of two-color designs with blocks. Administered and raw scored according to WAIS manual

Range: 0 - 48        High score = good
**DIGIT SYMBOL** (UDS enlarged form)

Date added: 3/06/06


WAIS This is an enlarged Digit Symbol form that measures 15 x 24 cm rather than 9.5 x 13 cm as in the standard WAIS-R. Otherwise administered and raw scored according to WAIS-R manual.

Range: 0 - 93 High score = good

**DIGIT SYMBOL** (Standard form)

Date added: 9/1/05 See below for previous WAIS version used


WAISR Administered and raw scored according to WAIS-R manual.

Range: 0 - 93 High score = good

PREVIOUS VERSION ADMINISTERED:

PSY022 WAIS DIGIT SYMBOL

Date added: 7/79 Date modified to conform to UDS: 9/1/05

Raw score according to WAIS manual

Range: 0 - 90 High score = good

[RETURN TO TABLE OF CONTENTS]

**WECHSLER ADULT INTELLIGENCE SCALE III (WAIS-III)**

**SIMILARITIES**

Date added: 8/1/02


Participant is asked how two objects or concepts are alike. Score reflect abstract reasoning abilities.

SIM Raw scored according to WAIS-III manual
WECHSLER MEMORY SCALE (WMS)

Date added: 7/79


MENTAL CONTROL

PSY003 WMS MENTAL CONTROL COUNT BACK FROM 20
Range: 0 - 3
High score = good
Scored according to WMS manual.

PSY072 WMS MENTAL CONTROL ALPHABET
Range: 0 - 3
High score = good
Scored according to WMS manual.

PSY078 WMS MENTAL CONTROL SERIAL COUNTING BY 3
Range: 0 - 3
High score = good
Scored according to WMS manual.

MENTCONT Summary score = PSY003 + PSY072 + PSY078
Range: 0 - 9
High score = good

ASSOCIATE LEARNING

Scored according to WMS manual.

PSY010 WMS ASSOCIATES RECALL: EASY
Sum of correctly recalled easy pairs over 3 trials.
Range: 0 - 18
High score = good

PSY011 WMS ASSOCIATES RECALL: HARD
Sum of correctly recalled hard pairs over 3 trials.
Range: 0 - 12
High score = good
Summary score = (PSY010 divided by 2) + PSY011
Range: 0 - 21
High score = good

RETURN TO TABLE OF CONTENTS

WECHSLER MEMORY SCALE - REVISED (WMS-R)


LOGICAL MEMORY IA – Immediate

Date added: 9/1/05   See below for previous WMS version used

LOGIMEM Only Story A is administered. Scored according to WMS-R manual

Range: 0-25
High score = good

PREVIOUS VERSION ADMINISTERED

PSY004 WMS LOGICAL MEMORY
Subtest IV. WMS Logical Memory

Date added: 7/79   Dropped: 9/1/05
Scored according to WMS manual.

Range: 0 - 23
High score = good

LOGICAL MEMORY IIA – Delayed

Date added: 9/1/05   See below for previous WMS versions used

MEMUNITS Administered after WAIS-R Digit Symbol in prescribed UDS order, and scored according to WMS-R manual

Range: 0-25
High score = good

MEMTIME Minutes elapsed since Logical Memory IA-Immediate

Range: 0 and above

PREVIOUS VERSIONS ADMINISTERED:
PSY073  WMS LOGICAL MEMORY DELAYED RECALL

Date added:  2/22/84  Date dropped:  6/16/91


This measure is administered 30 minutes after the first WMS Logical Memory presentation (PSY004), thus the placement among other tests varies for each individual. It is scored according to the standard instructions for the Logical Memory in the WMS manual (see PSY004).

Range = 0 - 23      High score = good

PSY251  WMS LOGICAL MEMORY - 10 MINUTE RECALL

Date added:  6/17/91            Date dropped:   9/1/05

Range = 0 - 23      High score = good

WMS-R LOGICAL MEMORY Story A – VERBATIM SCORING

Date added:  9/1/05  See below for previous WMS version used


This is an alternate, verbatim scoring of the WMS-R Logical Memory story A as used by Johnson et al. (2003). Record only those propositions that are recalled verbatim. No synonyms allowed.

LMVERBA  Story A: Range 0 – 35 High Score = good

PREVIOUS VERSION ADMINISTERED:

WMS LOGICAL MEMORY – VERBATIM SCORING

Date Added:  1/2/04  Date revised 9/1/05

This is an alternate, verbatim scoring of the WMS Logical Memory stories A & B as used by Johnson et al. (2003). Record only those propositions that are recalled verbatim. No synonyms allowed.

LMVERA  Story A: Range 0 – 35  High Score = good
LMVERB  Story B: Range 0 – 34  High Score = good

RETURN TO TABLE OF CONTENTS

DIGIT SPAN FORWARD

Date added 9/1/05  See below for previous WMS version used

Administered according to WMS-R manual. Scored according to UDS guidebook, which yields two scores:

DIGIF  Total number of trials correct prior to two consecutive errors at the same digit length

Range:  0 - 12  High score = good

DIGIFLEN  Digit span forward length

Range:  0 - 8  High score = good

DIGIT SPAN BACKWARD

Date added 9-1-05  See below for previous WMS version used

Administered according to WMS-R manual. Scored according to UDS guidebook, which yields two scores:

DIGIB  Total number of trials correct prior to two consecutive errors at the same digit length

Range:  0 - 12  High score = good

DIGIBLEN  Digit span backward length

Range:  0 - 7  High score = good

PREVIOUS VERSIONS ADMINISTERED:

WMS DIGIT SPAN  Subtest V. WMS Digit Span
Scored according to the WMS manual.

**PSY005** DIGITS FORWARD
Range: 0 - 8    High score = good

**PSY006** DIGITS BACKWARD
Range: 0 - 7    High score = good

Summary score = PSY005 + PSY006
Range: 0 - 15    High score = good

**WISCONSIN CARD SORTING TEST:** Computer Version 4, Research Edition

Date added: 2/19/04

References:


Computerized administration and scoring of the WCST according to Heaton et al. (1993). Note following change in procedure: the participant points to choice on the screen and the tester manipulates the mouse to make the response. The participant tells the tester if he or she wants to change the response and the tester clicks on the screen. See manual for definition of scores.

**wcstspsc** Special score

- R = refused
- C = cognitive confusion
- I = physical difficulties
- M = examiner decided to not administer (cooperation not possible)
- A = all administered

**wcsttrad** Number trials administered
Range: 0 - 128 High score = poor

- westtote: Total number correct trials
  Range: 0 - 128 High score = good

- wcsttote: Total errors
  Range: 0 - 128 High score = poor

- wcperr: Perseverative responses
  Range: 0 - 126 High score = poor

- wcspere: Perseverative errors
  Range: 0 - 126 High score = poor

- wcstnpe: Nonperseverative errors
  Range: 0 - 128 High score = poor

- wcstclre: Conceptual level responses (%)
  Range: 0 - 100 High score = good

- wcstcatc: Categories completed
  Range: 0 - 6 High score = good

- wcsttrcm: Trials to first category
  Range: 10 - 129 High score = poor

- wcfail: Failure to maintain set
  Range: 0 - 21 High score = poor

- wcstrn: Learning to learn (%)
  Range: negative to positive High score = good

RETURN TO TABLE OF CONTENTS

WORD FLUENCY

Date added: 7/79


PSY032 WORD FLUENCY LETTER S

Participants are asked to name as many words as they can beginning with the letter S in 1 minute.

Range: 0 and above High score = good
PSY033  WORD FLUENCY LETTER P

Participants are asked to name as many words as they can beginning with the letter P in 1 minute.

Range: 0 and above  
High score = good

wordflu  Summary score = PSY032 + PSY 033

Range: 0 and above  
High score = good

RETURN TO TABLE OF CONTENTS
AUDITORY CONSONANT TRIGRAMS (BROWN-PETERSON)

Date added: 7/14/05

References:


Three consonants are read to the participant followed immediately by a random number. The participant is asked to count out loud backwards from that number by threes for either 9, 18, or 36 seconds determined randomly. The participant then recalls the consonant trigram. The score is the sum of the number of consonants recalled correctly over 20 trials.

Range: 0 to 60
High score = good

BENTON JUDGMENT OF LINE ORIENTATION FORM V

Date added: 7/14/05


Participant judges which two lines drawn at different angles on a response card correspond to the placement of two lines drawn at different angles on a stimulus card.

Range: 0 to 30
High score = good
CATEGORY FLUENCY - ANIMALS

Date added: 7/14/05


animal Participants name as many different animals as they can for a minute.

Range: 0 and above High score = good

FREE AND CUED SELECTIVE REMINDING TEST

Date added: 7/14/05


During learning the participant is required to provide the name of a pictured item (e.g., grapes) when given the category cue (e.g., fruit). This 16-item list learning test includes immediate category-cued recall (four items at a time) to confirm initial correct encoding and provide retrieval practice before the test phase. For scoring purposes there are three recall trials, each trial preceded by 20 seconds of interference by counting backwards from 97 by 3s. On each recall the participant is allowed up to 90 seconds to recall items. Then the participant is given the category cue for items that were not recalled. If the item is not retrieved in 10 seconds, the examiner tells the participant what it is. The scores are the number of items recalled on each of 3 trails under free and then cued recall. For each of these six scores, the range is 0-16.

Range: 0-16 High score = good

Range for each trial: 0-16 High score = good

SRT1F Free & Cued SRT: Trial 1 Free Recall
SRT1C Free & Cued SRT: Trial 1 Cued Recall
SRT2F Free & Cued SRT: Trial 2 Free Recall
SRT2C Free & Cued SRT: Trial 2 Cued Recall
SRT3F Free & Cued SRT: Trial 3 Free Recall
SRT3C Free & Cued SRT: Trial 3 Cued Recall
There are two summary scores:

**SRTfree** = SRT1F + SRT2F + SRT3F
Range: 0 - 48  
High score = good

**SRT total** = SRTfree + SRT1C + SRT2C + SRT3C
Range: 0 - 48  
High score = good

**RETURN TO TABLE OF CONTENTS**

### HANDEDNESS

Date added: 7/14/05

**Administered only at entry into study**


The participant is asked to demonstrate 8 actions using objects (e.g., comb one's hair). The objects are placed in the center of the table prior to the request. The hand used to demonstrate the action is noted. When the object has 2 parts (e.g., the box with a lid), the hand used to demonstrate the action is still noted; (in this case, the hand used to take off the lid). The normal rule for determining handedness is 6 out of 8 actions.

Testers also make a note when most or all of the actions on the handedness tasks are performed with the opposite hand that was used for writing during the testing session.

**PSY232 HANDEDNESS LEFT**

Score is number of actions using left hand.
Range: 0 - 8  
High score = left handed

**PSY233 HANDEDNESS BOTH**

Score is number of actions using both hands. This is very rare.
Range: 0 - 8  
High score = handedness unresolved

**PSY234 HANDEDNESS NO RESPONSE**

Score is number of requests that yielded no response.
Range: 0 - 8  
High score = unresponsive

**PSY113 HANDEDNESS: RIGHT**

Score is number of actions using right hand
PSY114  GESTURAL IRREGULARITIES

Score is number of inappropriate responses (e.g., using a pencil to comb hair)
Range: 0 - 8  High score = poor

RETURN TO TABLE OF CONTENTS

TRAILMAKING A and B

Date added: 7/14/05

TRAILA The score is the number of seconds spent in connecting 25 numbered circles in sequential order. A maximum of 180 seconds is allowed.
Range: 0 - 180  High score = poor

TrailA_C Number of digits connected up to 180 seconds.
Range: 0 – 24  High score = good

TRAILB The score is the number of seconds spent in connecting numbered circles (1-13) alternately to letters of the alphabet (A-L) in sequential order. A maximum of 300 seconds is allowed.; data is also gathered at 180 seconds
Range: 0 - 300  High score = poor

TrailB_C Number of digits and letters connected up to 180 seconds.
Range: 0 – 24  High score = good

RETURN TO TABLE OF CONTENTS

WECHSLER ADULT INTELLIGENCE SCALE - III (WAIS-III)


BLOCK DESIGN

Date added: 7/14/05
The participant replicates models or pictures of two-color designs with blocks. Administered and raw scored according to the WAIS-III manual.

**block** WAIS-III Block Design

Range: 0 to 68  
High score = good

**INFORMATION**

Date added: 7/14/05

The participant answers a series of questions about factual information. Administered and raw scored according to WAIS-III manual.

**inform** WAIS-III Information

Range: 0 to 28  
High score = good

**SIMILARITIES**

Date added: 7/14/05

The participant is asked how two objects or concepts are alike. Score reflects abstract reasoning abilities. Raw scored according to WAIS-III manual.

**SIM** WAIS-III Similarities

Range: 0-33  
High Score = good

**WECHSLER MEMORY SCALE-III (WMS-III)**

Date added: 7/14/05

**LETTER-NUMBER SEQUENCING**

The participant is read a combination of numbers and letters and is asked to repeat them, saying the numbers first in ascending order and then the letters in alphabetical order. Administered and scored according to the WMS-III manual.

lettnum WMS-III Letter Number Sequencing

Range: 0 to 21 High Score = good

**LOGICAL MEMORY I - Immediate**

The participant is read two short stories and is asked to recall them. Administered and scored according to WMS-III manual with the exception that Story B is only given once.

logmem WMS-III Logical Memory Immediate

Range: 0 to 50 High Score = good

**LOGICAL MEMORY II - DELAYED RECALL**

Delayed recall trial administered and scored (recall total score) according to WMS-III manual.

lmdelay WMS-III Logical Memory Delayed

Range: 0 to 50 High score = good

**VERBAL PAIRED ASSOCIATES**

The participant learns eight paired associates of low association over 4 trials. Administered and scored according to WMS-III manual.

pairs WMS-III Verbal Paired Associates I

Range: 0 to 32 High score = good
**WISCONSIN CARD SORTING TEST**: Computer Version 4, Research Edition

Date added: 7/14/05

References:


Computerized administration and scoring of the WCST according to Heaton et al. (1993). Note following change in procedure: the participant points to choice on the screen and the tester manipulates the mouse to make the response. The participant tells the tester if he or she wants to change the response and the tester clicks on the screen.

**wcstspsc** Special score
- R = refused
- C = cognitive confusion
- I = physical difficulties
- M = examiner decided to not administer (cooperation not possible)
- A = all administered

**wcsttrad** Number trials administered
Range: 0 - 128  High score = poor

**wcsttote** Total number correct trials
Range: 0 - 128  High score = good

**wcsttote** Total errors
Range: 0 - 128  High score = poor

**westperr** Perseverative responses
Range: 0 - 126  High score = poor

**westpere** Perseverative errors
Range: 0 - 126  High score = poor

**westnpe** Nonperseverative errors
Range: 0 - 128

High score = poor

`westclre` Conceptual level responses (%)
Range: 0 - 100
High score = good

`westcatc` Categories completed
Range: 0 - 6
High score = good

`westtrcm` Trials to first category
Range: 10 - 129
High score = poor

`wcestfail` Failure to maintain set
Range: 0 - 21
High score = poor

`westlrn` Learning to learn (%)
Range: negative to positive
High score = good

(see manual)

RETURN TO TABLE OF CONTENTS

**WOODCOCK-JOHNSON SPATIAL RELATIONS**

Date added: 7/14/05


Participant looks at a series of “whole” shapes with interior lines dividing the shape into regular and irregular pieces. Next to the whole shape is a group of six shape pieces, labeled with letters of the alphabet. The participant indicates which of the shape pieces would be needed to make up the “whole” shape. The 33 test items are presented in order of ascending difficulty and require two or three responses. The score is the number of correctly identified pieces.

Spatial Relations

Range: 0 - 81
High score = good

RETURN TO TABLE OF CONTENTS
DROPPED TESTS

AMERICAN VERSION OF NELSON ADULT READING TEST (AMNART)

Date Added: 3/15/93          Date Dropped: 1/2/04


Beginning 9/12/94 the test items were reduced from 50 to 45. The tests prior to that time were rescored retrospectively so that the items and scores in the database are the same.

PSY254  Range: 0 - 45  High score = good

RETURN TO TABLE OF CONTENTS

BENDER GESTALT

Date added: 7/79          Date dropped: 12/30/89


PSY037  BENDER GESTALT  Total error score.

Score is the total of PSY118+...PSY129. Each of these variables is scored 1 if the participant made that type of error or 0 if not. Scoring is according to a modified Hutt-Briskin system (Lacks, 1984).

PSY118  ROTATION  Range: 0 - 1  High score = poor

PSY119  OVERLAPPING DIFFICULTY  Range: 0 - 1  High score = poor

PSY120  SIMPLIFICATION  Range: 0 - 1  High score = poor

PSY121  FRAGMENTATION  Range: 0 - 1  High score = poor
<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
<th>Range</th>
<th>High score</th>
</tr>
</thead>
<tbody>
<tr>
<td>PSY122</td>
<td>RETROGRESSION</td>
<td>0 - 1</td>
<td>poor</td>
</tr>
<tr>
<td>PSY123</td>
<td>PERSEVERATION</td>
<td>0 - 1</td>
<td>poor</td>
</tr>
<tr>
<td>PSY124</td>
<td>COLLISION</td>
<td>0 - 1</td>
<td>poor</td>
</tr>
<tr>
<td>PSY125</td>
<td>IMPOTENCE</td>
<td>0 - 1</td>
<td>poor</td>
</tr>
<tr>
<td>PSY126</td>
<td>CLOSURE DIFFICULTY</td>
<td>0 - 1</td>
<td>poor</td>
</tr>
<tr>
<td>PSY127</td>
<td>MOTOR INCOORDINATION</td>
<td>0 - 1</td>
<td>poor</td>
</tr>
<tr>
<td>PSY128</td>
<td>ANGULATION DIFFICULTY</td>
<td>0 - 1</td>
<td>poor</td>
</tr>
<tr>
<td>PSY129</td>
<td>COHESION</td>
<td>0 - 1</td>
<td>poor</td>
</tr>
</tbody>
</table>

**BENTON VISUAL FORM DISCRIMINATION**

Date added: 4/27/88  Date dropped: 10/28/92


<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
<th>Range</th>
<th>High score</th>
</tr>
</thead>
<tbody>
<tr>
<td>PSY247</td>
<td>VISUAL FORM DISCRIMINATION # CORRECT</td>
<td>0 - 16</td>
<td>good</td>
</tr>
<tr>
<td>PSY248</td>
<td>VISUAL FORM DISCRIMINATION PERIPHERAL ERROR</td>
<td>0 - 16</td>
<td>poor</td>
</tr>
<tr>
<td>PSY249</td>
<td>VISUAL FORM DISCRIMINATION MAJOR ROTATION</td>
<td>0 - 16</td>
<td>poor</td>
</tr>
<tr>
<td>PSY250</td>
<td>VISUAL FORM DISCRIMINATION MAJOR DISTORTION</td>
<td>0 - 16</td>
<td>poor</td>
</tr>
</tbody>
</table>
BENTON VISUAL RETENTION TEST – Form D


BENTON FORM D
Date added: 7/79  Date dropped: 1/2/04

PSY025  BENTON FORM D COPY # CORRECT
Form D of the Benton Visual Retention Test is administered with no delay; stimulus present when copied. Score is number correct.

Range: 0 - 10  High score = good

PSY096  BENTON FORM D ERRORS: OMISSIONS
Score is number of omission errors
Range: 0 - 26  High score = poor

PSY097  BENTON FORM D ERRORS: DISTORTIONS
Score is number of distortion errors
Range: 0 - 26  High score = poor

PSY098  BENTON FORM D ERRORS: PERSEVERATIONS
Score is number of distortion errors
Range: 0 - 25  High score = poor

PSY099  BENTON FORM D ERRORS: ROTATIONS
Score is number of rotation errors
Range: 0 - 26  High score = poor

PSY100  BENTON FORM D ERRORS: MISPLACEMENTS
Score is number of rotation errors
Range: 0 - 23  High score = poor

PSY101  BENTON FORM D ERRORS: SIZE
Score is number of rotation errors
Range: 0 - 16  High score = poor

Summary score (errors) = PSY096 + ... + PSY101
Range: 0 - 65  High score = poor

PSY237  BENTON FORM D ERRORS RIGHT
Score is number of errors on right
Range: 0 - 26 
High score = poor

PSY238   BENTON FORM D ERRORS LEFT
Score is number of errors on left
Range: 0 - 26 
High score = poor

RETURN TO TABLE OF CONTENTS

BRADBURN AFFECT BALANCE SCALE
Date added: 4/93   Date dropped: 11/94

BRAD1 - BRAD10  1 = YES, 0 = NO, Response to each question

BRADP   Positive affect
Range 0 - 5 
Score is number of YES answers to items 1, 3, 5, 7, 9

BRADN   Negative affect
Range 0 - 5 
Score is number of YES answers to items 2, 4, 6, 8, 10

BRADBAL  Affect balance - the difference between BRADP and BRADN

RETURN TO TABLE OF CONTENTS

DOUBLE MEMORY TEST: Category Cued Recall
Date added: 4/7/97   Date Dropped: 9/17/98

BUSCH01 -- BUSCH64
During the acquisition phase, participant is shown 4 words, each from a different category on a screen. Appropriate category cues are shown one at a time in the center of the screen. There are 16 different categories with a total of 64 screens. Immediately after participant is asked to name the four items from each category in any order.

Range: 0 - 64 
High score = good

This test can be obtained from Dr. Herman Buschke. His email address is: buschke@aecom.yu.edu.

RETURN TO TABLE OF CONTENTS
DUAL TASK

Date added: 4/10/02       Date dropped: 4/17/03
Reference: Devised for this project

DUAL

This task measures the effects of divided attention that can be done by very mildly and mildly demented participants as well as healthy older participants. Participants first complete a letter trails task similar to Trailmaking A in which they draw a line through a sequence of letters from A to Z on an 8.5- x 11-inch sheet of paper. The letters are placed so that it is possible to connect the entire 26-letter sequence without crossing any previously drawn line. The length of time it takes to finish this task is noted. Then the participant is asked to count backward by 1s from 100. This continues for the length of time the participant required to mark the alphabet trail. For both these single tasks the participant is instructed to work as quickly and as accurately as possible. Finally, the participant is asked to perform the two tasks simultaneously.

Time and errors are scored according to manual.

RETURN TO TABLE OF CONTENTS

ENTERTAINMENT QUESTIONNAIRE

Date added: 7/79       Date Dropped: 6/82


PSY034 ENTERTAINMENT QUESTIONNAIRE: RECALL T1

Range: 0 - 12       High score = good

PSY035 ENTERTAINMENT QUESTIONNAIRE: RECALL &/OR RECOG T1

Range: 0 - 12       High score = good

RETURN TO TABLE OF CONTENTS

HALSTEAD-REITAN TACTILE/SENSORY

Date added: 6/82       Date dropped: 12/1/88

Finger agnosia (PSY051 and PSY052) is Item 17a of the Halstead battery. Score is # of errors.

Range = 0 - 20
High score = poor

Finger number writing is Item 25 from the Halstead battery. Score is # of errors.

Range = 0 - 20
High score = poor

Summary score = PSY051 + PSY052 + PSY053 + PSY054
Range: 0 - 80
High score = poor
LINE BISECTION TEST

Date added: 12/83 Date dropped: 8/8/86


Details of administration and scoring are provided in the reference. The participant chooses the first hand (right or left) to use.

PSY138 LINE BISECT, R HAND OMISSIONS RT.

PSY139 LINE BISECT, R HAND OMISSIONS LFT.

PSY140 LINE BISECT, R HAND OMISSIONS CTR.

PSY142 LINE BISECT, R HAND RT., NO. LINES RT.

PSY143 LINE BISECT, R HAND RT., % LINES RT.

PSY144 LINE BISECT, R HAND RT., NO. LINES LFT.

PSY145 LINE BISECT, R HAND RT., % LINES LFT.

PSY146 LINE BISECT, R HAND RT., NO. LINE CTR.

PSY149 LINE BISECT, R HAND LFT., NO. LINES RT.

PSY150 LINE BISECT, R HAND LFT., % LINES RT.

PSY151 LINE BISECT, R HAND LFT., NO. LINES LFT.

PSY152 LINE BISECT, R HAND LFT., % LINES LFT.

PSY153 LINE BISECT, R HAND LFT., NO LINES CTR.

PSY156 LINE BISECT, R HAND CTR., NO LINES RT.

PSY157 LINE BISECT, R HAND CTR., % LINES RT.

PSY158 LINE BISECT, R HAND CTR., NO LINES LFT.

PSY159 LINE BISECT, R HAND CTR., % LINES LFT.

PSY160 LINE BISECT, R HAND CTR., NO. LINES CTR.

PSY163 LINE BISECT, R HAND TIME

PSY167 LINE BISECT, L HAND OMISSIONS RT.

PSY168 LINE BISECT, L HAND OMISSIONS LFT.

PSY169 LINE BISECT, L HAND OMISSIONS CTR.
LURIA-NEBRASKA NEUROPSYCHOLOGICAL BATTERY

Date added: 6/82 Date dropped: 10/31/91


The score is the number of incorrectly executed motor tasks.

PSY045 LURIA MOTOR: OPPOSITE KNOCKS # ERRORS

Item 48 on Luria-Nebraska Motor Function scale. The score is the number of incorrectly executed motor tasks.

Range: 0 - 10

High score = poor
LURIA MOTOR: HAND SQUEEZES # ERRORS

Item 49 on Luria-Nebraska Motor Function scale. The score is the number of incorrectly executed motor tasks.

Range: 0 - 4   High score = poor

LURIA MOTOR: KNOCK 1 LEFT 2 RIGHT # ERRORS

Item 50 on Luria-Nebraska Motor Function scale. The score is the number of incorrectly executed motor tasks.

Range: 0 - 4   High score = poor

LURIA MOTOR: OPPOSITE INTENSITY # ERRORS

Item 51 on Luria-Nebraska Motor Function scale. The score is the number of incorrectly executed motor tasks.

Range: 0 - 4   High score = poor

RETURN TO TABLE OF CONTENTS

LURIA-NEBRASKA NEUROPSYCHOLOGICAL BATTERY
(Subtest of the Seashore Tests of Musical Talent;)


LURIA RHYTHM ERRORS PITCH

Date added: 4/14/83   Date dropped: 8/31/96

Items 52, 53, and 54 from Luria-Nebraska Rhythm. Score is numbers of errors.
Range: 0 - 16   High score = poor

HAPPY BIRTHDAY

Date added: 4/19/84   Date dropped: 2/26/92

Item 57, Luria-Nebraska Rhythm
Range: 0 - 1   High score = poor

LURIA RHYTHM ERRORS NUMBER

Date added: 4/14/83   Date dropped: 8/31/96

Items 58, 59, and 60, Luria-Nebraska Rhythm. Score is number of errors.
Range: 0 - 10   High score = poor
POSITIVE AND NEGATIVE AFFECT SCHEDULE (PANAS) First Administration

Date added: 4/93  Date dropped: 11/94


This 20 item test was given twice. The first administration was the first measure of the psychometric battery and the second administration was at the end of the testing. The data include all 20 items of the first administration and all 20 items of the second administration.

PANAS1 - PANAS20  1 = YES, 0 = NO, Response to each word

PANASP  Positive affect at first administration
Range 0 - 10  Score is number of YES answers to items 1, 3, 5, 9, 10, 12, 14, 16, 17, 19

PANASN  Negative affect at first administration
Range 0 - 10  Score is number of YES answers to items 2, 4, 6, 7, 8, 11, 13, 15, 18, 20

POSITIVE AND NEGATIVE AFFECT SCHEDULE (PANAS) Second Administration

Date added: 4/93  Date dropped: 11/94


PANAS21 - PANAS40  1 = YES, 0 = NO, Response to each word

PANASPR  Positive affect at second administration
Range 0 - 10  Score is number of YES answers in items 21, 23, 25, 29, 30, 32, 34, 36, 37, 39

PANASNR  Negative affect at second administration
Range 0 - 10  Score is number of YES answers in items 22, 24, 26, 27, 28, 31, 33, 35, 38, 40.

RETURN TO TABLE OF CONTENTS
REACTION TIME TESTS

Date added: 3/1/99 Date dropped: 9/6/01


Simplert Simple Reaction Time Test

Median reaction time from four blocks of nine trials each (total = 36) of key press ("X" for left handers, "M" for right handers) with the index finger in response to the appearance of a square in the middle of a laptop computer screen following preparatory intervals (PI) of 1, 2, or 3 seconds indicated by the written phrase ‘Get Ready’ printed in the center of the screen.

Four 1-second, three 2-second, and two 3-second PI trials are randomized within a block (order varies). The inter-trial interval is 500 ms. Each trial is terminated with the key press. Six practice trials with two 1-second, two 2-second, and two 3-second PIs precede the 36 trials. Participant was instructed to keep their index finger on key throughout the entire experiment. If the key was pressed too soon, the phrase “not yet” appeared on the screen and the trial was repeated.

Instructions, provided verbally and appearing on the screen before the start of the test read as follows:

“Please rest your wrists on the keyboard in a way where you avoid pressing any keys beside the one you will be asked to press. You will see the words “Get Ready” on the screen, followed by a square. As soon as the square appears, hit the square button. If you press the button before the square appears, you will see the words “Not Yet” on the screen. If you hit an incorrect button, the word “Wrong” will appear on the screen.”

Choicert Choice Reaction Time Test (No Distraction)

This task was similar to the simple reaction time task but there were four blocks of 18 trials each (total trials = 72). On half of the 18 trials in a block, the stimulus is “X” and on the other half the stimulus is “O.” Participant pressed the “X” key (marked with an “X”) if the stimulus was “X” and the “M” key (marked with an “O”) if the stimulus was “O.” Within a block there were four 1-second, three 2-second, and two 1-second PIs for the “X” stimuli and a like number of “O” stimuli. Trials were randomized within a block. There were six practice trials, one for each stimulus (X, O) at each PI (1, 2, or 3 seconds). If the wrong key was pressed the word “Wrong” appeared on the screen.
**Instructions:** “Please rest your wrists on the keyboard so that you avoid pressing any keys beside the one you will be asked to press. You will see the words, “Get Ready” on the screen followed by an X or an O. If an X appears, hit the X button, and if an O appears, hit the O button. Press the correct key as soon as the X or O appears. If you press the button before the X or O appears, you will see the words, “Not Yet” on the screen. If you hit an incorrect button, the word “Wrong” will appear on the screen.”

**INTERFRRT  CHOICE REACTION TIME WITH DISTRACTION**

Identical to the choice reaction time experiment but done while listening to a tape recording of a weather report.

Instructions are identical to above except they begin with the sentence: “This test is the same as the last test except that you will hear a recording of a weather report during the test.”

**SENTENCE FORMULATION**

Date added: 2/22/84  Date dropped: 8/15/91
Reference: Devised for this project.

The participant was asked, "Tell me a sentence". After verbally stating a sentence, the participant was asked, "Please write it for me." Beginning 7/29/89 the sentence was tape-recorded; the tapes are available in the MAP office.

**PSY201  SENTENCE FORMULATION REQUEST**

1 = Yes, a verbal sentence was produced
0 = No, a verbal sentence was not produced

**PSY210  WRITTEN: CURSIVE 1 PRINTED 2 ILLEGIBLE 3**

1 = sentence written in cursive
2 = printed sentence
3 = written sentence illegible

**PSY253  SENTENCE GENERATION**

Date Added: 5/6/92  Date Dropped: 7/1/96
Reference: Devised to collect data for replication of earlier analyses of PSY201.

The participant is asked to "Write any complete sentence on this piece of paper."

I = Participant was engaged in the task and produced recognizable words.

"C", "M", "R", "T" are other scores that may apply.

RETURN TO TABLE OF CONTENTS

STROOP

Date added: 11/21/96  Date dropped: 7/24/00


MDNRTC Administered and scored on computer. Scoring consists of median latencies and errors scored for each of the three different conditions: neutral, congruent, incongruent.

RETURN TO TABLE OF CONTENTS

SYNTAX IN WRITTEN SENTENCES

Date added: 2/22/84  Date dropped: 7/1/96

DEVELOPMENTAL SENTENCE SCORING (DSS)


DSS was developed to analyze the growth of children's language. Points are assigned to eight categories of grammatical constructions based on the order or emergence of different forms in children's speech. An utterance total (derived by summing together the total points for each category plus 1 point if the utterance is a grammatical sentence) and/or a language sample average can be computed. The categories of personal pronouns and indefinite pronouns are combined into a single pronoun category and the categories of yes/no questions and wh-questions are combined into a single question category.

FIRST VB MAIN VERB

PRONS PRONOUNS (INDEFINITE AND PERSONAL)
SECONDVB  EMBEDDED AND SUBORDINATE VERBS

NEG  NEGATIVES

CONJ  CONJUNCTIONS

QUESTS  YES/NO & WH-QUESTIONS

SENT1  GRAMMATICAL SENTENCE

TOTAL  SUM OF THE ABOVE

MLU  MEAN LENGTH OF UTTERANCE


Mean length of utterance is widely used in child language literature as a measure of grammatical development.  It is computed by totaling the number of words in each response.

MCU  MEAN CLAUSES PER UTTERANCE


Mean clause per utterance was developed as an alternative to MLU to assess the complexity of language samples obtained from older adults.  Mean clause per utterance is computed by totaling the number of each main, embedded, and subordinate clause in a sentence.

PROPTOT  COUNT FOR PROPOSITIONS


Propositions are widely used in cognitive psychology to describe the semantic or propositional content of texts. A proposition corresponds to a basic idea. In general, each proposition is a predicate, expressing an action or state, a modification of a predicate such as a qualification, a quantification, or a negation, and connections between predicates, such as conjunction, disjunction, or contrast. The total number of propositions in each sentence is counted.

RETURN TO TABLE OF CONTENTS
TOKEN TEST

Date added: 6/82  Date dropped: 1/17/90


PSY130 TOKEN TEST # CORRECT PART 1
Range: 0 - 7 High score = good

PSY131 TOKEN TEST # CORRECT PART 2
Range: 0 - 4 High score = good

PSY132 TOKEN TEST # CORRECT PART 3
Range: 0 - 4 High score = good

PSY133 TOKEN TEST # CORRECT PART 4
Range: 0 - 4 High score = good

PSY134 TOKEN TEST # CORRECT PART 5
Range: 0 - 4 High score = good

PSY135 TOKEN TEST # CORRECT PART 6
Range: 0 - 13 High score = good

Summary score = PSY130 + PSY131 + PSY132 + PSY133 + PSY134 + PSY135
Range: 0 - 36 High score = good

VISUAL NEGLECT

Date added: 12/83  Date dropped: 12/31/89


PSY196 VISUAL NEGLECT LINES NEGLECTED RIGHT
Score is number of lines omitted
Range: 0 - 12 High score = poor

PSY197 VISUAL NEGLECT LINES NEGLECTED LEFT
Score is number of lines omitted
Range: 0 - 12 High score = poor

PSY198 VISUAL NEGLECT LINES NEGLECTED CENTER
Score is number of lines omitted
Range: 0 - 16 High score = poor
Summary score = PSY196 + PSY197 + PSY198

Range: 0 - 40  High score = poor

PSY199 VISUAL NEGLECT TIME (in seconds)

A few participants were allowed to go past the 180-second time limit. These IDs are:

#692 T5
#1379 T1
#1463 T1
#2961 T1
#10041 T2 per Martha Storandt, March 29, 1991

Range: 0 - 180  High score = poor

PSY200 VISUAL NEGLECT HANDEDNESS

1 = Right
0 = Left  High score = poor

RETURN TO TABLE OF CONTENTS

WECHSLER ADULT INTELLIGENCE SCALE (WAIS)

PSY020 WAIS COMPREHENSION

Date added: 7/79  Date dropped 12/2/88
Raw score according to WAIS manual
Range: 0 - 14  High score = good

PSY089 DIGIT SYMBOL COPY

Date added: 12/83 only for those who could not do the Digit Symbol (PSY022) 8/5/86, for everyone Date dropped: 10/03/96
Reference: Devised for this project.

Participant just copies the digits; no coding. A maximum of 90 seconds is allowed.

Range: 0 - 90  High score = good

PSY241 DIGIT SYMBOL, COPY TIME

Date added: 12/83 only for those who could not do the Digit Symbol (PSY022) 8/5/86, for everyone Date dropped: 10/03/96
Reference: Devised for this project.

Time taken to complete Digit Symbol Copy (PSY089)
PSY245  INCIDENTAL MEMORY RECALL: TOTAL

Date added: 5/1/87           Date Dropped: 8/15/91


Participant is asked to recall the Digit Symbol pairings. Score equals number of symbols recalled.

Range: 0 - 9

High score = good

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PSY246  INCIDENTAL MEMORY RECALL: MATCHED

Date added: 5/1/87           Date Dropped: 8/15/91

Same as PSY245 but score equals number of symbols recalled and correctly matched to numbers.

Range: 0 - 9

High score = good

RETURN TO TABLE OF CONTENTS

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WAIS PICTURE ARRANGEMENT

Date added: 5/15/84           Date dropped: 2/12/92


Only the first three items are administered. No time limits were used.

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PSY230  WAIS PICTURE ARRANGEMENT COULD NOT DO

Range: 0 - 1

High score = could not do

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PSY231  WAIS PICTURE ARRANGEMENT # CORRECT

Score is the number of correct sequences

Range: 0 - 3

High score = good

RETURN TO TABLE OF CONTENTS

WECHSLER MEMORY SCALE (WMS)


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PSY001  WMS INFORMATION
Subtest I.  Personal and Current Information  

Date added:  7/79  Date Dropped:  1/84  

Scored according to WMS manual.  The names of persons incumbent at the time of testing were scored as correct in Question 5 (the governor of Missouri) and Question 6 (the mayor of St. Louis).  Similar questions were asked in the Clinical Assessment administered by physicians.  

Range:  0 - 6       High score = good  

PSY070  MAP INFORMATION  Alternate form of WMS Information  

Date added:  1/84  Date Dropped:  8/14/91  

Reference:  Devised for this project.  

This is a simplified version of WMS Information.  It is scored for content accuracy by comparison with the current clinical assessment.  The score is the sum of correct responses to Questions 1-6.  

Range:  0 - 6       High score = good  

RETURN TO TABLE OF CONTENTS  

PSY002  WMS ORIENTATION  

Subtest II.  Orientation  

Date added:  7/79  Date Dropped:  1/84  

Scored according to WMS manual.  Similar questions were asked in the Clinical Assessment administered by physicians.  

Range:  0 - 5       High score = good  

PSY071  MAP ORIENTATION  Alternate form of WMS Orientation  

Date added:  1/84  Date Dropped:  8/14/91  

Reference:  Devised for this project.  

Simplified version of WMS Orientation.  Score is sum of correct responses to Questions 1-5.  

Range:  0 - 5       High score = good  

MAP MENTAL CONTROL  Simplified version of WMS Mental Control  

Date added:  1/84  Date Dropped:  10/31/91  

Reference:  Devised for this project.
Each of the three parts is scored in the same manner as WMS Mental Control (i.e., bonus points for rapid performance and penalties for errors).

PSY079  MAP MENTAL CONTROL COUNT BACK FROM 10  
Range: 0 - 3  High score = good

PSY080  MAP MENTAL CONTROL SPELL NAME  
Range: 0 - 3  High score = good

PSY081  MAP MENTAL CONTROL SERIAL COUNTING BY 2  
Range: 0 - 3  High score = good

Summary score = PSY079 + PSY080 + PSY081  
Range: 0 - 9  High score = good

MAP SENTENCE RECALL  Simplified WMS Logical Memory

Date added: 2/22/84  PSY074 and PSY076  
Date added: 7/9/86  PSY239 and PSY240  
Date dropped: 9/11/91

Reference: Devised for this project.

This procedure is administered immediately after the WMS Logical Memory Delayed Recall trial. Participant is asked to recall three sentences (PSY074) each containing only three pieces of information and then three sentences (PSY076) each containing only four pieces of information. Subsequently three additional phrases, each containing only two pieces of information (PSY239) and three additional phrases, each only one piece of information (PSY240) were added. The score is the sum of the pieces of information in the sentences repeated (almost verbatim). Some minor omissions are allowed. If only one word in a two-word byte is repeated, a half point (.5) is allowed.

PSY074  SENTENCE RECALL 3 BYTES A+B+C  
Range: 0 - 9  High score = good

PSY076  SENTENCE RECALL 4 BYTES D+E+F  
Range: 0 - 12  High score = good

PSY239  SENTENCE RECALL 2 BYTES G+H+I  
Range: 0 - 6  High score = good

PSY240  SENTENCE RECALL 1 BYTE J+K+L  
Range: 0 - 3  High score = good

Summary score (until 9/86) = PSY074 + PSY076  
Range = 0 - 21  High score = good

Summary score (after 9/86) = PSY074 + PSY076 + PSY239 + PSY240
PSY008 VISUAL DIGIT SPAN: SIMULTANEOUS

Date added: 7/79       Date Dropped: 8/14/91

Reference: Devised for this project.

This procedure is modeled after the auditory digit span subtest of the Wechsler Memory Scale. Strings of numbers ranging in length from 2 to 8 digits are printed horizontally on cards. There are two cards with strings of each length. Presentation of each string is for as many seconds as there are digits on the card. If the first string of a particular length is passed, the second string with that number of digits is not administered. For example, the first card with a string of 2 digits is presented for 2 seconds; then the card is removed. If the participant repeats the 2 digits correctly, the first string of 3 digits is presented next for 3 seconds. If the participant does not repeat the first card with a string of 2 digits correctly, the second card with a string of 2 digits is presented for 2 seconds. Testing is discontinued when a participant fails to repeat both of the strings of a particular length. The score is the number of digits in the longest string reported correctly.

Range: 0 - 8       High score = good

PSY009 VISUAL DIGIT SPAN: SEQUENTIAL

Date added: 7/79       Date Dropped: 8/14/91

Reference: Devised for this project.

This procedure is also modeled after the auditory digit span subtest of the Wechsler Memory Scale. Single digits, rather than strings of digits, are printed on cards. The cards are grouped in sets of 2 through 8 cards. There are two sets of cards at each level (i.e., 2 through 8) or a total of 14 sets of cards. Cards are presented serially with each card shown for 1 second. After the last card in the group is taken away, the participant is asked to recite the numbers from the cards in that set in the order given. If the first set at a level is recited correctly, the second set at that level is not administered. For example, if the participant repeats the first set of 2 digits correctly, the first set of 3 cards is presented next. If the participant does not recite the 2 digits from the first set of 2 cards correctly, the second set of 2 cards is presented. Testing is discontinued when a participant fails to recite in the correct order the digits on both sets of cards at a particular level (i.e., number of cards in a set). The score is the number of digits in the longest set recited correctly.

Range: 0 - 8       High score = good

WMS ASSOCIATE LEARNING: RECOGNITION

Date added: 7/79       Date Dropped: 1/2/04

Reference: Devised for this project.
A recognition trial for the pairs from the WMS Associate Learning subtest is administered immediately following the third recall trial of the WMS Associate Learning subtest. The stimulus word of each pair is printed in large type at the top of a card with four words (including the correct response) printed in smaller type horizontally below. The easy and hard pairs are interspersed, as in the WMS Associate Learning subtest, and are presented in a different random order than used on any of the recall trials. This recognition trial is scored in the same manner as the standard recall version except there is only one recognition trial.

PSY013  WMS ASSOCIATES RECOGNITION: EASY  Easy pairs
        Range:  0 - 6  High score = good

PSY014  WMS ASSOCIATES RECOGNITION: HARD  Hard pairs
        Range:  0 - 4  High score = good

Summary score = (PSY013 divided by 2) + PSY014
        Range: 0 - 5  High score = good

RETURN TO TABLE OF CONTENTS

ZUNG DEPRESSION SCALE

Date added:  7/79       Date Dropped: 6/82

PSY036  ZUNG DEPRESSION: SDS SCALE AT T1


Raw scores were converted to SDS scores using the conversion table.
        Range: 0 - 100  High score = more depressed

RETURN TO TABLE OF CONTENTS