# PSYCHOMETRIC TEST BATTERY CODE BOOK

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### Uniform Data Set (UDS) Psychometric Battery

**Test** | **Variable Name**
--- | ---
Boston Naming Test | BOSTON
Category Fluency (Animals, Vegetables) | ANIMALS, VEG
Trailmaking A and B | TRAILA, TRAILB
Wechsler Adult Intelligence Scale-R | WAIS
  - Digit Symbol - UDS enlarged form | DIGIF, DIGIFLEN
  - Wechsler Memory Scale-Revised | DIGIB, DIGIBLEN
  - Digit Span Forward | LOGIMEM
  - Digit Span Backward | MEMUNITs, MEMTIME
  - Logical Memory Story A, Immediate | and Delayed

### Standard WU ADRC Psychometric Battery

**Test** | **Variable Name**
--- | ---
Boston Naming Test | BNT
Category Fluency (Animals, Vegetables) | ANIMALS, VEG
Free and Cued Selective Reminding Test | SRTfree
Handedness |
**Reading Span**
**Simon Task**
**Slosson Oral Reading Test**
**Switching Task (CVOE)**
**Trailmaking A and B**

*Wechsler Adult Intelligence Scale*
  **Block Design**
  **Information**
*Wechsler Adult Intelligence Scale-Revised*
  **Digit Symbol – standard form**
*Wechsler Adult Intelligence Scale- III*
  **Letter-Number Sequencing**

*Wechsler Memory Scale*
  **Associate Learning**
  **Mental Control**
*Wechsler Memory Scale-Revised*
  **Digit Span Forward and Backward**
  **Logical Memory Story A, Immediate**
  **Logical Memory Story A, Immediate**

*Word Fluency (S & P)*

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

**Auditory Consonant Trigrams**
**Benton Line Orientation**
**Category Fluency (Animals)**
**Free and Cued Selective Reminding Test**
**Handedness**
**Reading Span**
**Simon Task**
**Switching Task (CVOE)**
**Trailmaking A and B**

*Wechsler Adult Intelligence Scale-III*
  **Block Design**
  **Information**
  **Similarities**
*Wechsler Memory Scale-III*
  **Letter-Number Sequencing**
  **Logical Memory I (Immediate)**
  **Logical Memory I (Immediate)**
  **Logical Memory II (Delayed)**
  **Verbal Paired Associates**
**Woodcock-Johnson Spatial Relations**
Tests No Longer Used

American Version of Nelson Adult Reading Test (AMNART)
Bender Gestalt
Benton Visual Form Discrimination
Benton Visual Retention Test – Forms C and D
Bradburn Affect Scale
Crossing-Off
Double Memory Test: Category Cued Recall
Dual Task
Entertainment Questionnaire
Halstead-Reitan
  Astereognosis
  Tactile/Sensory
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 Adult Intelligence Scale III
  Similarities
Wechsler Memory Scale
  Digit Span
  Information
  Logical Memory
  Orientation
  (Sentence Recall)
Wisconsin Card Sorting Test
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 No Longer Used 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 is 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’s disease sample but may be used with any tremor.

CODE FOR COMPUTERIZED TESTS

D  No computerized test due to technical difficulties.

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IDENTIFICATION INFORMATION

ID          Case identification number
PSY_DATE    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
TESTDATE    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

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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


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

Range: 0-25 High score = good

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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

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CATEGORY FLUENCY - ANIMALS AND VEGETABLES

Date added:  9/1/05


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

Range:  0 and above  High score = good

VEG  Participants name as many different vegetables as they can for a minute.

Range:  0 and above  High score = good

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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 is 150 seconds.

Range:  0 - 150  High score = poor

TRAILARR  Number of commission errors

Date added:  2/25/2008
The score is the number of errors of commission made while connecting 25 numbered circles in sequential order within the 150 second time limit.

Range: 0 – 40
High score = poor

TRAILALI Number of correct lines

Date added: 2/25/2008

The score is the number of lines correctly connected to 25 numbered circles in sequential order within the 150 second time limit.

Range: 0 – 24
High score = good

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

Range: 0 - 300
High score = poor

TRAILBRR Number of commission errors

Date added: 2/25/2008

The score is the number of errors of commission made while connecting numbered circles (1-13) to lettered circles (A-L) in alternating sequential order within the 300 second time limit.

Range: 0 – 40
High score = poor

TRAILBLI Number of correct lines

Date added: 2/25/2008

The score is the number of lines correctly connected between numbered circles (1-13) and lettered circles (A-L) in alternating sequential order within the 300 second time limit.

Range: 0 – 24
High score = good

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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

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WMS-R LOGICAL MEMORY IIA - DELAYED

Date added: 9/1/05


MEMUNITS

Administered after WAIS-R Digit Symbol and scored according to WMS-R manual

Range: 0-25

High score = good

MEMTIME

Minutes elapsed since Logical Memory IA-Immediate

Range: 0-85 minutes

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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

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Washington University ADRC Standard Psychometric Battery
(Listed alphabetically)

BOSTON NAMING TEST (ODD NUMBERED ITEMS)

Date added: 9/1/05  Link to previous 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 including those named following given stimulus cues and then multiplied by 2 so as to be consistent with previous 60-item version.

BNT  Total correct

Range: 0 - 60  High score = good

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CATEGORY FLUENCY - ANIMALS AND VEGETABLES

Date added: 9/1/05  Link to previous version used 3/17/97 to 9/1/05


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

Range: 0 and above  High score = good

VEG  Participants name as many different vegetables as they can for a minute.

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

<table>
<thead>
<tr>
<th>SRT1F</th>
<th>Free &amp; Cued SRT: Trial 1 Free Recall</th>
</tr>
</thead>
<tbody>
<tr>
<td>SRT1C</td>
<td>Free &amp; Cued SRT: Trial 1 Cued Recall</td>
</tr>
<tr>
<td>SRT2F</td>
<td>Free &amp; Cued SRT: Trial 2 Free Recall</td>
</tr>
<tr>
<td>SRT2C</td>
<td>Free &amp; Cued SRT: Trial 2 Cued Recall</td>
</tr>
<tr>
<td>SRT3F</td>
<td>Free &amp; Cued SRT: Trial 3 Free Recall</td>
</tr>
<tr>
<td>SRT3C</td>
<td>Free &amp; Cued SRT: Trial 3 Cued Recall</td>
</tr>
</tbody>
</table>

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

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HANDEDNESS: Administered only at entry into study.

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

**READING SPAN**

Date added: 4/1/09


Participants must remember the last word of sentences presented on the computer screen while judging if the sentence makes a statement that is true or false. The number of sentences read prior to recall increases from 1 to 7 in blocks of three...
trials for each span length (i.e., number of sentences read prior to recall). For example, on each trial in the first block, the participant reads the sentence and judges if it is true or false; the next screen displays question marks and the participant immediately recalls the last word of the sentence. On each trial of the second block, the participant reads the first sentence and judges if it is true or false, then reads the second sentence and judges if it is true or false, is presented with the screen with question marks and then recalls the last word of each of the two preceding sentences. For a trial to be scored as correct the order of the recalled words must be the same as the order in which the sentences were presented. The test is discontinued when the participant fails to get at least two correct trials in a block of three trials. One of two scores can be used: readspan or readtot.

readspan  Reading span length

The number of sentences in each trial for the last block of trials for which participant had at least two correct trials.

Range: 0 – 7 High score = good

readtot  Reading total correct trials

The total number of correct span trials through the block for which participant had at least two correct trials (i.e., block that determined the variable readspan).

Range: 0 – 21 High score = good

SIMON TASK

Date added: 4/1/09


The participant sees a large arrow pointing to the right (60 trials) or left (60 trials) on the computer and presses the P key when the arrow points right and the Q key when it points left. One third of the trials represent the neutral condition; the arrows (half pointing right, half point right) are shown in the middle of the screen. One third of the trials represent the congruent condition; arrows pointing right are shown on the right side of the screen and arrows pointing left are shown on the left side of the screen. The remaining third of the trials reflect a mismatch between the direction of the arrow and the position on the screen; arrows pointing right are on the left side and arrows pointing left are on the right side.
Simon Number

Number of correct responses on all 120 trials.

Range: 0 to 120
High score = good

SIMON

Percentage correct responses on all 120 trials

Range 0 to 100
High score = good

SLOSSON ORAL READING TEST-REVISED (SORT-R): Administered only at entry into study.

Date Added: 12/9/98


Scoring is from the SORT-R manual.

SLOSSON SORT-R Raw Score

Range: 0 - 200
High score = good

SWITCHING TASK (CVOE)

Date Added: 4/1/09


Participants see letter-digit pairs (e.g., N14) in the center of the screen. In the first block of 50 trials (10 practice, 40 test) they press the P key if the letter is a vowel and the Q key if it is a consonant. For the next 50 trials (10 practice, 40 test) they press the P key if the digit is even and the Q key if it is odd. In the final block of 62 mixed trials (10 practice, 52 test) the instructions (consonant and vowel or odd and even) that are shown in the lower right and lower left corners of the screen change every two trials. Thus, the participant makes consonant vowel decisions for two trials and then the odd even decisions and so forth. Practice trials are not included in the scoring.

SwitchCV

Number of correct responses on consonant/vowel choice block out of 40 trials

Range: 0-40
High score = good
switchOE  Number of correct responses on even/odd choice block out of 40 trials
  Range:  0-40  High score = good

switchmixed  Number of correct responses on mixed consonant/vowel and even/odd block
  out of 52 trials
  Range:  0-52  High score = good

switch  Percentage correct responses out of total 132 trials.
  Range = 0 to 100  High score = good

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TRAILMAKING A AND B

Date added:  9/1/05  Link to previous versions used

for the evaluation of brain injury.  Psychological Monographs, 60 (1, Whole No.
177), 1-48.

TMA  TRAILMAKING  A:  The score is the number of seconds spent in connecting 25
  numbered circles in sequential order in 180 seconds.  UDS variable reported to
  maximum of 150 seconds.

  Range:  0 - 180  High score = poor

TRAILA_C  TRAILMAKING FORM A NUMBER OF DIGITS CONNECTED
        Date added:  3/24/94

The score is the number of digits in circles (1-25) connected in sequential order
  within 180 seconds.

  Range:  0 – 24  High score = good

TMASEC  TRAILA_C divided by TMA

  Range:  0 and above  High score = good

TMB  TRAILMAKING  B:  The score is the number of seconds spent in connecting
  numbered circles (1-13) to lettered circles (A-L) in alternating sequential order.
  A maximum of 180 seconds is allowed.  Time noted during the 300-s administration in
  the UDS.

  Range:  0 - 180  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 (1-13) connected to letters (A-L) in alternating sequential order within 180 seconds.

Range:  0 - 24           High score = good

TMBSEC  TRAILB_C divided by TMB

Range:  0 and above      High score = good

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WECHSLER ADULT INTELLIGENCE SCALE (WAIS)

Date added:  7/79


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

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

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WECHSLER ADULT INTELLIGENCE SCALE - REVISED (WAIS-R)

DIGIT SYMBOL  (Standard form)
Date added:  9/1/05        Link to previous WAIS version used

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

Range: 0 - 93  High score = good

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WECHSLER MEMORY SCALE (WMS)

Date added: 7/79


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

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

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WECHSLER MEMORY SCALE - REVISED (WMS-R)

Date added: 9/1/05           Link to previous WMS versions used


DIGIT SPAN FORWARD

Administered according to WMS-R manual.

DIGFOR  Digit span forward length
Range: 0 - 8          High score = good

DIGIT SPAN BACKWARD

Administered according to WMS-R manual.

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

LOGICAL MEMORY IA – Immediate

LOGIMEM  Only Story A is administered. Scored according to WMS-R manual
Range: 0-25          High score = good

LOGICAL MEMORY IIA – Delayed

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

WMS-R LOGICAL MEMORY Story A – Verbatim Scoring

Date added: 9/1/05


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.

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

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WECHSLER MEMORY SCALE-III (WMS-III)

Date added: 4/1/09


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

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WORD FLUENCY

Date added: 7/79


PSY032 WORD FLUENCY LETTER S
Participants are asked to name as many words that begin with the letter S as they can in 1 minute.
Range: 0 and above
High score = good

PSY033 WORD FLUENCY LETTER P

Participants are asked to name as many words that begin with the letter P as they can in 1 minute.
Range: 0 and above
High score = good

wordflu Summary score = PSY032 + PSY 033
Range: 0 and above
High score = good

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


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

Range: 0 and above High score = good

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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

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**HANDEDNESS:  Administered only at entry into study**

Date added: 7/14/05


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
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

**READING SPAN**

Date added: 11/16/09


Participants must remember the last word of sentences presented on the computer screen while judging if the sentence makes a statement that is true or false. The number of sentences read prior to recall increases from 1 to 7 in blocks of three trials for each span length (i.e., number of sentences read prior to recall). For example, on each trial in the first block, the participant reads the sentence and judges if it is true or false; the next screen displays question marks and the participant immediately recalls the last word of the sentence. On each trial of the second block, the participant reads the first sentence and judges if it is true or false, then reads the second sentence and judges if it is true or false, is presented with the screen with question marks and then recalls the last word of each of the two preceding sentences. For a trial to be scored as correct the order of the recalled words must be the same as the order in which the sentences were presented. The test is discontinued when the participant fails to get at least two correct trials in a block of three trials. One of two scores can be used: readspan or readtot.

readspan    Reading span length
The number of sentences in each trial for the last block of trials for which participant had at least two correct trials.

Range: 0 – 7

readtot

Reading total correct trials

The total number of correct span trials through the block for which participant had at least two correct trials (i.e., block that determined the variable readspan).

Range: 0 – 21

SIMON TASK

Date added: 4/1/09


The participant sees a large arrow pointing to the right (60 trials) or left (60 trials) on the computer and presses the P key when the arrow points right and the Q key when it points left. One third of the trials represent the neutral condition; the arrows (half pointing right, half point right) are shown in the middle of the screen. One third of the trials represent the congruent condition; arrows pointing right are shown on the right side of the screen and arrows pointing left are shown on the left side of the screen. The remaining third of the trials reflect a mismatch between the direction of the arrow and the position on the screen; arrows pointing right are on the left side and arrows pointing left are on the right side.

simonnumber

Number of correct responses on all 120 trials.

Range: 0 to 120

High score = good

SIMON

Percentage correct responses on all 120 trials

Range 0 to 100

High score = good
SWITCHING TASK (CVOE)

Date Added: 4/1/09


Participants see letter-digit pairs (e.g., N14) in the center of the screen. In the first block of 50 trials (10 practice, 40 test) they press the P key if the letter is a vowel and the Q key if it a consonant. For the next 50 trials (10 practice, 40 test) they press the P key if the digit is even and the Q key if it is odd. In the final block of 62 mixed trials (10 practice, 52 test) the instructions (consonant and vowel or odd and even) that are shown in the lower right and lower left corners of the screen change every two trials. Thus, the participant makes consonant vowel decisions for two trials and then the odd even decisions and so forth. Practice trials are not included in the scoring.

- **switchCV**: Number of correct responses on consonant/vowel choice block out of 40 trials
  - Range: 0-40
  - High score = good

- **switchOE**: Number of correct responses on even/odd choice block out of 40 trials
  - Range: 0-40
  - High score = good

- **switchmixed**: Number of correct responses on mixed consonant/vowel and even/odd block out of 52 trials
  - Range: 0-52
  - High score = good

- **switch**: Percentage correct responses out of total 132 trials.
  - Range = 0 to 100
  - High score = good

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TRAILMAKING A and B

Date added: 7/14/05

TMA  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  The score is the number of digits in circles (1-25) connected in sequential order within 180 seconds.

Range: 0 – 24  High score = good

TMASEC  TRAILA_C divided by TMA

Range: 0 and above  High score = good

TRAILB  The score is the number of seconds spent in connecting numbered circles (1-13) to lettered circles (A-L) in alternating sequential order. A maximum of 300 seconds is allowed; data are also gathered at 180 seconds.

Range: 0 - 300  High score = poor

TrailB_C  The score is the number of digits (1-13) connected to letters (A-L) in alternating sequential order within 180 seconds.

Range: 0 – 24  High score = good

TMBSEC  TRAILB_C divided by TMB

Range: 0 and above  High score = good

TRAILBLI  The score is the number of lines correctly connected between numbered circles (1-13) and lettered circles (A-L) in alternating sequential order within the 300 second time limit.

Date added: 1/1/2009

Range: 0 – 24  High score = good

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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 RECALL**

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

**WOODCOCK-JOHNSON SPATIAL RELATIONS**
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
TESTS NO LONGER USED

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


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).

Range: 0 - 12  High score = poor

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
**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

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BENTON VISUAL RETENTION TEST – Form C

Date added: 7/79  Date dropped: 4/1/09


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
BENTON VISUAL RETENTION TEST – Form D

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


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

BENTON FORM D ERRORS: OMISSIONS

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

BENTON FORM D ERRORS: DISTORTIONS

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

BENTON FORM D ERRORS: PERSEVERATIONS

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

BENTON FORM D ERRORS: ROTATIONS

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

BENTON FORM D ERRORS: MISPLACEMENTS

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

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

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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

PSY027 recoded as BNT as of 9/1/05

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

**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

**CATEGORY FLUENCY--ANIMAL NAMING**

Date added: 3/17/97 Date modified to conform to UDS: 9/1/05
Rescored using only first four 15-second intervals.


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 of animal 1 through animal 4
Range: 0 and above     High score = good

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CROSSING OFF

Date added: 7/79            Date dropped: 4/1/09


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

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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.
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

References:


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 ASTEREOGNOSIS  Item 26, Halstead Battery

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

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

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**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.

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PSY192  LINE BISECT, L HAND TIME

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LURIA-NEBRASKA NEUROPSYCHOLOGICAL BATTERY

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


The score is the number of incorrectly executed motor tasks.
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

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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

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

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:

“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.”

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**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 = sentence printed
3 = sentence written illegibly
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.

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**STROOP**

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


MDNRTC  
MDNRTI  
MDNRTN  
ERRORC  
ERRORI  
ERRORN

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**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.
**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

**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

PSY018 5 recoded as TMA as of 9/1/05
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 or der. A maximum of 180 seconds is allowed.

Range: 0 - 180 Low score = good

PSY252 recoded as TMB as of 9/1/05

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

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)

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

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

PSY022 recoded as variable DIGSYM as of 9/1/05

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)
Ra
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

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WECHSLER ADULT INTELLIGENCE SCALE III (WAIS-III)

SIMILARITIES
Date added: 8/1/02
Date dropped from standard ADRC battery: 4/1/09, retained in ACS battery

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 = goo

**WECHSLER MEMORY SCALE** (WMS)


**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.
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

PSY004  WMS LOGICAL MEMORY
Subtest IV. WMS Logical Memory
Date added: 7/79       Date dropped: 9/1/05
Scored according to WMS manual.
Range: 0 - 23    High score = good

PSY073  WMS LOGICAL MEMORY DELAYED RECALL
Date added: 2/22/84       Date dropped: 6/16/91
complex memory functions. Journal of Consulting and Clinical Psychology, 43,
800-809.
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 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
LMVERA Story A: Range 0 - 35
LMVERB Story B: Range 0 – 34  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  
Range = 0 - 30  
High score = good

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

PSY005 recoded as variable DIGFOR as of 9/1/05

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

PSY006 recoded as variable DIGBACK as of 9/1/05

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

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WISCONSIN CARD SORTING TEST: Computer Version 4, Research Edition

Date added: 2/19/04                  Date dropped: 12/31/08

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

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

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

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

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

wctpere 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
wcstfail  Failure to maintain set
        Range: 0 - 21              High score = poor
wcstlmn   Learning to learn (%)
        Range: negative to positive 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

           Psychosomatics, 8, 287-292.

Raw scores were converted to SDS scores using the conversion table.

Range: 0 - 100                     High score = more depressed

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