PSYCHOMETRIC TEST BATTERY CODE BOOK

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PSYCHOMETRIC BATTERY

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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.

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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

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>Case identification number</td>
</tr>
<tr>
<td>TESTDATE</td>
<td>Date of psychometric assessment.</td>
</tr>
<tr>
<td>TESTER</td>
<td>Identification of tester. Coded by number.</td>
</tr>
<tr>
<td>PLACE</td>
<td>Where tested</td>
</tr>
<tr>
<td></td>
<td>1 = MAP office</td>
</tr>
<tr>
<td></td>
<td>2 = home</td>
</tr>
<tr>
<td></td>
<td>3 = nursing home</td>
</tr>
<tr>
<td></td>
<td>4 = hospital</td>
</tr>
<tr>
<td></td>
<td>5 = daycare</td>
</tr>
</tbody>
</table>

# ADDITIONAL AVAILABLE INFORMATION

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

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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

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


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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

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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

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

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

Range: 0-25 High score = good

MEMTIME Minutes elapsed since Logical Memory IA-Immediate

Range: 0 and above

BOSTON NAMING TEST - 30 (ODD NUMBERED ITEMS)

Date added: 9/1/05


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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

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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

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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

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

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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


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

CATEGORY FLUENCY - ANIMALS

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


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

Range: 0 and above High score = good

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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.

<table>
<thead>
<tr>
<th>Animal</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>animal 1</td>
<td>Number of animal names recorded verbatim in first 15 seconds</td>
</tr>
<tr>
<td>animal 2</td>
<td>Number of animal names recorded verbatim in 15-30 second interval</td>
</tr>
<tr>
<td>animal 3</td>
<td>Number of animal names recorded verbatim in 30 - 45 second interval</td>
</tr>
<tr>
<td>animal 4</td>
<td>Number of animal names recorded verbatim in 45-60 second interval</td>
</tr>
<tr>
<td>animal 5</td>
<td>Number of animal names recorded verbatim in 60-75 second interval</td>
</tr>
<tr>
<td>animal 6</td>
<td>Number of animal names recorded verbatim in 75-90 second interval</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Animal</th>
<th>Total</th>
</tr>
</thead>
</table>

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


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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.

**PSY017L** CROSSING OFF # LINES

Range: 0 - 96  
High score = good

**PSY017S** CROSSING OFF # SECONDS

Range: 1 - 180

**PSY017** Summary score = (PSY017L divided by PSY017S) x 100

Range: 0 and above  
High score = good

### 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  
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

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There are two summary scores:

SRTfree \( \text{SRT1F + SRT2F + SRT3F} \)

Range: 0 - 48 \hspace{1cm} \text{High score = good}

SRT total \( \text{SRTfree + SRT1C + SRT2C + SRT3C} \)

Range: 0 - 48 \hspace{1cm} \text{High score = good}

**HANDEDNESS**

Date added: 2/22/84 \hspace{1cm} \text{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 \hspace{1cm} \text{High score = left handed}

**PSY233 HANDEDNESS BOTH**

Score is number of actions using both hands. This is very rare.

Range: 0 - 8 \hspace{1cm} \text{High score = handedness unresolved}

**PSY234 HANDEDNESS NO RESPONSE**

Score is number of requests that yielded no response.

Range: 0 - 8 \hspace{1cm} \text{High score = unresponsive}

**PSY113 HANDEDNESS: RIGHT**

Score is number of actions using right hand

Range: 0 - 8 \hspace{1cm} \text{High score = right handed}

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PSY114  GESTURAL IRREGULARITIES

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

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

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


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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.

Range: 0 - 180  Low score = good

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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

WECHSLER ADULT INTELLIGENCE SCALE - REVISED (WAIS-R)

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

**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

Range: 0-33      High score = good

**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

asscmem  Summary score = (PSY010 divided by 2) + PSY011
Range: 0 - 21  High score = good
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

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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

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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

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:

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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

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

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.

<table>
<thead>
<tr>
<th>westspsc</th>
<th>Special score</th>
</tr>
</thead>
<tbody>
<tr>
<td>R = refused</td>
<td></td>
</tr>
<tr>
<td>C = cognitive confusion</td>
<td></td>
</tr>
<tr>
<td>I = physical difficulties</td>
<td></td>
</tr>
<tr>
<td>M = examiner decided to not administer (cooperation not possible)</td>
<td></td>
</tr>
<tr>
<td>A = all administered</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>westtrad</th>
<th>Number trials administered</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range: 0 - 128</td>
<td></td>
</tr>
<tr>
<td>High score = poor</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>westtote</th>
<th>Total number correct trials</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range: 0 - 128</td>
<td></td>
</tr>
<tr>
<td>High score = good</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>westtote</th>
<th>Total errors</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range: 0 - 128</td>
<td></td>
</tr>
<tr>
<td>High score = poor</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>westperr</th>
<th>Perseverative responses</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range: 0 - 126</td>
<td></td>
</tr>
<tr>
<td>High score = poor</td>
<td></td>
</tr>
</tbody>
</table>


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

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

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

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

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

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ADULT CHILDREN STUDY (ACS) BATTERY
(Tests listed alphabetically)

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.

trigrams   Auditory Consonant Trigrams

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.

line   Line Orientation

Range: 0 to 30          High score = good

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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

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There are two summary scores:

\[ SRT_{\text{free}} = SRT1F + SRT2F + SRT3F \]

Range: 0 - 48  
High score = good

\[ SRT_{\text{total}} = SRT_{\text{free}} + SRT1C + SRT2C + SRT3C \]

Range: 0 - 48  
High score = good

**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

[RETURN TO TABLE OF CONTENTS]
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

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
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.

<table>
<thead>
<tr>
<th>block</th>
<th>WAIS-III Block Design</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Range: 0 to 68</td>
</tr>
<tr>
<td></td>
<td>High score = good</td>
</tr>
</tbody>
</table>

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.

<table>
<thead>
<tr>
<th>inform</th>
<th>WAIS-III Information</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Range: 0 to 28</td>
</tr>
<tr>
<td></td>
<td>High score = good</td>
</tr>
</tbody>
</table>

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.

<table>
<thead>
<tr>
<th>SIM</th>
<th>WAIS-III Similarities</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Range: 0-33</td>
</tr>
<tr>
<td></td>
<td>High Score = good</td>
</tr>
</tbody>
</table>
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.

<table>
<thead>
<tr>
<th>lettnum</th>
<th>WMS-III Letter Number Sequencing</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range: 0 to 21</td>
<td>High Score = good</td>
</tr>
</tbody>
</table>

**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.

<table>
<thead>
<tr>
<th>logmem</th>
<th>WMS-III Logical Memory Immediate</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range: 0 to 50</td>
<td>High Score = good</td>
</tr>
</tbody>
</table>

**LOGICAL MEMORY II - DELAYED RECALL**

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

<table>
<thead>
<tr>
<th>lmdelay</th>
<th>WMS-III Logical Memory Delayed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range: 0 to 50</td>
<td>High score = good</td>
</tr>
</tbody>
</table>

**VERBAL PAIRED ASSOCIATES**

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

RETURN TO TABLE OF CONTENTS
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

**wcstrad**  Number trials administered

Range:  0 - 128       High score = poor

**westtote**  Total errors

Range:  0 - 128       High score = poor

RETURN TO TABLE OF CONTENTS
<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
<th>Range</th>
<th>High score</th>
</tr>
</thead>
<tbody>
<tr>
<td>wcstperr</td>
<td>Perseverative responses</td>
<td>0 - 126</td>
<td>poor</td>
</tr>
<tr>
<td>wcstpere</td>
<td>Perseverative errors</td>
<td>0 - 126</td>
<td>poor</td>
</tr>
<tr>
<td>wcstnpe</td>
<td>Nonperseverative errors</td>
<td>0 - 128</td>
<td>poor</td>
</tr>
<tr>
<td>wcstclre</td>
<td>Conceptual level responses (%)</td>
<td>0 - 100</td>
<td>good</td>
</tr>
<tr>
<td>wcstcatac</td>
<td>Categories completed</td>
<td>0 - 6</td>
<td>good</td>
</tr>
<tr>
<td>wcsttrcm</td>
<td>Trials to first category</td>
<td>10 - 129</td>
<td>poor</td>
</tr>
<tr>
<td>wcstfail</td>
<td>Failure to maintain set</td>
<td>0 - 21</td>
<td>poor</td>
</tr>
<tr>
<td>wcstlrn</td>
<td>Learning to learn (%)</td>
<td>negative to positive</td>
<td>good</td>
</tr>
</tbody>
</table>

(see manual)
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 Spatial Relations

Range: 0 - 81 High score = good

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

BENDER GESTALT

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


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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

- **PSY122 Retrogression**
  - Range: 0 - 1
  - High score = poor

- **PSY123 Perseveration**
  - Range: 0 - 1
  - High score = poor

- **PSY124 Collision**
  - Range: 0 - 1
  - High score = poor

- **PSY125 Impotence**
  - Range: 0 - 1
  - High score = poor

- **PSY126 Closure Difficulty**
  - Range: 0 - 1
  - High score = poor

- **PSY127 Motor Incoordination**
  - Range: 0 - 1
  - High score = poor

- **PSY128 Angulation Difficulty**
  - Range: 0 - 1
  - High score = poor

- **PSY129 Cohesion**
  - Range: 0 - 1
  - High score = poor

RETURN TO TABLE OF CONTENTS
BENTON VISUAL FORM DISCRIMINATION

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


PSY247 VISUAL FORM DISCRIMINATION # CORRECT
Range: 0 - 16                      High score = good

PSY248 VISUAL FORM DISCRIMINATION PERIPHERAL ERROR
Range = 0 - 16                      High score = poor

PSY249 VISUAL FORM DISCRIMINATION MAJOR ROTATION
Range = 0 - 16                      High score = poor

PSY250 VISUAL FORM DISCRIMINATION MAJOR DISTORTION
Range = 0 - 16                      High score = poor

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

RETURN TO TABLE OF CONTENTS
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

BRADBURN AFFECT BALANCE SCALE
Date added: 4/93            Date dropped: 11/94
Chicago, IL: Aldine.

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.

**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.

**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

**HALSTEAD-REITAN TACTILE/SENSORY**

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


**PSY051** REITAN # ERRORS FINGER AGNOSIA RIGHT

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

Range = 0 - 20       High score = poor

**PSY052** REITAN # ERRORS FINGER AGNOSIA LEFT

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

Range = 0 - 20       High score = poor

**PSY053** REITAN # ERRORS FINGER NUMBER WRITING RIGHT

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

Range = 0 - 20       High score = poor

**PSY054** REITAN # ERRORS FINGER NUMBER WRITING LEFT

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

**HALSTEAD-REITAN ASTEROEGNOSIS**       Item 26, Halstead Battery

Date added: 6/82       Date dropped: 3/15/95

[RETURN TO TABLE OF CONTENTS](#)
| PSY055 | REITAN # ERRORS COINS SINGLY RIGHT | Range = 0 - 3 | High score = poor |
| PSY056 | REITAN # ERRORS COINS SINGLY LEFT  | Range = 0 - 3 | High score = poor |
| PSY057 | REITAN # ERRORS COINS BOTH RIGHT  | Range = 0 - 3 | High score = poor |
| PSY058 | REITAN # ERRORS COINS BOTH LEFT   | Range = 0 - 3 | High score = poor |

Summary score = PSY055 + PSY056 + PSY057 + PSY058
Range = 0 - 12
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. |

RETURN TO TABLE OF CONTENTS
| 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. |
| PSY171 | LINE BISECT, L HAND RT., NO. LINES RT. |
| PSY172 | LINE BISECT, L HAND RT., % LINES RT. |
| PSY173 | LINE BISECT, L HAND RT., NO LINES LFT. |
| PSY174 | LINE BISECT, L HAND RT., % LINES LFT. |
| PSY175 | LINE BISECT, L HAND RT., NO. LINES CTR. |
| PSY178 | LINE BISECT, L HAND LFT., NO LINES RT. |
| PSY179 | LINE BISECT, L HAND LFT., % LINES RT. |
| PSY180 | LINE BISECT, L HAND LFT., NO. LINES LFT |
| PSY181 | LINE BISECT, L HAND LFT., % LINES LFT. |
| PSY182 | LINE BISECT, L HAND LFT., NO. LINES CTR. |
| PSY185 | LINE BISECT, L HAND CTR., NO LINES RT. |
| PSY186 | LINE BISECT, L HAND CTR., % LINES RT. |
| PSY187 | LINE BISECT, L HAND CTR., NO. LINES LFT. |
| PSY188 | LINE BISECT, L HAND CTR., % LINES LFT. |
| PSY189 | LINE BISECT, L HAND CTR., NO. LINES CTR. |
| PSY192 | LINE BISECT, L HAND TIME |

**RETURN TO TABLE OF CONTENTS**
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

**PSY046 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

**PSY047 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

**PSY048 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

LURIA-NEBRASKA NEUROPSYCHOLOGICAL BATTERY

(Subtest of the Seashore Tests of Musical Talent;)


**PSY136 LURIA RHYTHM ERRORS PITCH**

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

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

PSY242  HAPPY BIRTHDAY

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

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

PSY137  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

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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.

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:

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“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.”

**INTERFRT**  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."
1 = Participant was engaged in the task and produced recognizable words.
"C", "M", "R", "T" are other scores that may apply.

STROOP
Date added: 11/21/96  Date dropped: 7/24/00
Journal of Experimental Psychology, 18, 643-661.

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

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SYNTAX IN WRITTEN SENTENCES

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

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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.

**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

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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

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

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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)
Range: 0 - 90  High score = poor

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

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

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.

**PSY230**
**WAIS PICTURE ARRANGEMENT COULD NOT DO**
Range: 0 - 1 High score = could not do

**PSY231**
**WAIS PICTURE ARRANGEMENT # CORRECT**
Score is the number of correct sequences
Range: 0 - 3 High score = good

**WECHSLER MEMORY SCALE (WMS)**
New York: Psychological Corporation.

**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

**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

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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.

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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  
Range = 0 - 30  
High score = good

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

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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

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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

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